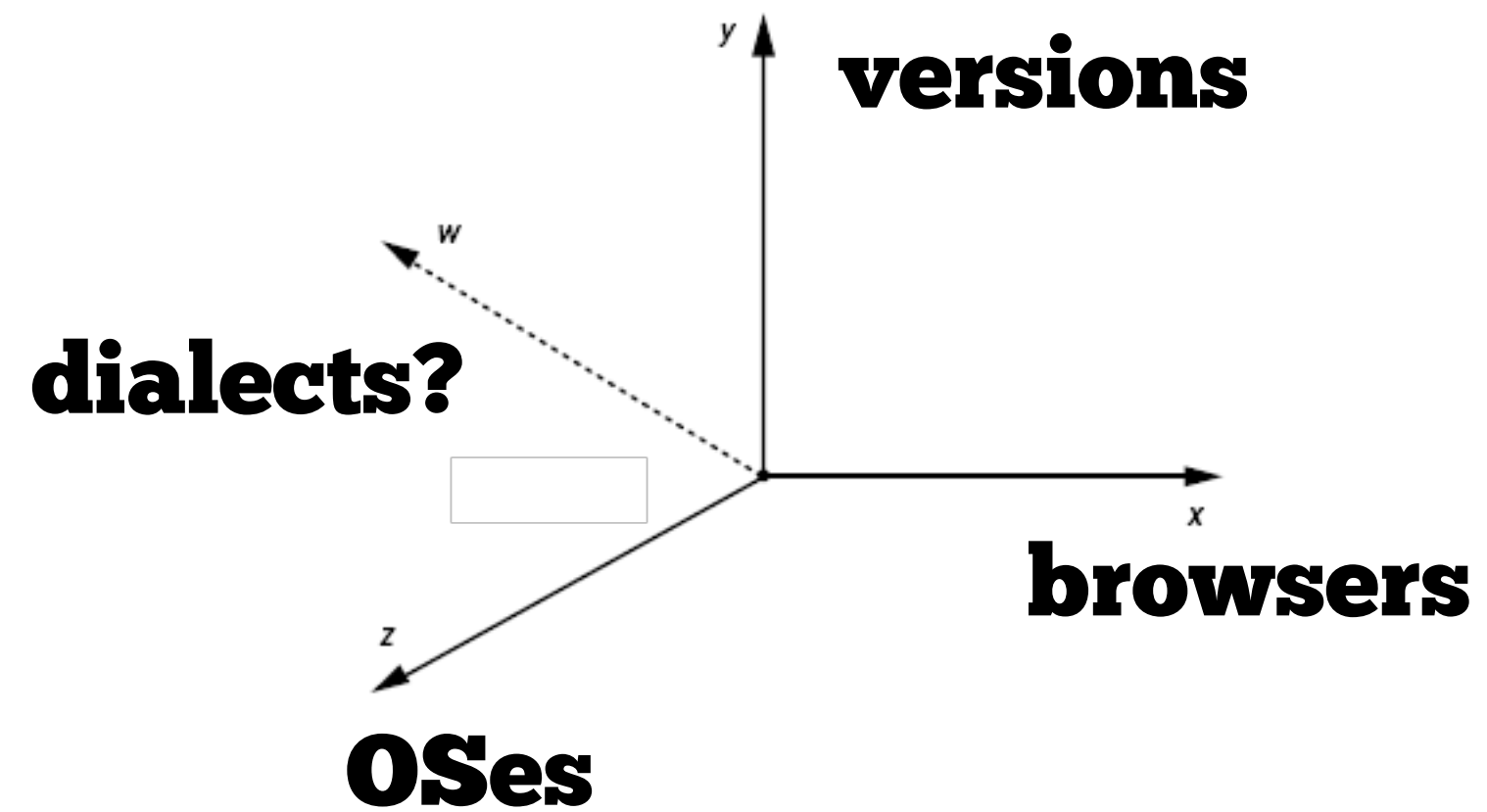


One JavaScript

Dave Herman

```
<script language="JavaScript1.2">  
<script type="application/javascript;version=1.7">  
<script type="application/ecmascript;version=4">  
<script type="text/vbscript">
```





