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** | **Code Phase** |
| var a :undefined  a = 10: replaced  A = 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** | **Code Phase** |
| var b:undefined  b = 5:assigned with 5  b = 15: 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** | **Code 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** | **Code Phase** |
| var d :undefined  d = 50 :assigned  d = d+10; reassigned and added 10  d =100: 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);

console.log(c);

|  |  |
| --- | --- |
| **Memory Phase** | **Code 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);  console.log(c); |

Output:

1

2

10

20