Draw Global Execution Context for Below Codes and Explain Line by line.

console.log(a);  
var a =10;  
console.log(a);  
a =20;  
console.log(a);

|  |  |
| --- | --- |
| Memory Phase | Execution Phase |
| var a=undefined  ->a =10(replaced)  ->a=20(replaced)or (reassigned) | console.log(a); var a =10; console.log(a); a =20; console.log(a); |

Output:

undefined

10

20

================================================================

console.log(b);  
var b =5;  
var b =15;  
console.log(b);  
b = b +5;  
console.log(b);

|  |  |
| --- | --- |
| Memory phase | Execution phase |
| var b= undefined  b is assigned with 5  b is reassigned with 15  b=b+5 ->here b=15 and adding 5 means the value prints as 20 | console.log(b); var b =5; var b =15; console.log(b); b = b +5; console.log(b); |

Output:

undefined

15

20

================================================================

console.log(c);  
c =30;  
var c;  
console.log(c);  
c = c \*2;  
console.log(c);

|  |  |
| --- | --- |
| Memory phase | Execution phase |
| var c=undefined  C is assigned with 30( c=30)  Then c is reassigned with c=c\*2  Means 30\*2 | console.log(c); c =30; var c; console.log(c); c = c \*2; console.log(c); |

Output :

Undefined

30

60

=================================================================

var d;  
console.log(d);  
d =50;  
console.log(d);  
d = d +10;  
console.log(d);  
var d =100;  
console.log(d);

|  |  |
| --- | --- |
| Memory phase | Execution phase |
| var d = undefined  d is assigned with 50  then d=d+10(50+10)  after d is reassigned with 100 | var d; console.log(d); d =50; console.log(d); d = d +10; console.log(d); var d =100; console.log(d); |

Output

Undefined

50

60

100

=================================================================

var e =1;  
console.log(e);  
e = e +1;  
console.log(e);  
var e =10;  
console.log(e);  
e = e \*2;  
console.log(e);

|  |  |
| --- | --- |
| Memory phase | Execution phase |
| var e assigned with undefined  here e=1 is assigned  then e=e+1 is reassigned  after e =10 is reassigned  finally e=e\*2 is reassigned | var e =1; console.log(e); e = e +1; console.log(e); var e =10; console.log(e); e = e \*2; console.log(e); |

Output

1

2

10

20