sockets

prototypes

workers

functions

WebGL

JSON

canvas

closures

objects

storage

DOM

mozilla

sockets

workers

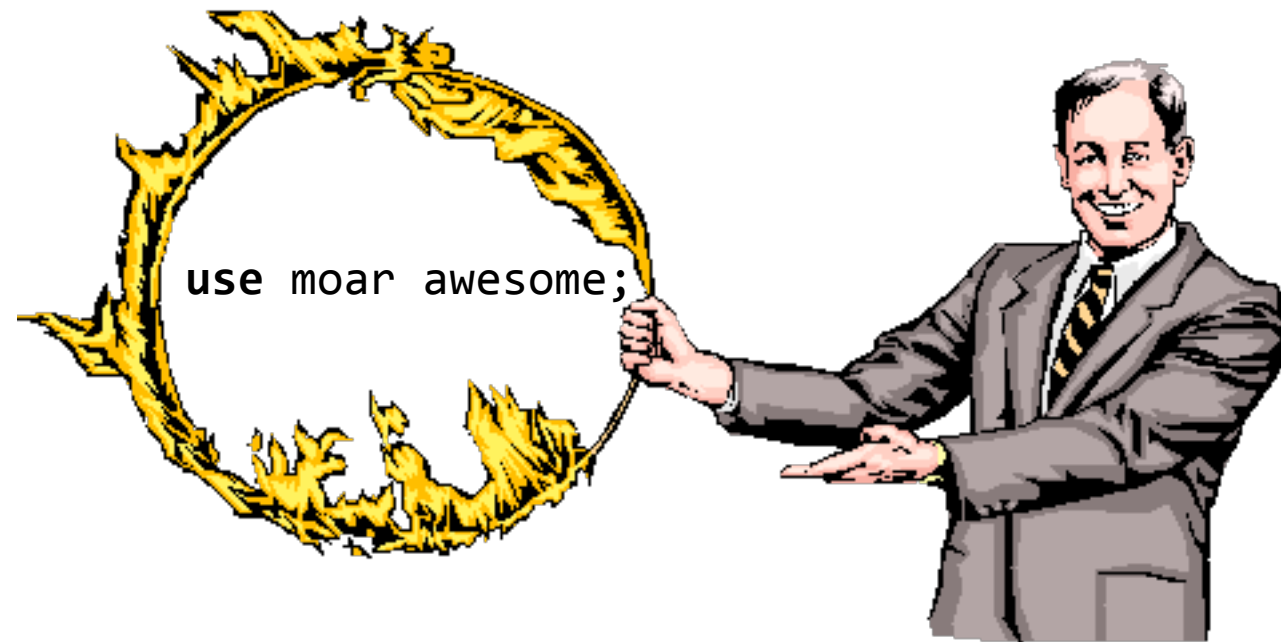
prototypes

functions

WebGL

JSON

canvas



closures

objects

storage

DOM

mozilla

```
<script>  
justDoSomething()  
</script>
```

```
<a onclick="justDoSomething()">
```



```
<script>  
awesome;  
justDoSomething();  
</script>
```

