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JavaScript is a dynamically typed programming language with a prototype-based object system. It is interesting because it runs in [web browsers](#) and has received more than its fair share of optimization effort. Modern JavaScript engines with [JIT compilation](#) can play chess well enough to be interesting.

JavaScript Pages

The following pages are tagged javascript:

1. [aiBloodshed](#)
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See also

- [Stockfish Evaluation Guide](#) ^[1]
- [Zobrist Hashing - Lack a True Integer Type](#)

Forum Posts

2011 ...

- [Javascript port of Stockfish](#) by David Whitten, [CCC](#), October 24, 2011
- [Engine In Javascript](#) by [bluefever](#), [OpenChess Forum](#), July 12, 2013
- [JSUCI 1.0 - connect javascript chess engines to UCI](#) by [Edmund Moshhammer](#), [CCC](#), March 28, 2014 » [UCI](#) ^[2]

2015 ...

- [Stockfish in Lozza UIs](#) by [Colin Jenkins](#), [CCC](#), January 07, 2015 » [Lozza](#), [Stockfish-js](#)
- [Javascript/WebGL 3D board \(MIT lic\)](#) by [Colin Jenkins](#), [CCC](#),
- [ChessGUI \(current version\) and JavaScript engines part I](#) by [Norbert Raimund Leisner](#), [CCC](#), August 23, 2017 » [ChessGUI](#)
- [JavaScript Pawn Bitboard \(with 32 bit integers\)](#) by [Tamás Kuzmics](#), [CCC](#), September 17, 2017
- [tomitankChess - New JavaScript engine](#) by [Tamás Kuzmics](#), [CCC](#), September 17, 2017 » [tomitankChess](#)
- [best board representation for variants \(javascript\) ?](#) by [Mahmoud Uthman](#), [CCC](#), December 10, 2017 » [Board Representation](#), [Chess Variants](#)

External Links

- [JavaScript from Wikipedia](#)
- [Node.js from Wikipedia](#)
- [Programming A Javascript Chess Engine - YouTube](#) Videos by [BlueFeverSoft](#)
- [Stockfish Evaluation Guide](#) » [Stockfish Evaluation Guide](#)

Repos

- [GitHub - cosinekitty/flywheel: A chess engine for the web browser](#) by [Don Cross](#)
- [GitHub - douglasbagnall/p4wn: a smallish turn-of-the-century javascript chess engine](#) by [Douglas Bagnall](#) » [p4wn](#)
- [GitHub - ebemunk/chess-dataviz: chess visualization library written for d3.js](#) by [Buğra Firat](#) » [Match Statistics](#), [Portable Game Notation](#)

- [GitHub - ebemunk/node-uci: UCI Protocol for node.js - talk to chess engines painlessly](#) by [Buğra Firat](#) » [UCI](#) ^[3]
- [GitHub - exoticcorn/stockfish-js: UCI chess engine compiled to Javascript](#) » [Stockfish-js](#)
- [GitHub - imor/uci: A thin wrapper on a uci chess engine](#) » [UCI](#)
- [GitHub - jtiscione/chessboard3js: WebGL chessboard library](#) » [3D Graphics Board](#)
- [GitHub - jhlywa/chess.js: A Javascript chess library for chess move generation/validation, piece placement/movement, and check/checkmate/draw detection](#)
- [GitHub - nmrugg/stockfish.js: The Stockfish chess engine in Javascript](#) » [Stockfish-js](#)
- [GitHub - oakmac/chessboardjs: JavaScript chessboard](#) » [2D Graphics Board](#)
- [Javascript Universal Chess Interface | Free software downloads at SourceForge.net](#) by [Edmund Moshammer](#) » [UCI](#)

Online GUI

- [Play Lozza online](#)
- [chessboard3.js](#) by [Jason Tiscione](#)

References

1. [^] [Stockfish Evaluation Guide](#)
2. [^] [Javascript Universal Chess Interface | Free software downloads at SourceForge.net](#) by [Edmund Moshammer](#)
3. [^] [Node.js from Wikipedia](#)

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