

Execution Context @codeWithSimran

```
function getMessage()
```

```
{  
  return 'Hi Simran';  
}
```

```
function SayHello()
```

```
{  
  return getMessage()  
}
```

```
sayHello();  
↓
```

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Javascript Engine (JE) sees these brackets and says 'OH I need to execute this function, let me create an execution context for it. Okay... What is execution context ???

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② JE then sees sayHello is calling getMessage() so creates another EC ←

① This is basically the ~~ne~~ execution context ←



↓
Call Stack

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BUT there is a base execution context (global context)

So basically the JE will always first create the global execution context.

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this is always there as long as code is executing ←



← (Hill last line of code)

That means every line of code is part of an execution context (eg. global), or a function)

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So what do I do with this global Execution context?

↳ It gives us 2 things

Global execution context

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Global Object
(which is the window object)

this keyword
in JS
(the one that everyone loves!)

GO AND CREATE AN EMPTY JS FILE

Go to console and type
> this

→ window object

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So this prints the global object. In a browser global object is nothing but window object.

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SO CHECK

`this === window // true`

Are they always going to be same? :/

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↳ NO!!! We have a whole new section to understand this keyword. Hold on :D

GO TO CONSOLE AND DECLARE A VARIABLE

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> var name = "Simran"

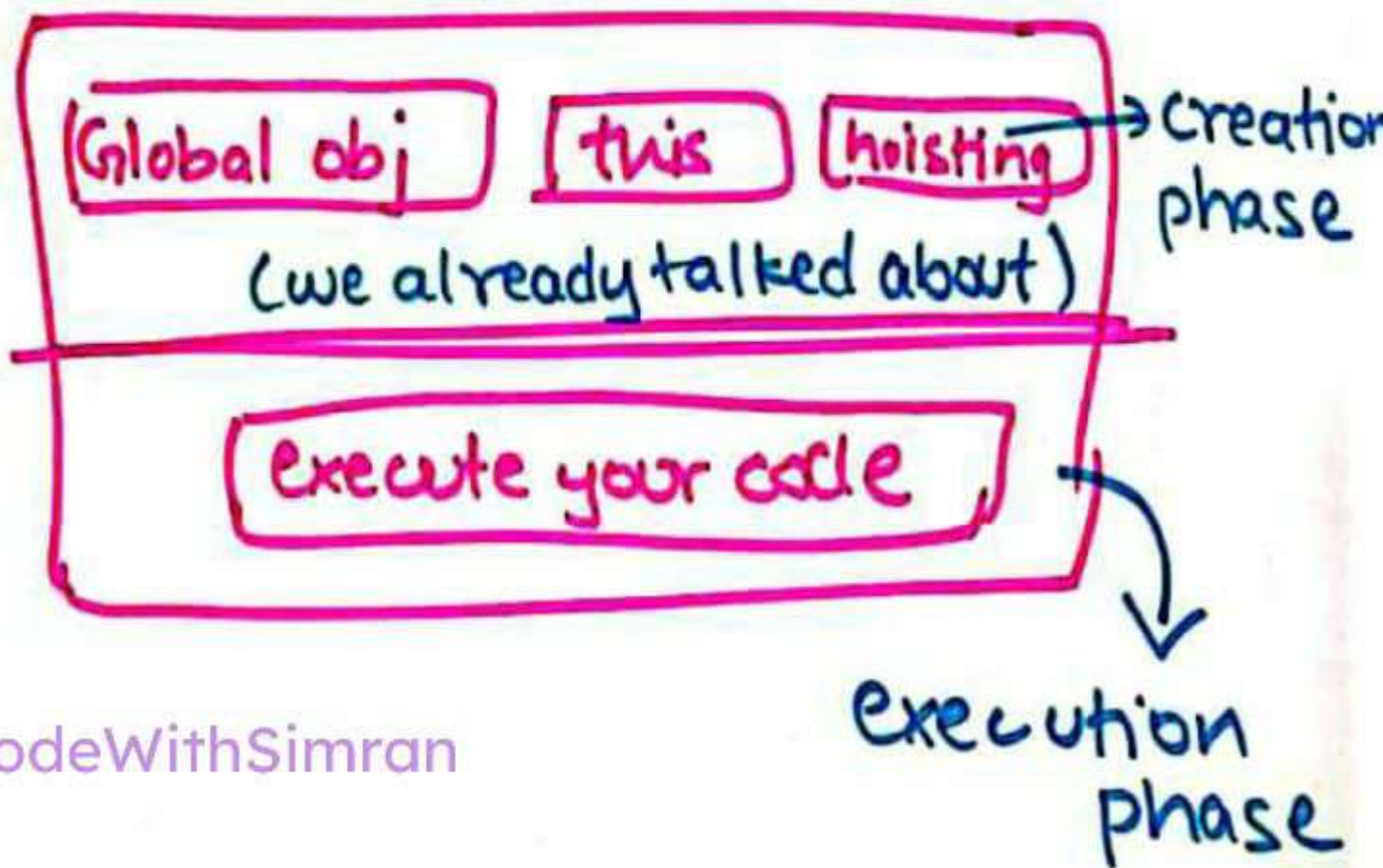
> window → try to see window

⌄

name: 'Simran'

[window object
will have name
variable]

There are 2 phases of an execution context



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Creation phase → global obj (window)
(happens first) this
 hoisting

execution phase → run code
(happens next)

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