

Local Scopes

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*pseudo-code was used for a simpler explanation



A vertical rectangle is divided into three horizontal sections. The top section is labeled 'Heap Memory', the bottom section is labeled 'Stack Memory', and the middle section is pointed to by a blue line from the text 'Available memory (can be used as stack or heap memory as needed)'.

Heap Memory

Available memory (can be
used as stack or heap
memory as needed)

Stack Memory

1024	var shipping = 50
1028	var chocolatePrice = 100

shipping was already a global variable
chocolatePrice is placed on the heap when buyChocolate is called

```
console.log(buyChocolate(300));
```

- buyChocolate (is called and placed on the stack)

```
buyChocolate(300)  
  return moneyLeft()
```

1024	var shipping = 50
1028	var chocolatePrice = 100

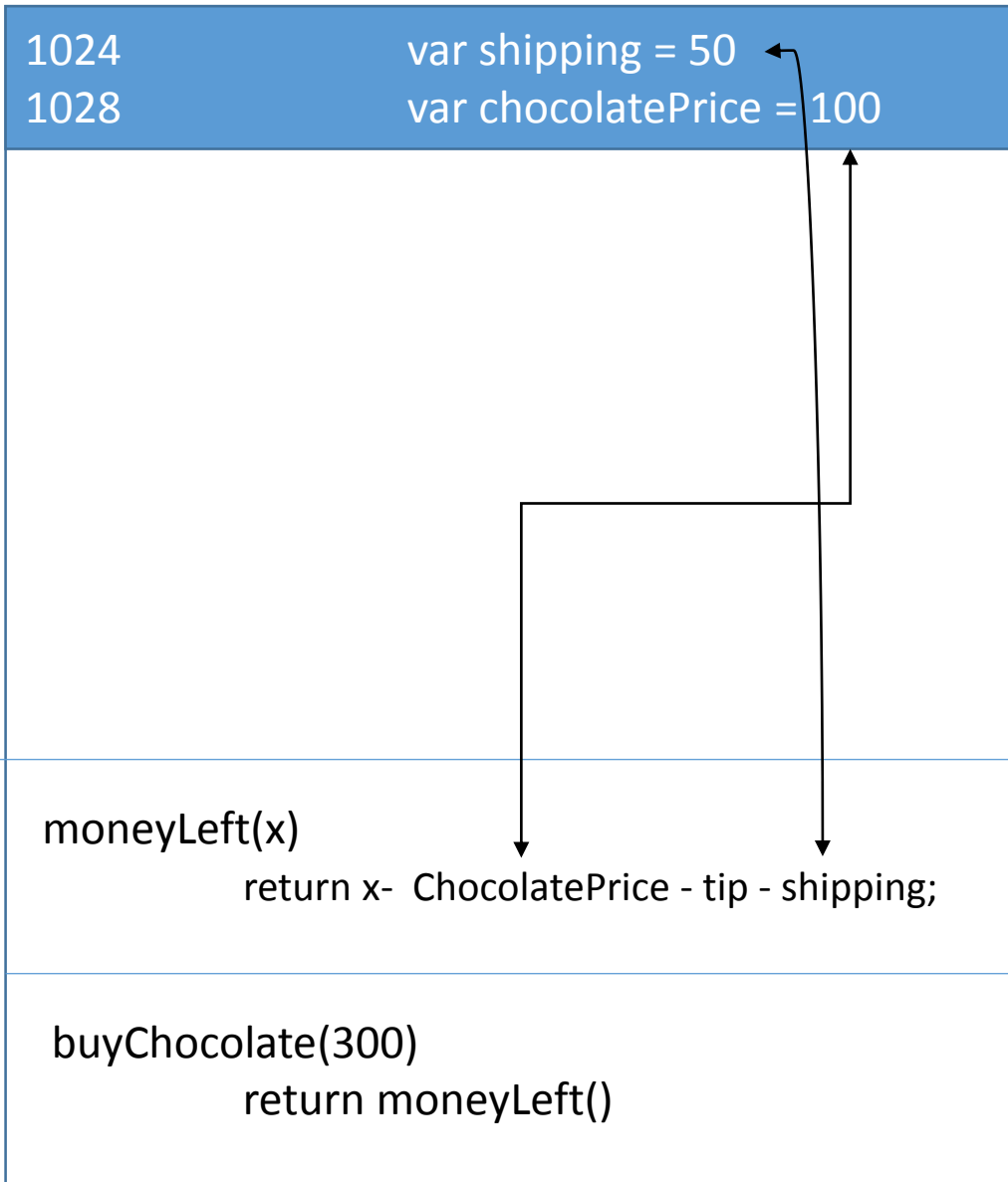
shipping was already a global variable
chocolatePrice is placed on the heap when buyChocolate is called

```
function buyChocolate(x) {  
  var ChocolatePrice = 100;  
  
  function moneyLeft(x) {  
    var tip = 10;  
    return x- ChocolatePrice - tip - shipping;  
  }  
  
  return moneyLeft(x);  
}
```

moneyLeft(x)
return x- ChocolatePrice - tip - shipping;

buyChocolate(300)
return moneyLeft()

