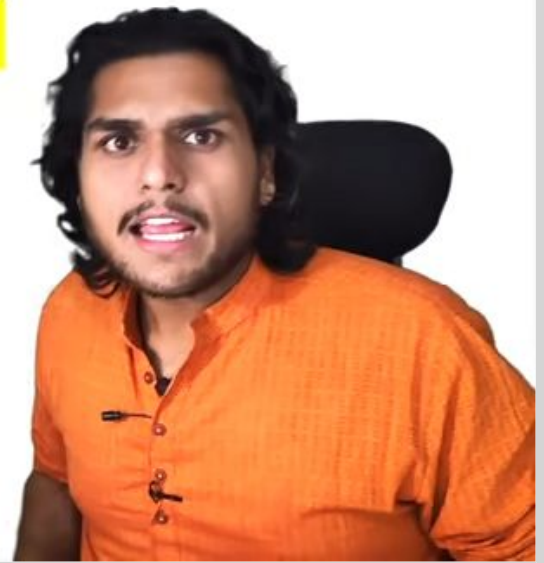


00:02

What is a **Temporal Dead Zone?**

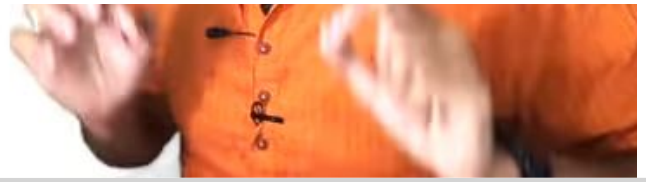


Temporal Dead zone is the time since when this "let" variable is hoisted & till it is initialised with some value.

00:05

Are **let & const** declarations **hoisted?**





Yes, let&const declarations are hoisted.

02:34

The screenshot shows a web browser on the left and a code editor on the right. The browser displays "Namaste 🙏 JavaScript" and the console shows an error: "Uncaught ReferenceError: Cannot access 'a' before initialization at index.js:1". The code editor shows the following code in `index.js`:

```
1 console.log(a);
2 let a = 10;
3 var b = 100;
4
```

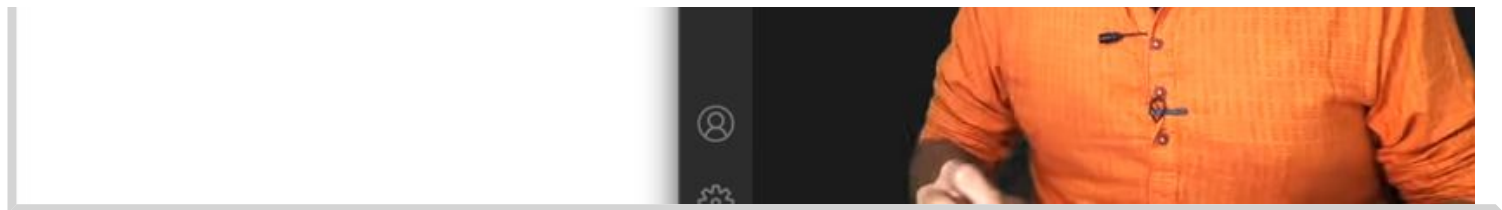
A person in an orange shirt is visible in the bottom right corner of the code editor window, gesturing with their hands.

02:44

The screenshot shows the same web browser and code editor setup. The browser console now shows the value "10" from `index.js:3`. The code editor shows the following code in `index.js`:

```
1
2 let a = 10;
3 console.log(a);
4 var b = 100;
5
```

