

Javascript Execution

1. Global Execution → this

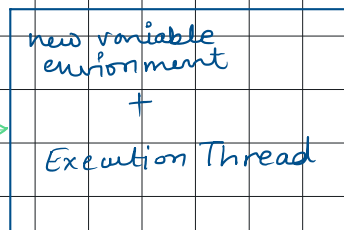
2. Memory Phase

val 1 → undefined
val 2 → undefined
addNum → definition
result 1 → undefined
result 2 → undefined

```
1 let val1 = 10
2 let val2 = 5
3 function addNum(num1, num2){
4   let total = num1 + num2
5   return total
6 }
7 let result1 = addNum(val1, val2)
8 let result2 = addNum(10, 2)
```

3. Execution Phase

val 1 ← 10
val 2 ← 5
add num →



← After work it gets deleted

Memory Phase

val 1 → undefined
val 2 → undefined
total → undefined

Execution Content

num 1 → 10
num 2 → 5
total → 50

Return to
Global Execution Content