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# DARE TO **DEVELOP**

Variable scope & window object

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# Variable scope

What is a Variable?

**CONST vs LET vs VAR**



# Variable recap

	Need Initialize?	Re-Declaration	Re-Assignment
let	✗	✗	✓
const	✓	✗	✗

- Initialize: Create the Variable and give it a value.
- Re-Declaration: Create another Variable with the same name.
- Re-Assignment: Give this Variable another value.



# Variable scope

- What is Scope?
- **Variable scope** allows us to know where and when our **declared variables** remain valid and can be used.

- For Example

```
function printer() {  
    const paper = 'The NY Times';  
    console.log(paper); // We can access the variable "paper" in here  
}  
  
console.log(paper); // We can't access the variable "paper" in here
```

- If we declare a variable with `const` or `let` inside a code block, we can only use the variable within that block. We can call this variable “block scoped”.



# Blocks

A code “block” is any code within some curly brackets { }.

- Function `function ( ){ }`
- Loop `for ( ){ }`
- If statement `if (true) { }`



# Blocks

- A code “block” is any code within some curly brackets {}.
- If we define a variable with *const* or *let* inside of some block {} then we can only access that variable within those curly brackets
- In this example we defined the variable `paper` within our `printer()`.
- `paper` is accessible anywhere within the `printer()` function.
- `scanner()` is outside of the block of `printer()` so it does not have access to `paper`

```
function printer() {  
  const paper = 'The NY Times';  
  console.log(paper);  
}  
  
function scanner() {  
  console.log(paper);  
}
```



# Blocks continued...

- We have said that any variable declared with *const* or *let* is only accessible within it's block.
- In this example
  - do you think *paper* is accessible in the *if* statement?
  - do you think the *advert* variable is accessible outside of the *if* statement?

```
function printer() {  
  let paper = 'The NY Times';  
  
  if (true) {  
    console.log(paper);  
    let advert = 'cap for sale';  
  }  
  console.log(advert);  
}
```

<https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Statements/block>



# The troublemaker: `Var`

- Pre ES6 in 2015 the only way to declare a variable was with the `var` keyword, but `var` has some **weird scoping rules**.
- It is **not “block scoped”** like in most other programming languages meaning that it **can be accessed outside** of the block it was declared in, this can lead to **accidentally overwriting a variable** we weren't supposed to.





# Scope

---

```
let year = '2020';
```

Global Scope

```
function theYear() {  
  let text = "The year is"  
  return text + " " + year;  
}
```

Function Scope

```
if(10 < 20) {  
  let greeting = "hi";  
  return greeting  
}
```

Block Scope

# Global scope

- With JavaScript, the global scope is the JavaScript environment.
- In JavaScript any variable declared outside of any known function is said to be “globally scoped”, meaning it will be accessible by any other function.
- In this example variable “writingInstrument” is globally scoped and is accessible by any function.

```
let writingInstrument = 'pen';  
  
function compose() {  
    console.log(writingInstrument)  
}
```



Exercise : What's the result for `sayHi()` and `sayHi2()`

```
let myName = "Reuben";

function sayHi() {

  let myName = "Obama";

  console.log(myName + " says good morning.");

  function sayHi2() {

    console.log(myName + " says good morning again");

  }

}

sayHi();

sayHi2();
```