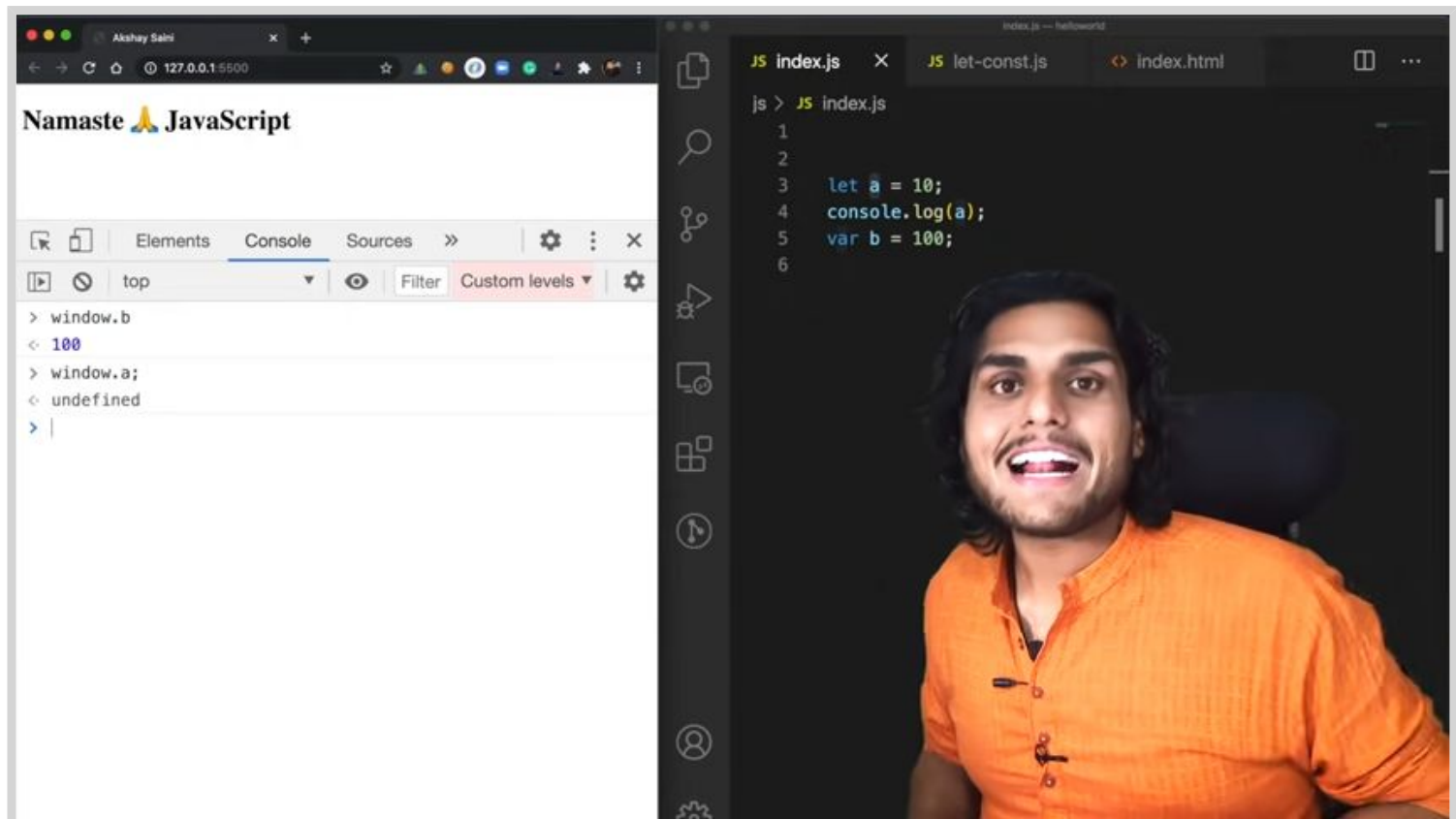
A person in an orange shirt is visible in the bottom right corner of the code editor window, looking surprised.



let & const are stored in a different memory space than Global. You cannot access them before you put any values in them.

(in case of window - the "global object" is **Window**)

10:23



let a - is stored in a different memory space.

