Javascript Execution Context

→ Global EC

this

↳ Global Execution Context

↳ Function Execution Context

↳ Eval Execution Context

→ Memory Creation Phase

→ Execution Phase

```
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)
```

① → Global Execution
↓
this

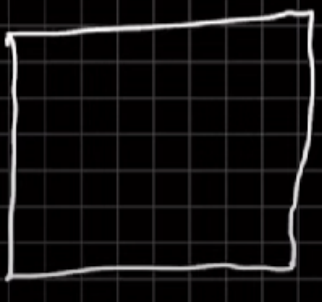
```
let val1 = 10
let val2 = 5
function addNum(num1, num2){
    let total = num1 +num2
    return total
}
let result1 = addNum(val1, val2)
let result2 = addNum(10, 2)
```

② Memory Phase

val1 → undefined
val2 → undefined
addnum → defination
result 1 → undefined
result 2 → undefined

③ Execution Phase

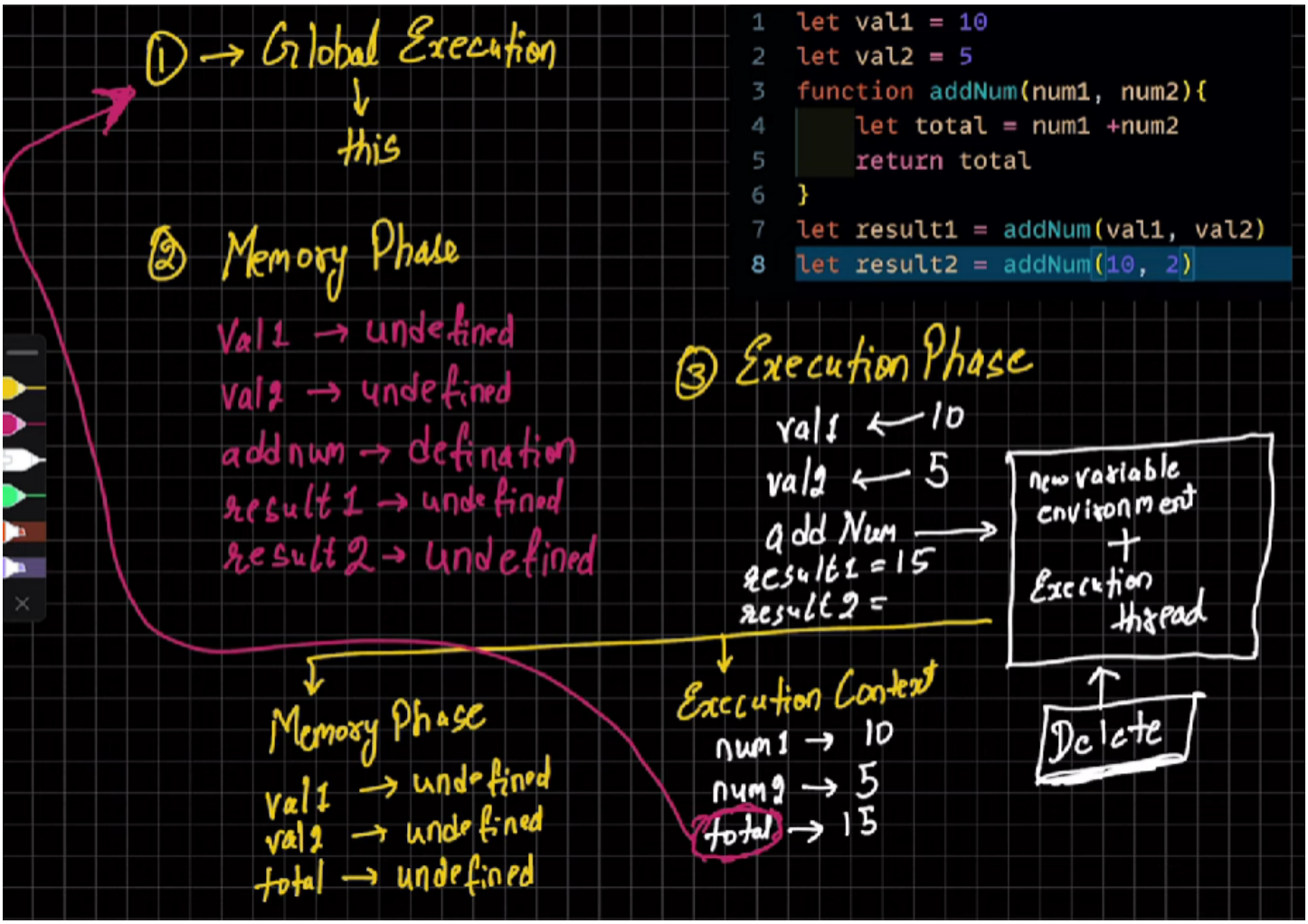
val1 ← 10
val2 ← 5
add Num →

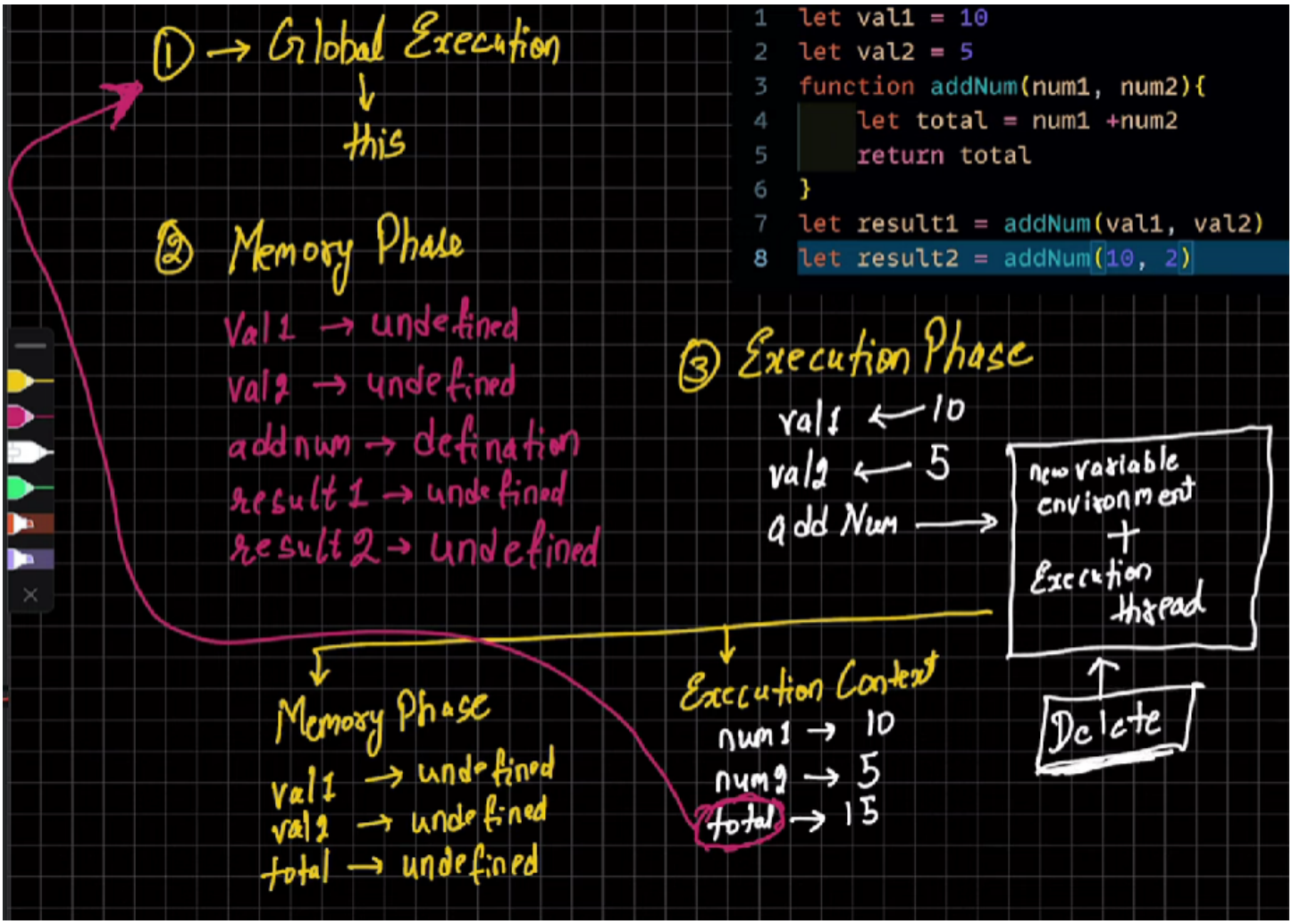


③ Execution Phase

val1 ← 10
val2 ← 5
add Num →

new variable environment
+
Execution thread


① → Global Execution
↓
this
② Memory Phase
val1 → undefined
val2 → undefined
addnum → defination
result 1 → undefined
result 2 → 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
add Num →
result1 = 15
result2 =
new variable environment + Execution thread
Delete
Execution Context
num1 → 10
num2 → 5
total → 15
Memory Phase
val1 → undefined
val2 → undefined
total → undefined


① → Global Execution
↓
this
② Memory Phase
val1 → undefined
val2 → undefined
addnum → defination
result 1 → undefined
result 2 → 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
add Num →
new variable environment + Execution thread
Delete
Execution Context
num1 → 10
num2 → 5
total → 15
Memory Phase
val1 → undefined
val2 → undefined
total → undefined