

Javascript Execution Context

`</>` → Global EC (always made automatically)
(refer by) this → for browser EC → 'Window Object'
Javascript → single threaded

- Global Execution Context
- Function Execution Context
- Eval Execution Context

`</>` → Codes run in 2 phase:-

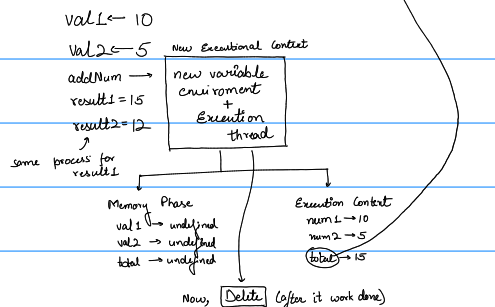
- Memory Creation Phase
- Execution Phase

Step 1 → Program firstly run by Global Execution
(Or called Global Environment)

Step 2 → Memory Phase

allocate by 'this'
val1 → undefined
val2 → undefined
addNum → definition
result1 → undefined
result2 → undefined

Step 3 → Execution Phase



```
let val1 = 10
let val2 = 5
function addNum(num1, num2){
  let total = num1 + num2
  return total
}
let result1 = addNum(val1, val2)
let result2 = addNum(10, 2)
```