

## [old way] Using **strict mode**

- ➡ Force the browser to validate Javascript against the standard
- ✓ Dynamically raises errors (or warnings) in the console when the code is not compliant with the standard

```
"use strict";
```

```
let doSomething = function() {  
    // this runs in strict mode  
}
```

## [old way] Problem with scoping

- ➡ In the browser, all Javascript files share the same execution environment i.e they share the same scope
  - ⦿ variable (and function) naming conflicts
  - ⦿ strict mode applied to all