

Below is a clean, simplified, internally explained, and NoteLM-friendly version of `var` in JavaScript, written in the same depth + format you've been following.

I've corrected language, removed redundancy, and added **internal behavior explanations** where needed (important for exams + interviews).

◆ `var` Keyword in JavaScript

The `var` keyword is used to declare variables in JavaScript.

Before ES6 (2015), `var` was the **only way** to declare variables.

After ES6, `let` and `const` were introduced to fix many problems of `var`.

📌 Modern JavaScript Recommendation

- Prefer `let` and `const`
- Use `var` only for legacy browser support or old codebases

📌 What is a Variable?

A **variable** is a container used to store data in memory.

JavaScript variables can store:

- Number
- String
- Boolean
- Object
- Array
- Function

📘 Syntax of `var`

js

```
var identifier;  
var identifier = value;
```

- `identifier` must follow valid variable naming rules
- Initialization is optional

✍ Basic Example

html

```
<script>  
var num = 30;  
var text = "Hello World";
```

```
var flag = true;

console.log(num);
console.log(text);
console.log(flag);
</script>
```

Output

arduino

30
Hello World
true

Scope of var

A variable declared with `var` has **function scope**, not block scope.

Types of Scope with var

1. Global Scope
2. Function Scope

 `var` does **NOT** have block scope

- ◆ **Function Scope (Very Important)**

If a variable is declared **anywhere inside a function**, it is accessible **throughout the function**, even outside blocks like `if` , `for` , `{}` .

Example: Function Scope

html

```
<script>
function demo() {
  var x = 10;

  {
    var y = 20;
  }

  console.log(x); // 10
  console.log(y); // 20
}
```

```
demo();  
</script>
```

✖ Reason (Internal Explanation)

JavaScript ignores blocks `{}` for `var`.

Only functions create scope boundaries for `var`.

✖ Contrast with `let`

```
js  
  
{  
  let a = 10;  
}  
console.log(a); // ✖ ReferenceError
```

🌐 Global Scope with `var`

If `var` is declared **outside any function**, it becomes a **global variable**.

Global `var` variables:

- Attach to the `window` object (in browsers)
- Can be accessed anywhere

Example

```
html  
  
<script>  
var num1 = 10;  
  
function sum(num2) {  
  console.log(num1 + num2);  
  console.log(window.num1 + num2);  
}  
  
sum(20);  
</script>
```

Output

30

30

⚠️ `var` pollutes the global scope → **dangerous**

⚠️ Hoisting Behavior of `var`

Variables declared with `var` are **hoisted** to the top of their scope.

What is Hoisting?

JavaScript moves variable declarations to the top of the scope **before execution**

⚠️ Only the **declaration** is hoisted, **not the value**

Example: Hoisting

html

```
<script>
function test() {
  a = 98;
  console.log(a);
  var a;
}
test();
</script>
```

Output

98

Internally, JavaScript reads it as:

js

```
function test() {
  var a;
  a = 98;
  console.log(a);
}
```

⚠️ Dangerous Example

js

```
console.log(x);
var x = 10;
```

Output:

javascript

undefined

✗ This causes bugs

✓ `let` and `const` fix this using **Temporal Dead Zone (TDZ)**

⟳ Redeclaration with `var`

`var` allows **multiple redeclarations** of the same variable.

Example

html

```
<script>
var a = 10;
var a = 20;
var a;

console.log(a);
</script>
```

Output

20

✖ Redefinition does **not reset value**

✖ This is **not allowed** with `let` or `const`

🔍 Shadowing with `var`

html

```
<script>
var num = 10;
```

```
function show() {  
    var num = 20;  
    console.log(num); // 20  
}  
  
show();  
console.log(num); // 10  
</script>
```

✓ Inner `var` hides outer `var`

✓ Both exist in different scopes

3 2 4 Multiple Declarations in One Statement

js

```
var a, b, c;  
a = 10;  
b = 20;  
c = 30;
```

Or:

js

```
var a = 10, b = 20, c = 30;
```

✓ Valid

✓ Common in old JavaScript code

2 var in Loops (Classic Trap)

html

```
<script>  
for (var i = 0; i < 3; i++) {  
    console.log(i);  
}  
console.log(i);  
</script>
```

Output

0
1
2
3

- ✖️ `i` is accessible **outside loop**
- ✖️ This causes bugs in async code
- ✓ `let` fixes this by block scoping

📦 Destructuring with `var`

html

```
<script>
var arr = [4, 5, 6];
var [a, b, c] = arr;

console.log(a, b, c);
</script>
```

Output

4 5 6

- ✓ Works
- ✗ Still function-scoped

⚠️ Major Problems with `var`

| Problem | Explanation |
|-----------------------|---------------------------------|
| No block scope | Leaks outside <code>{}</code> |
| Hoisting bugs | Access before declaration |
| Global pollution | Attaches to <code>window</code> |
| Redeclaration allowed | Silent overwrites |
| Loop issues | Breaks async logic |

Comparison Summary

| Feature | var | let | const |
|---------------|----------|-----------|-----------|
| Scope | Function | Block | Block |
| Hoisted | Yes | Yes (TDZ) | Yes (TDZ) |
| Redeclare | ✓ | ✗ | ✗ |
| Reassign | ✓ | ✓ | ✗ |
| Global object | Yes | No | No |

⌚ Final Takeaway (Exam Ready)

`var` declares function-scoped variables that are hoisted and can be redeclared, which often leads to bugs. Modern JavaScript prefers `let` and `const`.

If you want, next we can do:

- `let` in same depth
- `const` internals
- `var vs let vs const` traps
- Interview MCQs
- Memory & execution context view

Just say next 