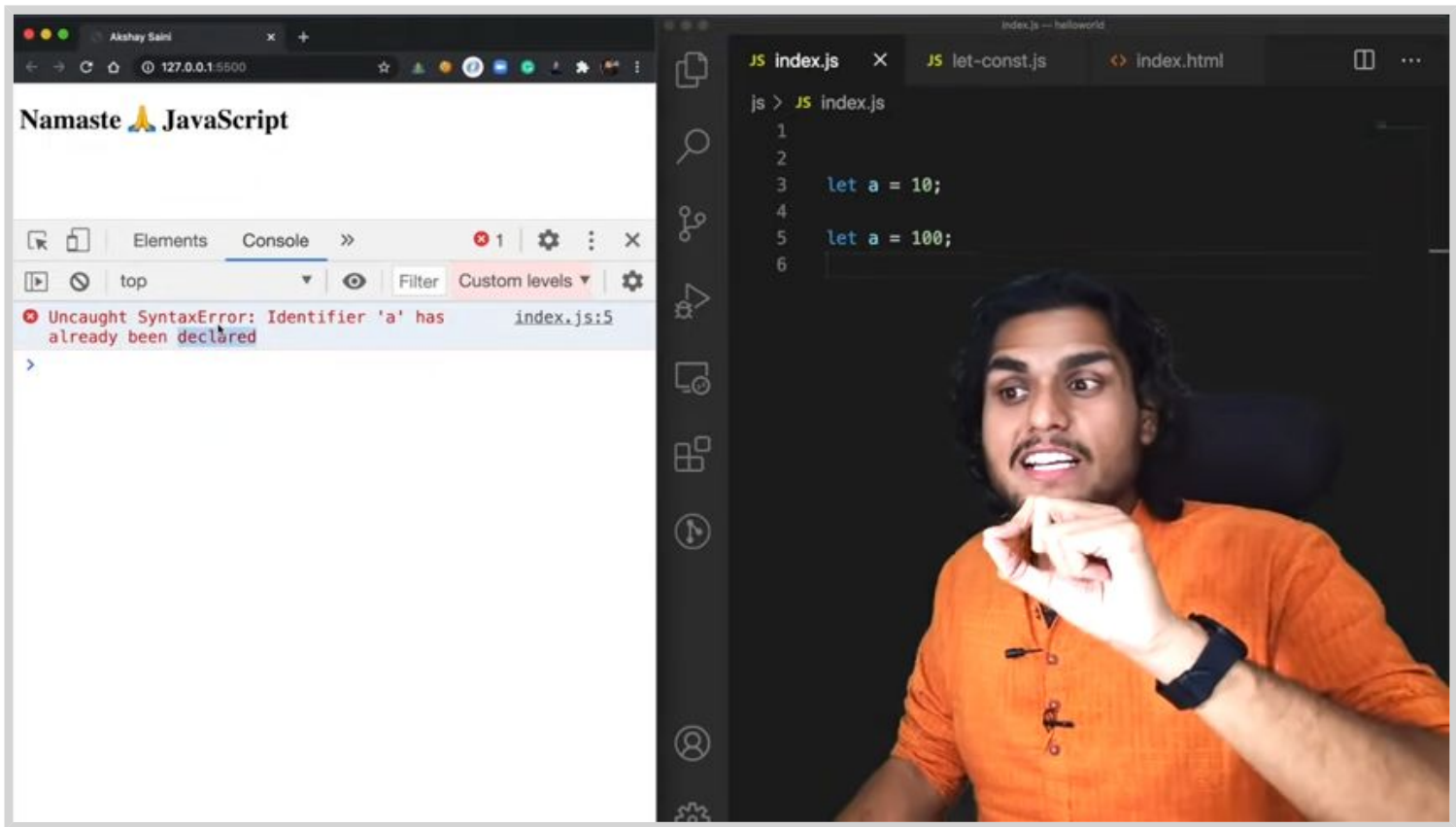
00:07

**SyntaxError vs.
ReferenceError vs.
TypeError ?**