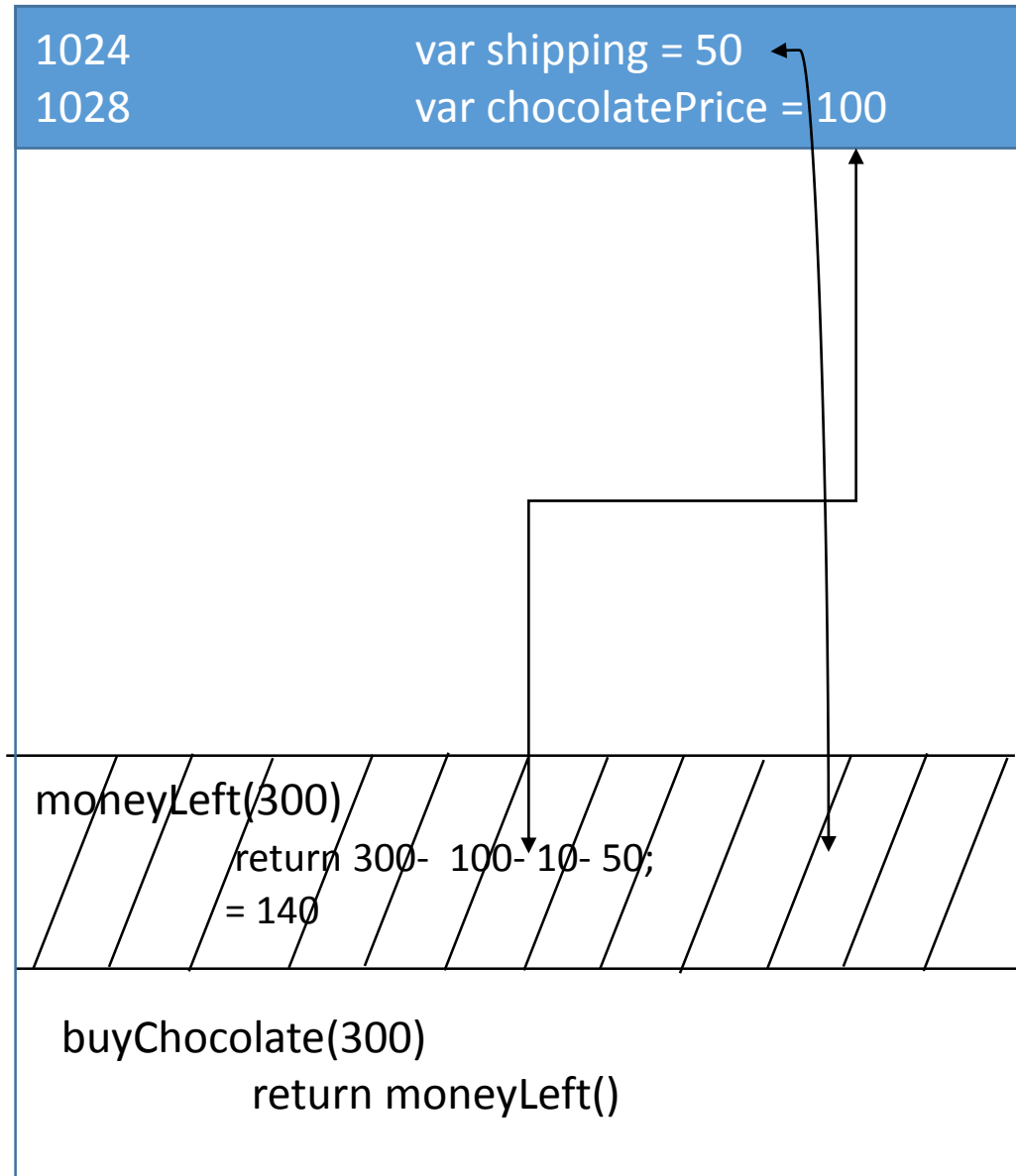
moneyLeft(x) needs to be computed
to calculate buyChocolate(300), so it
is placed on the stack



shipping was already a global variable
chocolatePrice is placed on the heap when buyChocolate is called

```
function buyChocolate(x) {  
  var ChocolatePrice = 100;  
  
  function moneyLeft(x) {  
    var tip = 10;  
    return x- ChocolatePrice - tip - shipping;  
  }  
  
  return moneyLeft(x);  
}
```

moneyLeft(x) needs to be computed to calculate buyChocolate(300), so it is placed on the stack, it is able to access variables outside its local scope because those variables are stored on the heap.



moneyLeft(300) evaluates to 140,
now that it has executed,
moneyLeft(x) can be popped off the
stack

1024	var shipping = 50
1028	var chocolatePrice = 100

```
buyChocolate(300)  
    return moneyLeft() = 140
```

buyChocolate (300) returns 140, and is also popped off the stack, leaving it empty.

1024	var shipping = 50
1028	var chocolatePrice = 100

Since there are no references to these variables on the heap anymore, they are freed by the garbage collector

1024
1028

var shipping = 50
var chocolatePrice = 100

Since there are no references to these variables on the heap anymore, they are freed by the garbage collector

R2.3)

- Describe what modifications to the stack and heap model provided, if any, are necessary to convey how recursion works with javascript functions. That is, can you illustrate your recursion using the model provided or does it fall short and require modifications or new features?
- In order to be able to access variables outside a function's scope from within that function, I had to modify the stack/heap to store variables in the heap. If I had stored these variables in the stack, in order to reach them again, I would have to pop off everything above, the function whose variables I want, which does not make sense in this example since the function at the top of the stack needs variables from a function deeper down in the stack.
Therefore, in order to be able to access such variables, these variables had to be stored in heap memory.