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14 Feb

10 Feb 2020

Revision class

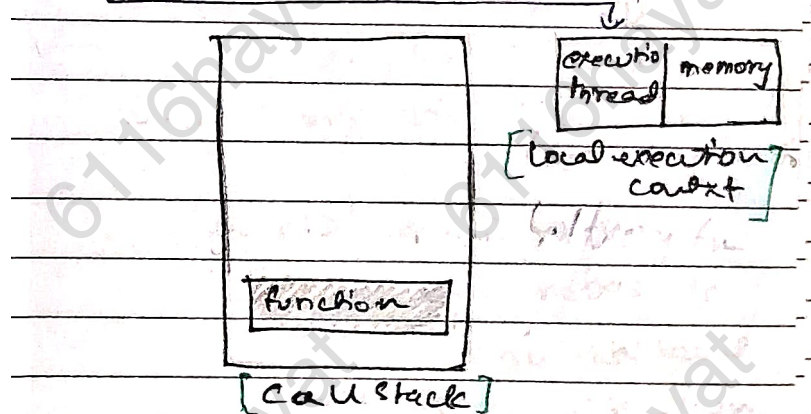
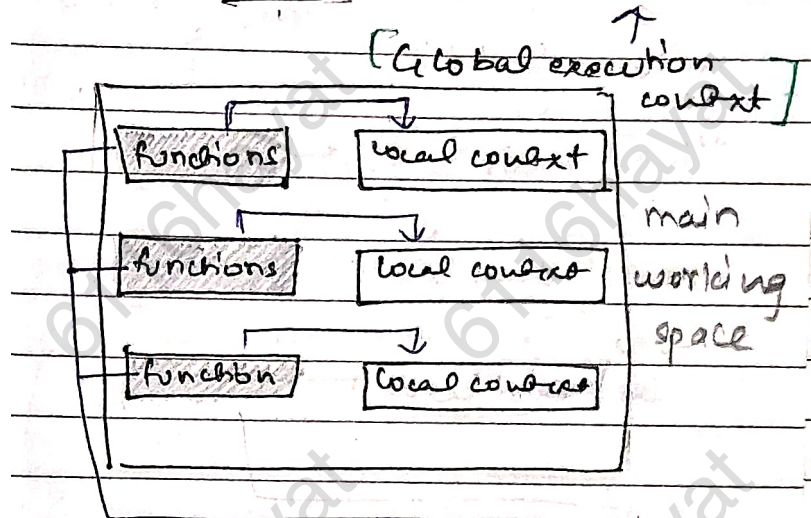
Tuesday

Chai aur JavaScript

[49:00 - 1:05:00]

(What data?)

Data type	Execution Thread	Memory
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(What to run?)

• Every function has its own local execution context

[1:08:00 - 1:17:00]

Recap

(owner)

• Main thread: This executes top-bottom in the whole system



piyush's sir explaining

[1:22:00 — 3:16:00]

⇒ Diff b/w loops

JS Engines

↳ V8 → Chrome
↳ SpiderMonkey → Firefox
↳ Safari

① For Loop

when you know exactly how many times you have to repeat something

V8 Engine + Cpp = NodeJS

NodeJS → Runtime Environment
Neither framework nor library

② while loop

when you don't know how many times it will run, but you want to keep looping as long as condition is true

• JS is a loosely typed language because

↳ The types are loose

```
var fname = 'string'
var fname = '3'
```

both works i.e.,

③ Dowhile loop

Similar to while, but guarantees the loop runs at least once, even if condition is false initially

⇒ [conditions]

[1:52:00 — 2:20:00]

* verbose ⇒ unnecessary long

⇒ (memory - phase)

[2:45:00 —

88 → OR condition
(checks both)

* Hoisting :

In JS is the behaviour where the interpreter moves declarations (like variable & functions) to the top of their scope before executing code.

⇒ [loops]

[2:20:00 — 2:44:00]

- Only declarations are hoisted, not initializations

- Body of functions are hoisted

- Allows functions to be used before they are defined and allows variables to be accessed