```
"Use strict"   (handwritten annotation)
var g = 10;

function doTask() {
    var a = 20;

    if(a > g) {
        var b = 30;   ✓
        c = 40;   ←
    }
                ✓ ✓ ✓
    console.log(g, a, b, c);
}

doTask();   ✓   ✓
console.log(g, a, b, c);
            ✗ ✗
```

Global Creation Context

```
→ window/global/Global
└→ this

g = undefined

doTask = undenfined
```

Global Execution Context

```
window/global/Global

this

g = 10

doTask = function() {..}
```

C = 40   HOISTING

SCOPE
✗

Function Creation Context

```
this

a = undefined

b = undefined
```

HOISTING →

Function Execution Context

```
this

a = 20

b = 30
```

Event loop

```
console.log("Hello");

setInterval(function timed() {
    console.log("timed!!!");
}, 1000);

document.addEventListener("click", function clicked() {
    console.log("clicked");
});
console.log("Bye");
```
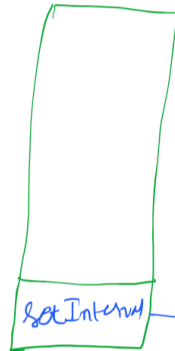
Stack

Hello

log

```
console.log("Hello");

setInterval(function timed() {
    console.log("timed!!!");
}, 1000);

document.addEventListener("click", function clicked() {
    console.log("clicked");
});
console.log("Bye");
```
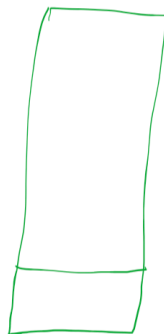
Stack

WEBAPI

setInterval --> timed(), 1000

setInterval

```
console.log("Hello");

setInterval(function timed() {
    console.log("timed!!!");
}, 1000);

document.addEventListener("click", function clicked() {
    console.log("clicked");
});
console.log("Bye");
```
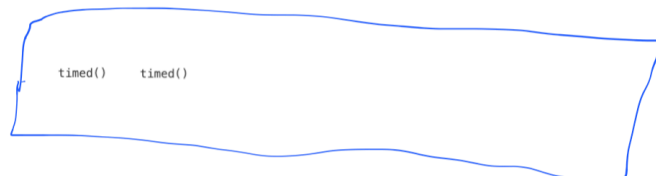
Stack

WEBAPI

setInterval --> timed(), 1000

CallbackQueue

timed()   timed()
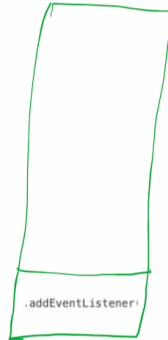
```
console.log("Hello");

setInterval(function timed() {
    console.log("timed!!!");
}, 1000);

document.addEventListener("click", function clicked() {
    console.log("clicked");
});
console.log("Bye");
```

Stack

WEBAPI

setInterval --> timed(), 1000

.addEventListener "click", clicked()

CallbackQueue

timed()   timed()   clicked()   clicked()   timed()   clicked()

.addEventListener

```
console.log("Hello");

setInterval(function timed() {
    console.log("timed!!!");
}, 1000);

document.addEventListener("click", function clicked() {
    console.log("clicked");
});
console.log("Bye");
```
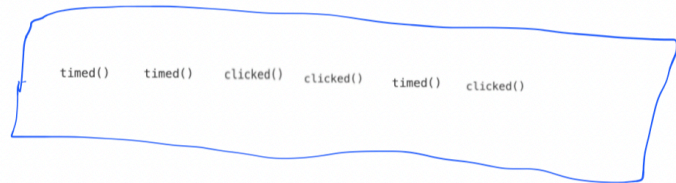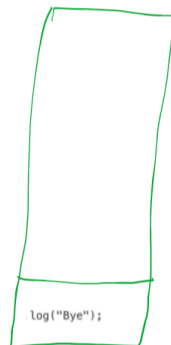
TICK

Stack

WEBAPI

HELLO
BYE

setInterval --> timed(), 1000

.addEventListener "click", clicked()

CallbackQueue

timed()   timed()   clicked()   clicked()   timed()   clicked()

log("Bye");
```

```
console.log("Hello");

setInterval(function timed() {
    console.log("timed!!!");
}, 1000);

document.addEventListener("click", function clicked() {
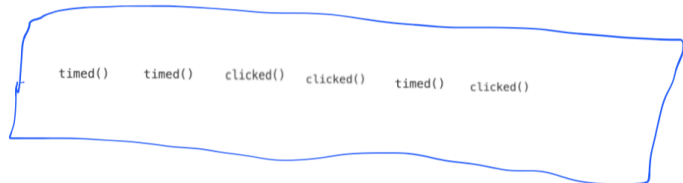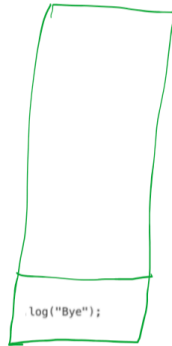    console.log("clicked");
});
console.log("Bye");
```

TICK

Stack

WEBAPI

HELLO
BYE

```
setInterval --> timed(), 1000

.addEventListener     "click",     clicked()
```

```
log("Bye");
```

CallbackQueue

```
timed()     timed()     clicked()     clicked()     timed()     clicked()
```