

Day-15()

Saturday, 25 January 2025 5:08 PM

functions :

- piece of code
- reused
- return something (nature)

} C++ ✓

⇒ is it compulsory?

→ C++ (Yes)

→ JS (NO)

return ✓

JS syntax

function wildcraft() { ---- }

name

eg:

[function som() {
 console.log(10);
}] → fn defini.

[som();] → fn calling

✓ ① Whenever a JS code runs a global execution (GEC) context is created.

② Inside a GEC we have 2 phases

1. Memory creation phase (MCP) →

2. Execution phase (CEP)

- ✓ 2.2 Code Execution pr~
- ✓ ③ Role of MCP is to allocate memory
- 3.1 to all the variables {2}
- 3.2 to all the fn's
- MCP runs before CEP *

(When 0 line of code has been executed)

- ✓ ④ CEP means running the code line by line (0 line) before that
- after MCP is done.
- ↗ MCP ↘
↖ CEP ↗

- ✓ ⑤ Whenever a fn is called a new execution (EC) context is created & the same process repeats.

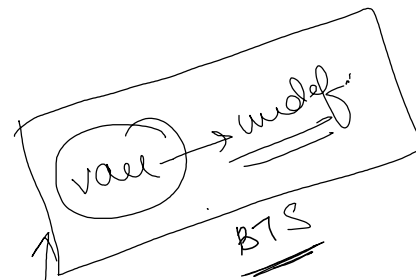
- later on
- ✓ ⑥ Whenever GEC is created, a global object along with it is also created. (window) *