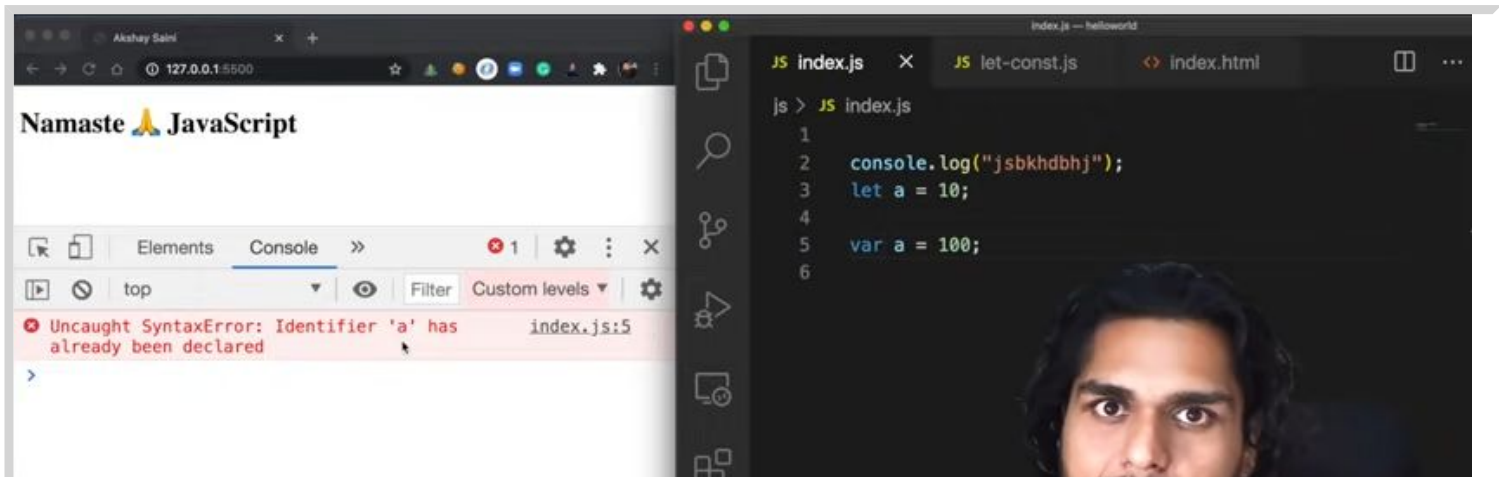


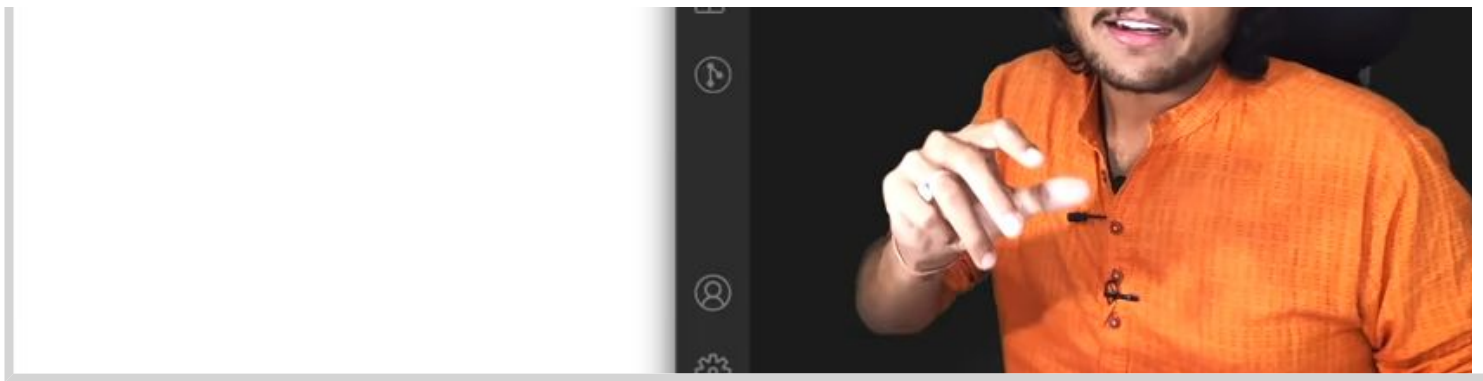


11:23



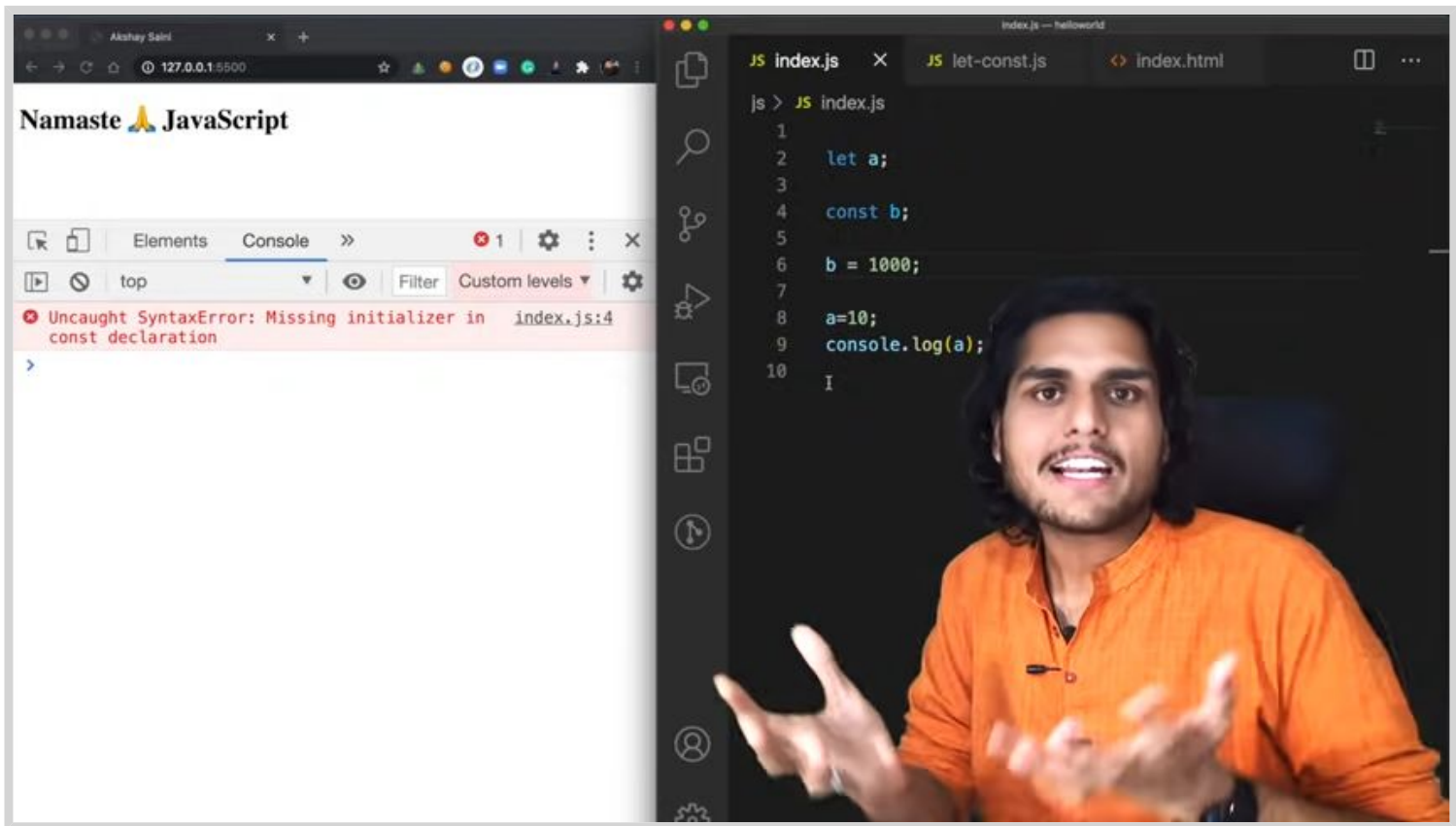
