Js =

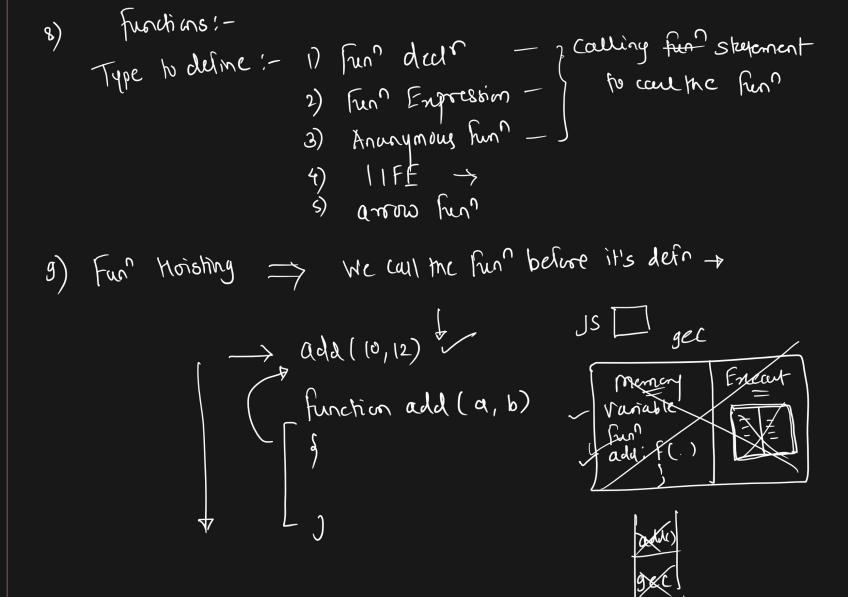
Last Week!-

- 1) Variable Dedr :- var, let, const
- 2) Hoisting variable/ Fun
- 3) enecllien content to the memory allocation phase enecurion phase
- 4) (au stuck
- 5) dan types: Primitive Number 1

Number Non  $\Longrightarrow$  object
String primitive
boolean data type
bigint
null
undefined
symbol

6) operators

7) git hub - use, how to use



```
Types of Function (Refer + 23/9 -> higheronder hung combackhung
                                                     sub solder)
 Higher Order Fun & Call Back Function
Higher Order fun?:-
Whichever the fun augst the fun as a purcumeter or any fun return as
   that Fun vie called as higher order him
Call back him: -
  Whichever the Fun we pussed as a argument to any
    Fun than that him we could as can buck him?
```

```
Olp > from high order hun
Counter()
```

```
function counter()
{
    /console.log('From higher order function')
    /let count=0
    / return counterdisplay(count)
}

function counterdisplay(count)
{
    count++
    console.log(count)
}

counter()
```

function counter ()

Sinction ( From higher order fun")

Teturn counterdisplay counter () J Call 10/p -> from higherorder fun? function counterdisplay ()

}

Cly ('From counter);

display'; counter () let result = counter() (ounter () result => Fun counter display let result = hunchion counterdisplay() C. loy (result) cloy (resur)

```
Type of Scope

) global scope - var variable of him

block scope > { } + bt variable

local scope > him { - ] > local scope

Script scope + let, const >
```

let global variable = 'I am script / global variable variable'

function outerfunction()
{

let outervariable = 'I am outer variable'

console.log('From outer function');

console.log(outervariable)

function innerfunction()
{

/ let innervariable = 'I am inner type of variable'

/ console.log('from inner function');

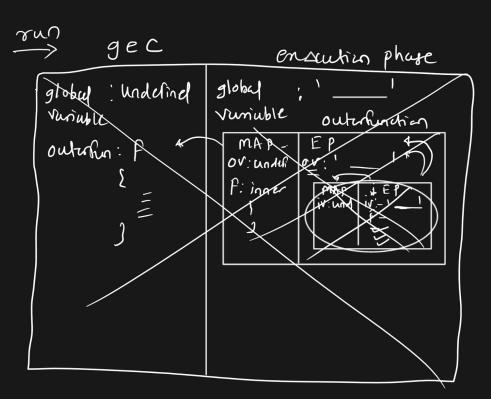
/ console.log(innervariable)

/ console.log(outervariable)

console.log(global variable)
}

innerfunction()

outerfunction()



Lexical Scope: - When a fun' is created inside another fun' the inner fun' can access variables from the outer fun' scope (and even further out to the global scope)

Closure: - when a fun' is created inside the another fun' and allowing to inner fun' to access variables from the outer fun' scope, even after the outer fun' has finished their execution.