GEC F

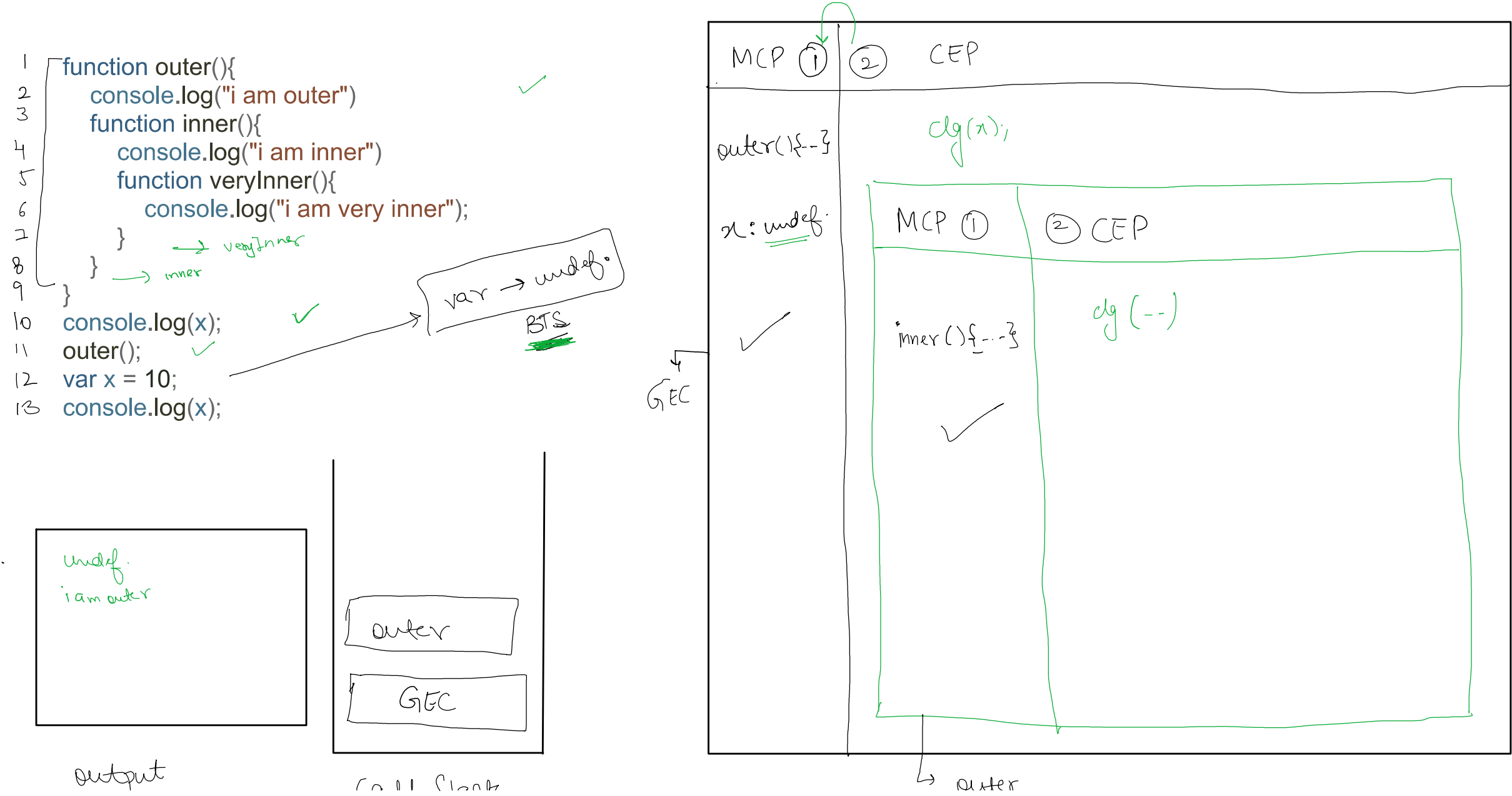
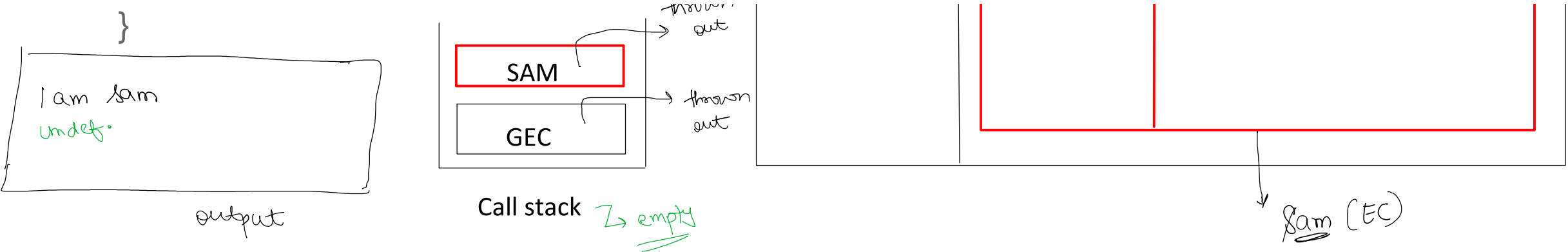
```

1 sam() ✓
2 console.log(a);
3 var a = 10;
4 function sam(){
5   console.log("i am sam");
6 }

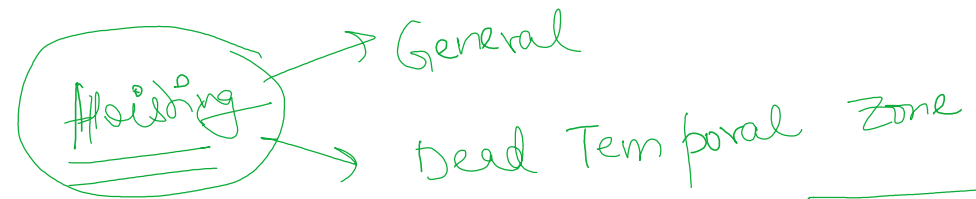
```



MCP ①	② CEP
a: undef. 10	<div> <div> MCP ① </div> <div> ② CEP </div> </div>
sam() 2 --- 3 ✓ destroy	<div> <div> </div> <div> log(--) </div> </div>
	<div> <div> </div> <div> destroyed </div> </div>