12:15





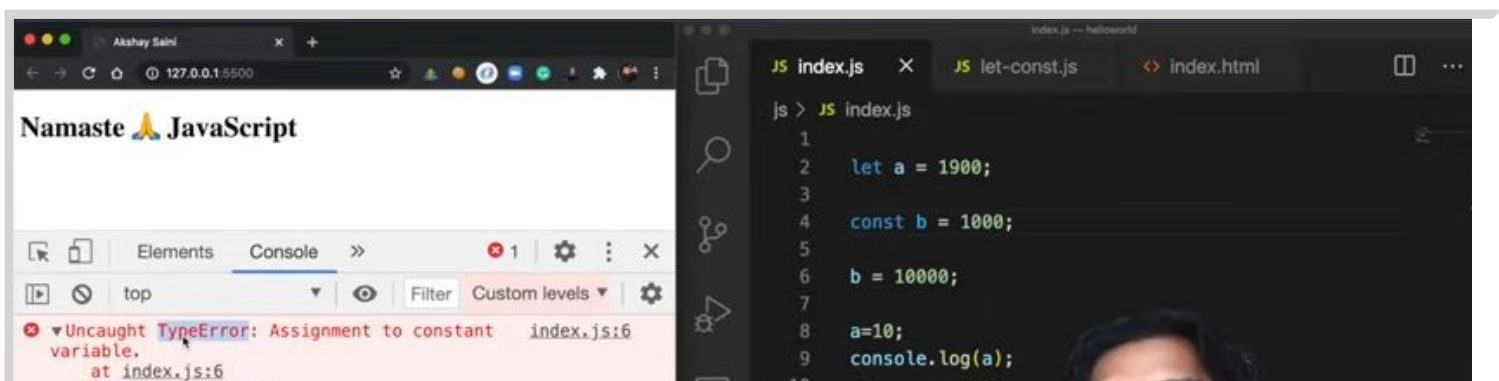
CONST is even more strict than LET