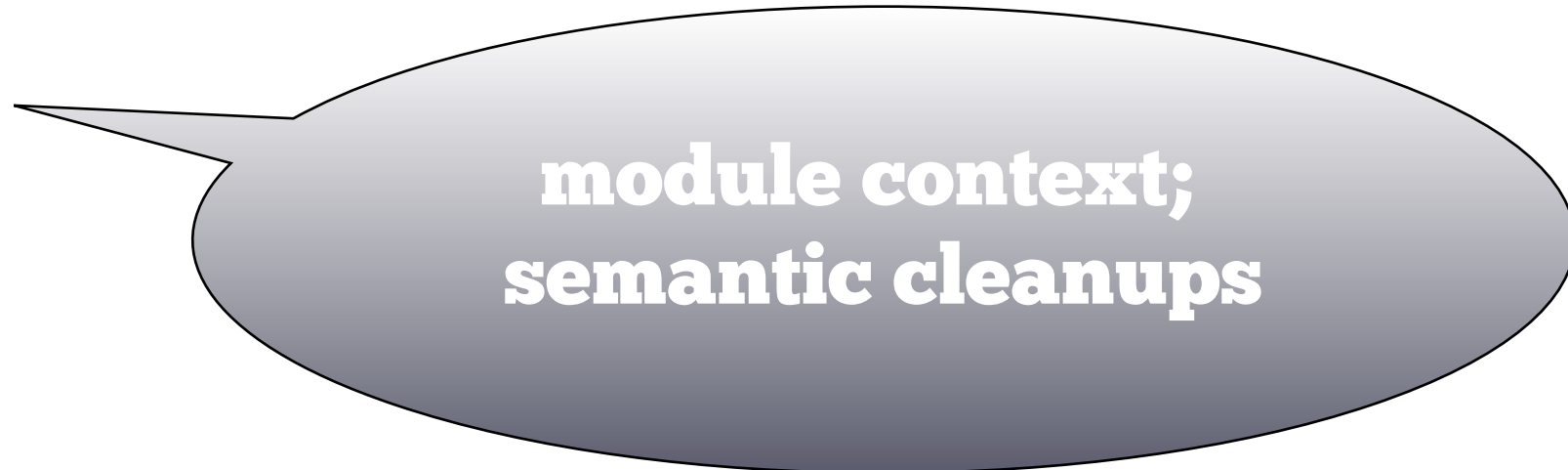
```
<a onclick="awesome; justDoSomething()">
```

```
<script>  
foo();  
bar();
```



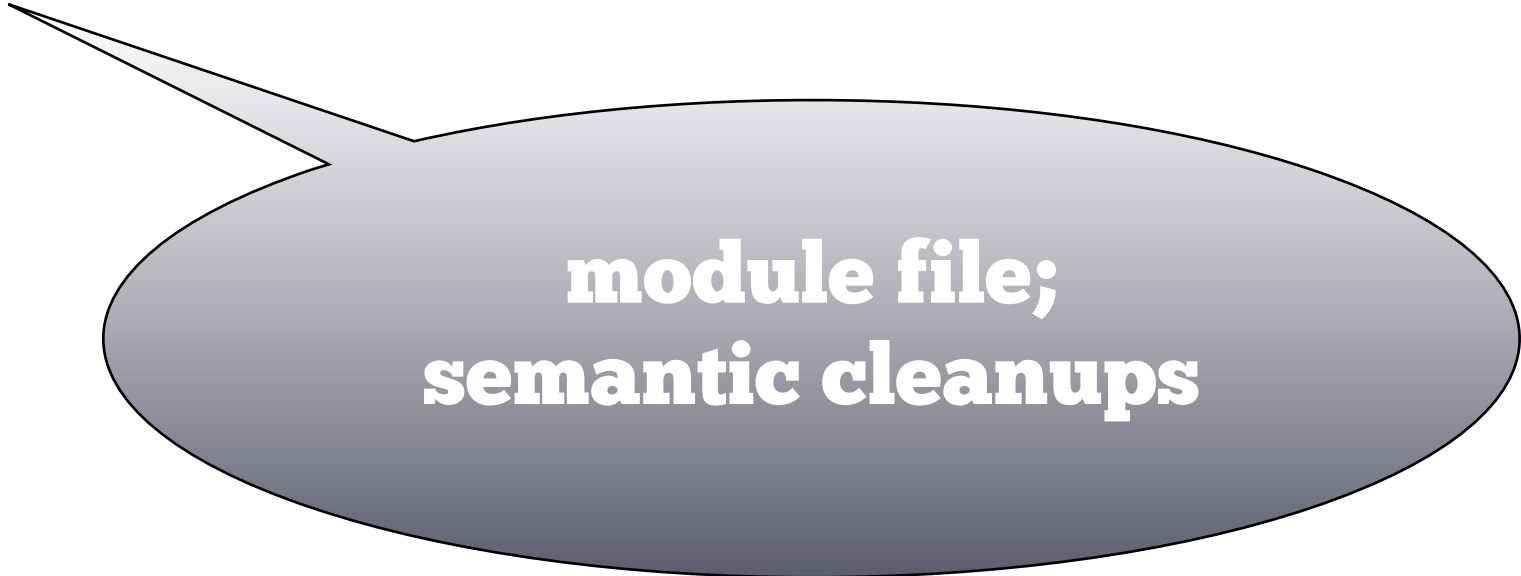
**global context;
backwards-compatible**

```
module {  
    foo();  
    bar();  
}  
</script>
```