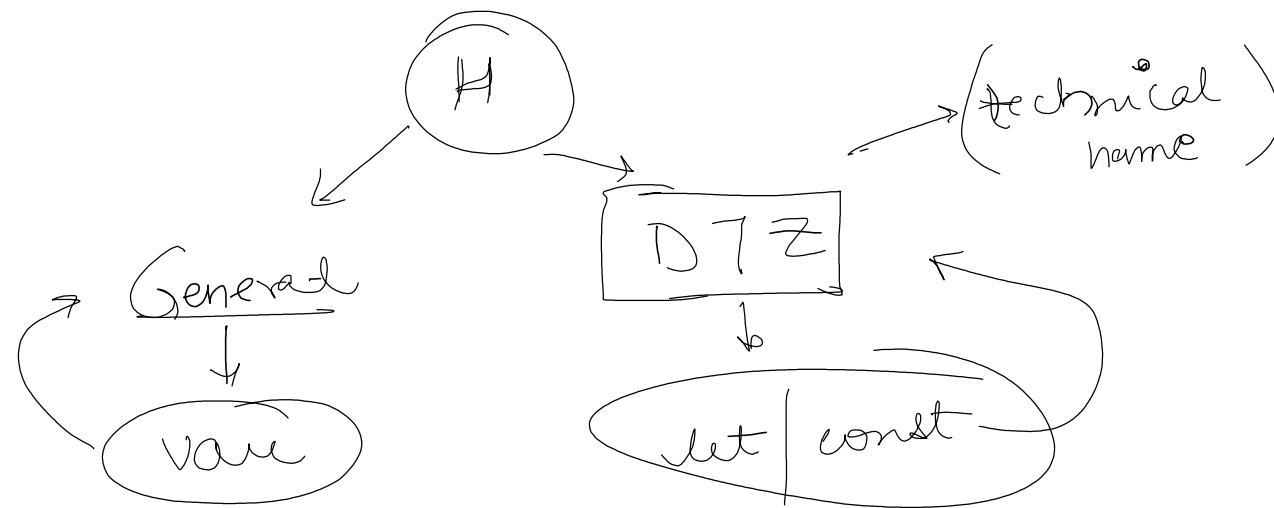


unstack



Hoisting

→ Concept of accessing a variable / fn even before its declared.



var → undef

let
const { NU }

```

1 console.log(x);
2 console.log(y);
3 console.log(z);
4 var x = 10;
5 let y = 20;
6 const z = 30;
  
```

MCP ①	② CEP
x: <u>undef</u>	<u>dg(x)</u>
y: <u>value</u> <u>unavailable</u>	<u>dg(y)</u> → DTZ error
z: <u>value</u> <u>unavailable</u>	

undef.
error
error

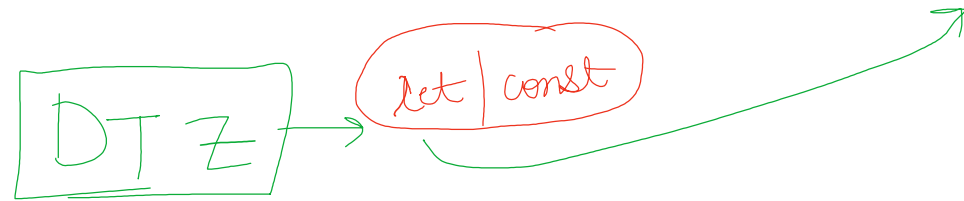
output

GEC

CS



error → special error → you cannot access y/z before initialization

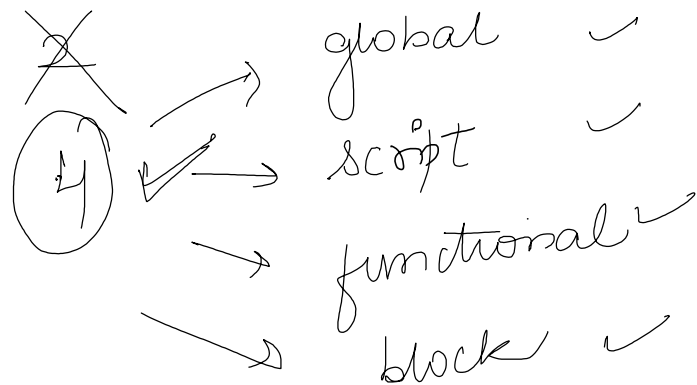
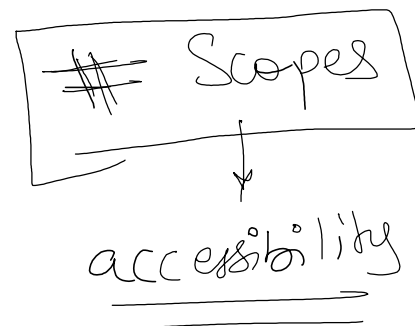


Understanding
BTS



X

X



Scopes (4)

local (fn + block)

import

① global

② ~~script~~

③ functional

+ ④ block

⇒ local