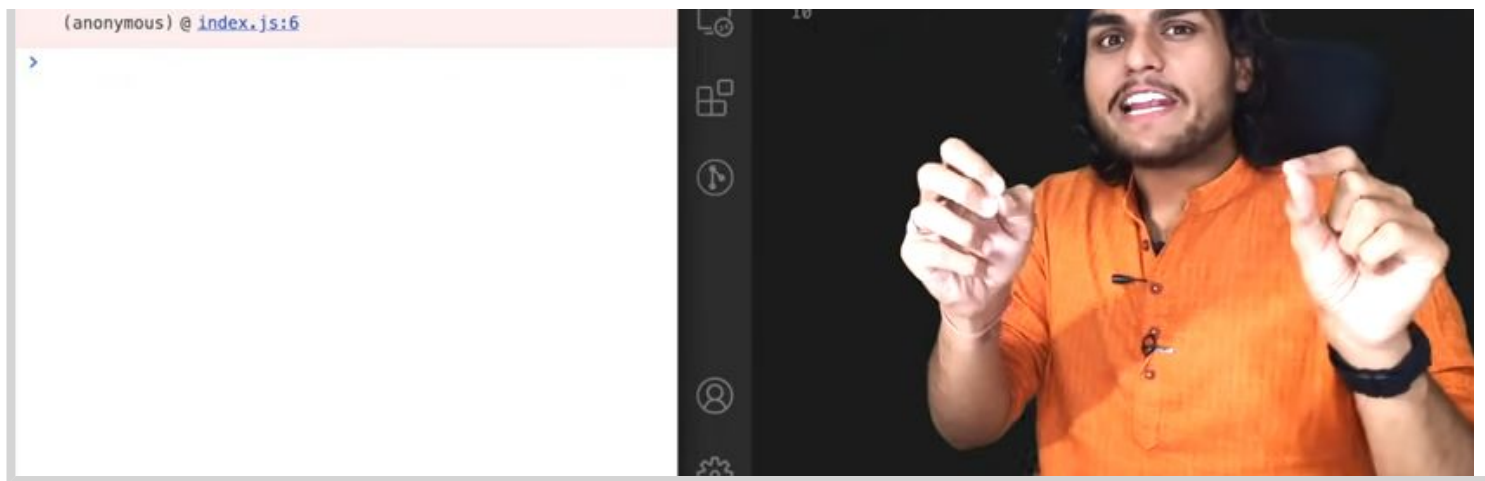
14:15



CONST expects to be "initialised" at the same time its being "declared"