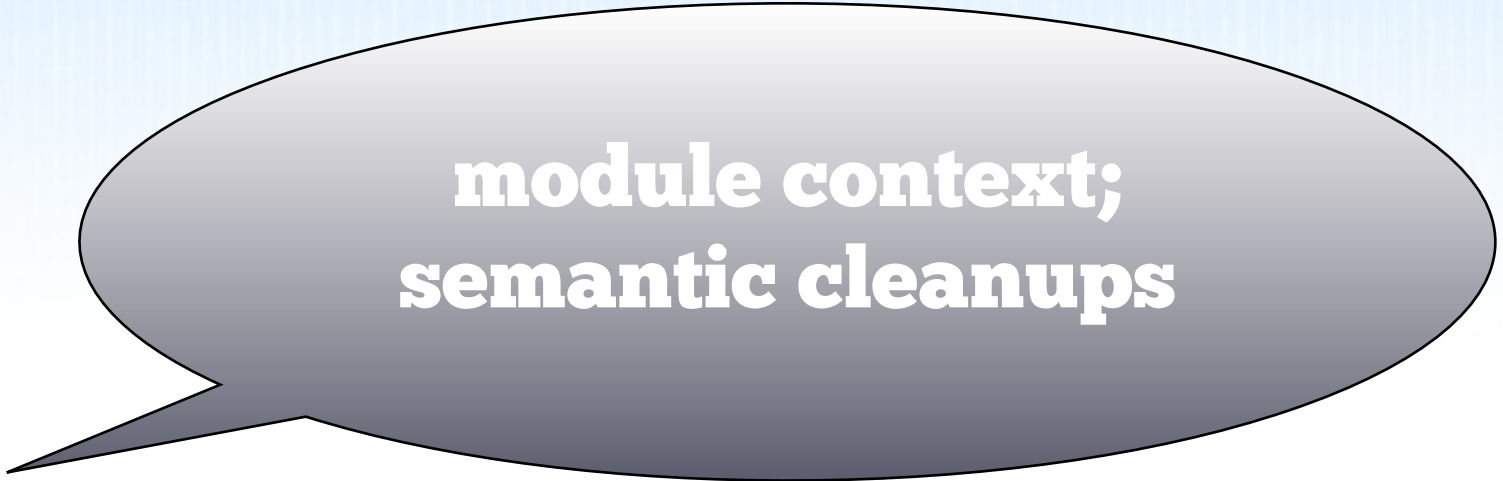
**module context;
semantic cleanups**


```
<script>  
module m at "foo.js";  
</script>
```