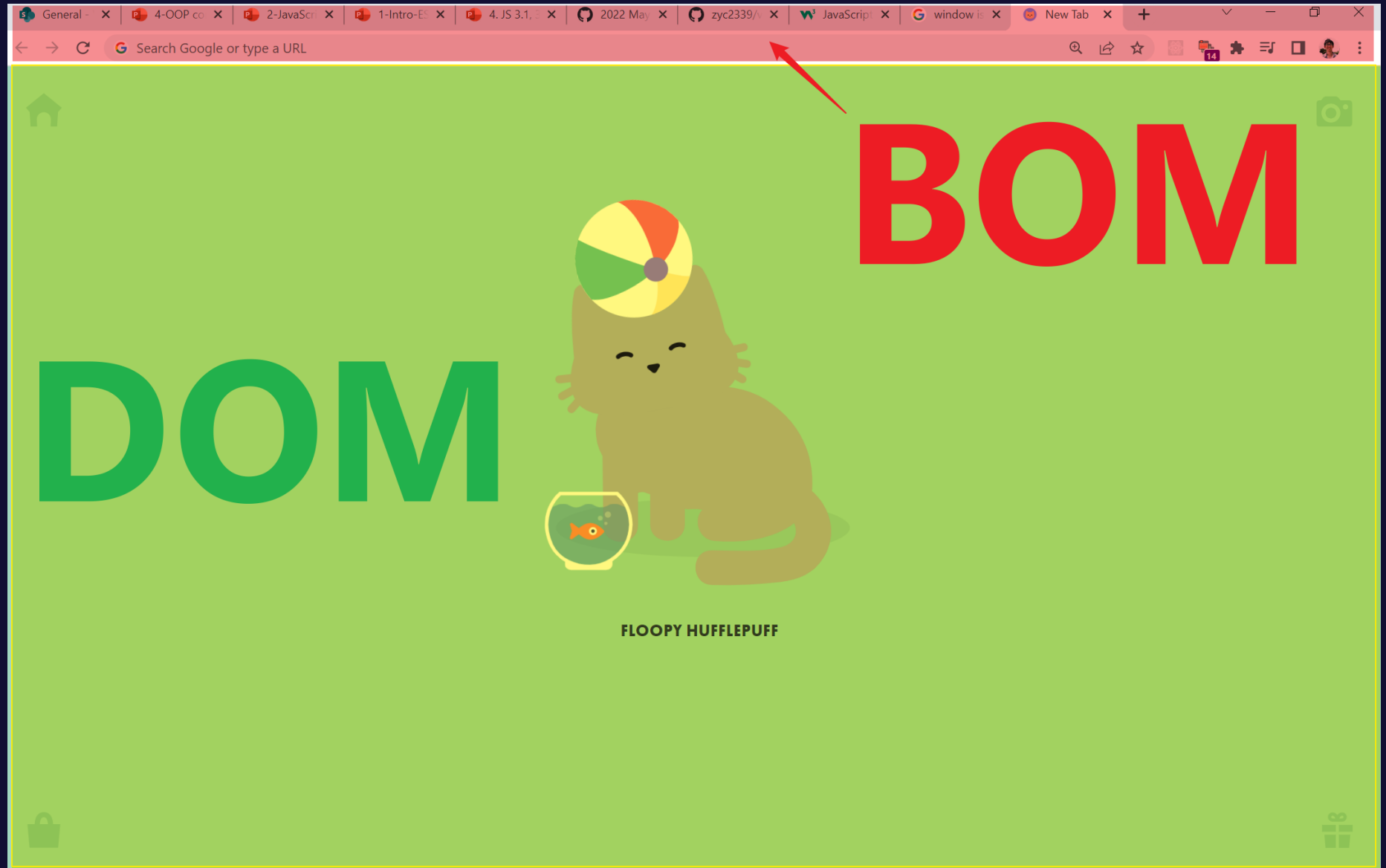


# window global object

- What's in JavaScript?



BOM?



# window global object Summary

- The window object is supported by all browsers. It represents the browser's window.
- Window is the main JavaScript object root, aka the global object in a browser.
- The window can be **omitted** when accessing the window object's properties. In other words, `window.alert()` can be written simply as `alert()`.
- All global JavaScript **objects**, **functions**, and **variables** automatically become members of the window object.
- Global variables are **properties** of the window object. (Use Var)
- Global functions are **methods** of the window object.
- Even the document object (of the HTML DOM) is a property of the window object.



# Best practice for Variable Scope

- Do **NOT** create global variables unless you intend to.
- Your global variables (or functions) can **overwrite** window variables (or functions).
- In the block, never name your variables as same as global variables.

```
let x = 'pen';  
  
function b1 () {  
    let x = 'apple';  
    console.log(x)  
}
```



# Variable Scope review

- What is scope && Why we need to know about it?
- **Scope** refers to the visibility and accessibility of variables, functions, and objects in a particular part of your code during runtime. It determines which parts of your code can access or modify specific variables.
- What is Global Scope?
- What is Block Scope?







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Thank you

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