

# Javascript Execution Context

$\boxed{\{ \}}$   $\rightarrow$  Global EC   
  $\uparrow$  this

$\hookrightarrow$  Global Execution Context

$\hookrightarrow$  Function Execution Context

$\hookrightarrow$  Eval Execution Context

# → Execution Phase

① → Global Execution

↓  
this

② Memory Phase

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

Memory Phase

val1 → undefined  
val2 → undefined  
total → 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 →  
result1 = 15  
result2 =

Execution Context

num1 → 10  
num2 → 5  
total → 15

new variable  
environment  
+  
Execution  
thread

Delete



result1 = 10  
result2 =

Execution thread

Delete

Memory Phase

val1 → undefined  
val2 → undefined  
total → undefined

Execution Context

num1 → 10  
num2 → 5  
total → 15

Memory Phase

Execution Phase

NVE + thread

total

Memory  
Phase

Execution Phase

+  
thread

three()

two()

one()

Global Exec

Lifo