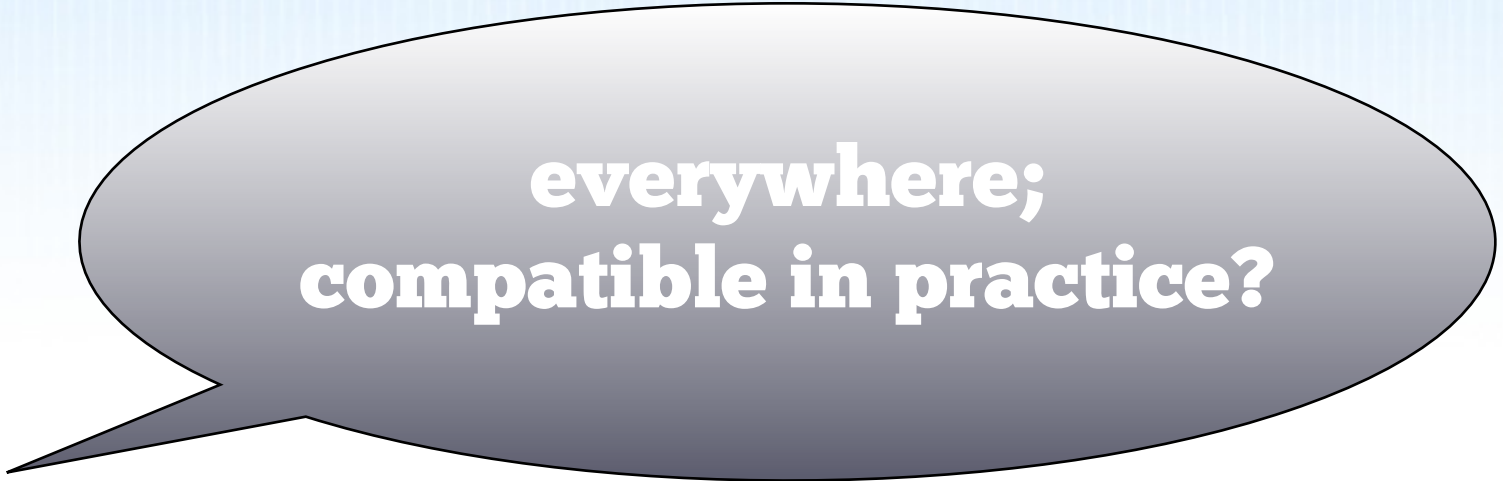


**module file;
semantic cleanups**

- **ES5 strict changes**
- **static scoping**
- **block-local functions**
- **block-local const declarations**
- **tail calls**
- **~~typeof null~~**



**module context;
semantic cleanups**

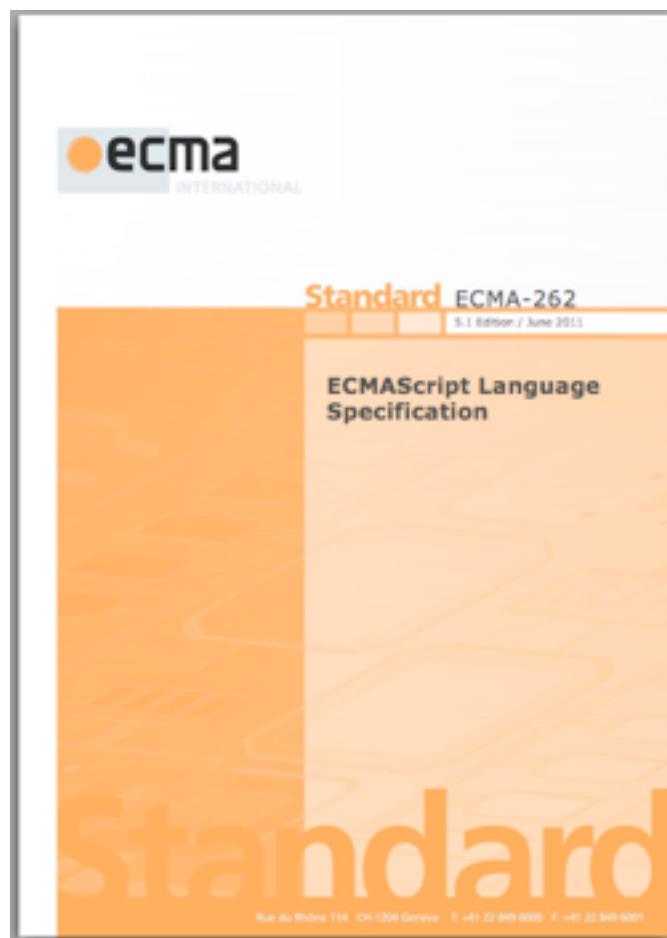


**everywhere;
compatible in practice?**

- **completion reform**
- **let**

don't fork the spec

**don't fork the
mental model**



mozilla

- **Global non-strict code will never go away – but it stays 97% compatible with module code.**
- **No more need for explicit strict mode in practice.**
- **Module code is still just JavaScript, but with some warts removed.**
- **JUST ONE JAVASCRIPT.**