```
// Scope
// variable shadowing
// variable declaration
// Reinitialisation of variables
// How execution context works?
// Hoisting & Temporal Dead zone
// Three types of Scope
// Global scope
// Functional scope
// Block scope
var a=5; // global scope
var a=5
console.log(a); // 5 -- a is accessible outside the block ✓
let a=5;
console.log(a) // ReferenceError: a is not defined 🗙
const a=5;
console.log(a); // ReferenceError: a is not defined X
 let a = 5;
  console.log(a); //5
 const a = 5;
  console.log(a); //5
//VARIABLE SHADOWING
function test() {
   let a = 'Hello';
   if (true) {
       let a = 'Bye';
       console.log(a); //Bye
   console.log(a);//Hello
```

```
test();
function test() {
    let a = 'Hello';
    if (true) {
        let a = 'Bye'; // New value assigned
        console.log(a); 1. Bye // a shadows the a defined outside the block
scope and prints "Bye"
    console.log(a); 2.Hello // it will print a which is in the available
scope
test();
//Illegal Shadowing
function func() {
    var a = 'Hello';
    let b = 'Roadside coder';
    if (true) {
        let a = 'Hi'; // Legal Shadowing
        var b = 'Bye'; // Illegal Shadowing
        console.log(a); //1.Hi ✓
        console.log(b); //2. SyntaxError: Identifier 'b' has already been
declared X
test();
//Declaration
var a;
var a; ✓
let a;
let a;//★ SyntaxError: Identifier 'a' has already been declared
const a;
const a;// X SyntaxError: Missing initializer in const declaration
let a;
let a;
```

```
let a; ✓
const a; //★ SyntaxError: Missing initializer in const declaration -- you
need to intialise a const while declaring it
//Re-initialization
var a=5;
a=6; ✓
let a=7;
a=10; ✓
const a=10;
a=12; //★ TypeError: Assignment to constant variable.
//Hoisting
let a=10;
function multiply(a){
return a*20;
let b= multiply(20);
console.log(b);
//example
console.log(count); // undefined
var count=4;
console.log(count);
let count=6; // ReferenceError : cannot access 'count' before initialization
```