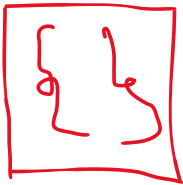


JS Execute

Saturday, July 1, 2023 1:21 AM

JavaScript execution Context

- Global execution Context
- Function Execution Context
- Eval Execution Context --> x



- Memory Execution Phase
- Execution Phase

```
14 let val1 = 10
15 let val2 = 5
16
17 function addNum(num1, num2){
18     let total = num1 + num2
19     return total
20 }
21
22 let result1 = addNum(val1, val2)
23 let result2 = addNum(10, 2)
```

- 1- Global Execution
- 2- Memory Phase
 - val1 --> undefined
 - val2 --> undefined
 - addNum --> definition
 - result1 --> undefined
 - result2 --> undefined

① → Global Execution
↓
this

② Memory Phase

val1 → undefined
val2 → undefined
addNum → definition
result1 → undefined
result2 → undefined

```

1 let val1 = 10
2 let val2 = 5
3 function addNum(num1, num2){
4   let total = num1 + num2
5   return total
6 }
7 let result1 = addNum(val1, val2)
8 let result2 = addNum(10, 2)

```

③ Execution Phase

val1 ← 10
val2 ← 5
addNum →

new variable environment + Execution thread

① → Global Execution
↓
this

② Memory Phase

val1 → undefined
val2 → undefined
addNum → definition
result1 → undefined
result2 → undefined

```

1 let val1 = 10
2 let val2 = 5
3 function addNum(num1, num2){
4   let total = num1 + num2
5   return total
6 }
7 let result1 = addNum(val1, val2)
8 let result2 = addNum(10, 2)

```

③ Execution Phase

val1 ← 10
val2 ← 5
addNum →

new variable environment + Execution thread

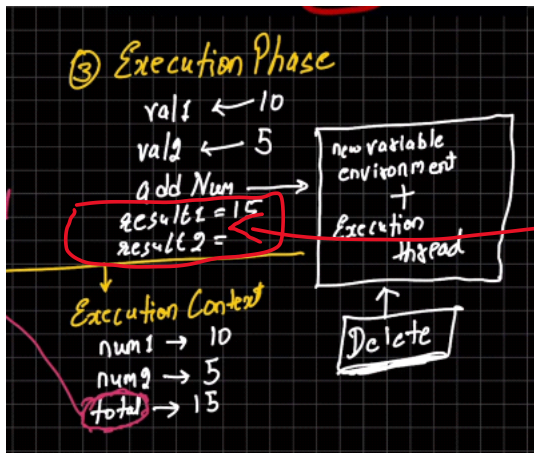
Delete

Memory Phase

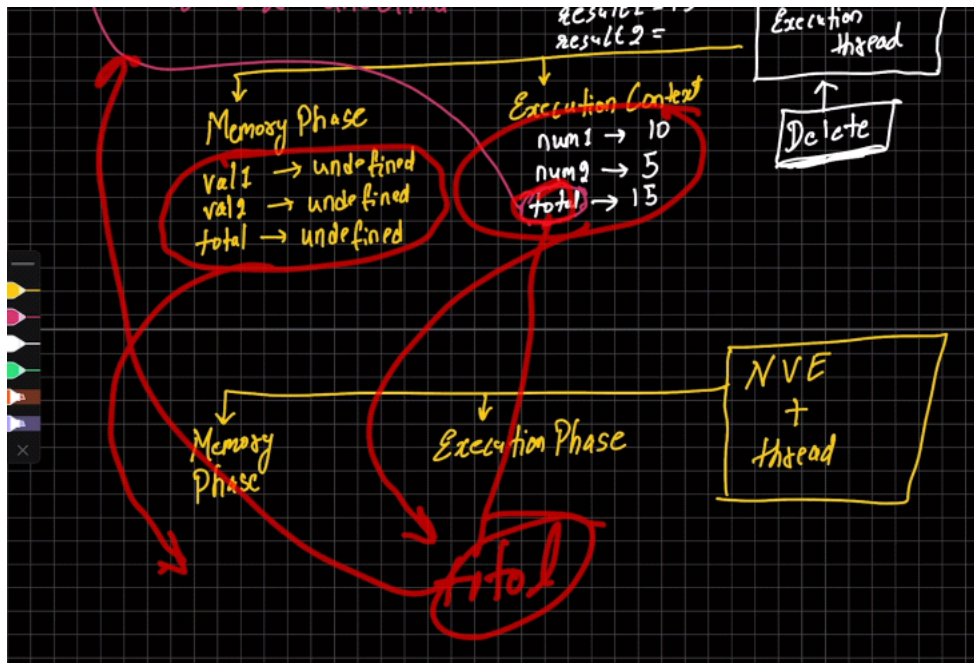
val1 → undefined
val2 → undefined
total → undefined

Execution Context

num1 → 10
num2 → 5
total → 15



Output



Same thing will repeat for result2