Draw Global Execution Context for Below Codes and Explain Line by line.

console.log(a);  
var a = 10;  
console.log(a);  
a = 20;  
console.log(a);

|  |  |  |
| --- | --- | --- |
| **Memory Phase** | **Code/Execution Phase** | **Output** |
| var a: undefined | Console.log(a) | undefined |
| a is assigned as 10 | var a = 10; |  |
|  | Console.log(a); | 10 |
| a is assigned as 20 | a = 20; |  |
|  | Console.log(a); | 20 |

================================================================

console.log(b);  
var b = 5;  
var b = 15;  
console.log(b);  
b = b + 5;  
console.log(b);

|  |  |  |
| --- | --- | --- |
| **Memory Phase** | **Code/Execution Phase** | **Output** |
| var b: undefined | Console.log(b); | undefined |
| b is assigned as 5 | var b = 5; |  |
| b is assigned 15 | var b = 15; |  |
|  | Console.log(b); | 15 |
| b = 15 + 5  b = 20  b is assigned as 20 | b = b + 5; |  |
|  | console.log(b); | 20 |

================================================================

console.log(c);  
c = 30;  
var c;  
console.log(c);  
c = c \* 2;  
console.log(c);

|  |  |  |
| --- | --- | --- |
| **Memory Phase** | **Code/Execution Phase** | **Output** |
| var c : undefined | console.log(c); | undefined |
| c is assigned as 30 | C = 30; |  |
|  | var c; |  |
|  | console.log(c); | 30 |
| C = 30 \* 2  C = 60  C is assigned as 60 | C = c \* 2 |  |
|  | console.log(c); | 60 |

=================================================================

var d;  
console.log(d);  
d = 50;  
console.log(d);  
d = d + 10;  
console.log(d);  
var d = 100;  
console.log(d);

|  |  |  |
| --- | --- | --- |
| **Memory Phase** | **Code/Execution Phase** | **Output** |
| var d = undefined | var d; |  |
|  | console.log(d); | undefined |
| d is assigned as 50 | d = 50 |  |
|  | console.log(d); | 50 |
| d = 50 + 10  d = 60  d is assigned as 60 | d = d + 10 |  |
|  | console.log(d); | 60 |
| d is assigned as 100 | var d = 100; |  |
|  | console.log(d); | 100 |

=================================================================

var e = 1;  
console.log(e);  
e = e + 1;  
console.log(e);  
var e = 10;  
console.log(e);  
e = e \* 2;  
console.log(e);

|  |  |  |
| --- | --- | --- |
| **Memory Phase** | **Code/Execution Phase** | **Output** |
| e is assigned as 1 | var e = 1; |  |
|  | console.log(e); | 1 |
| e = 1 + 1  e = 2  e is assigned as 2 | e = e + 1; |  |
|  | console.log(e); | 2 |
| e is assigned as 10 | var e = 10; |  |
|  | console.log(e); | 10 |
| e = 10 \* 2  e = 20  e is assigned as 20 | e = e \* 2; |  |
|  | console.log(e); | 20 |