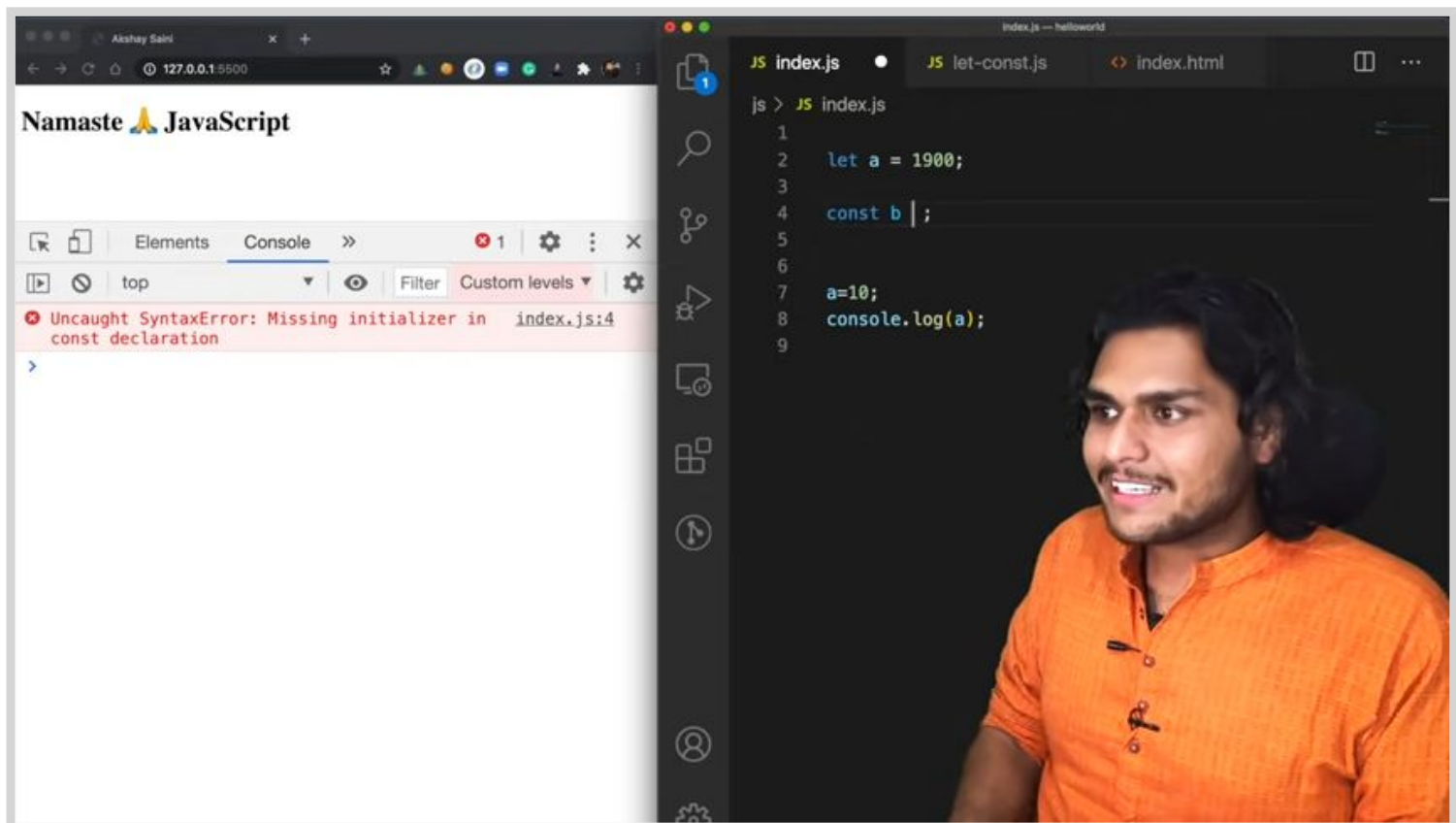
15:12





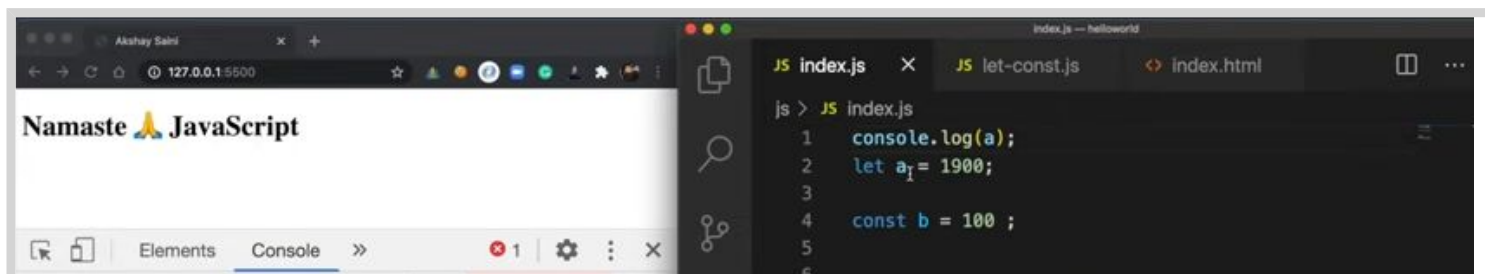
TypeError

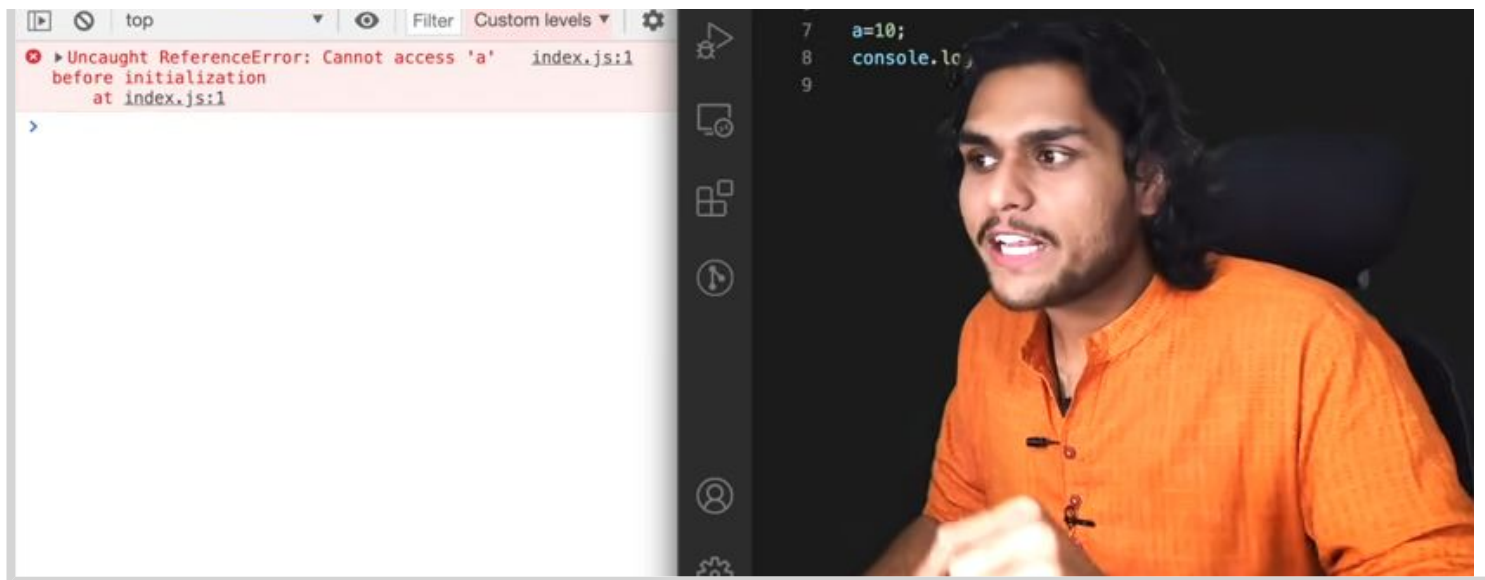
16:20



SyntaxError

17:18





("a" is in the Temporal Dead zone)

that's why it gives ReferenceError.

ReferenceError :- When JS tries to find a specific variable inside the memory space & it cannot access it.

-> The best way to avoid these "temporal Dead Zone" is to always put your "declaration" & "initialization" at the top

