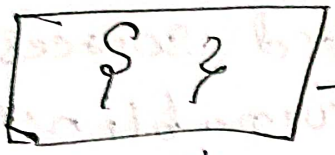
Javascript: Execution Context:

→ How run your JS file by Javascript:



{ } → Global execution context (EC)

JS File

this के अन्दर आता है

but in browser windows होता है

⇒ it all happen inside a single thread.

↳ Global EC

↳ Function/Functional EC

↳ Eval EC

⇒

2 Phase

$\boxed{\{\ \}}$ → Memory creation phase / creation phase

→ Execution phase

place locate/allo for your variable

⇒ Example:

```
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)
```

→ (X)

Step (1) At first come GE / Global environm
& it locate in (this)

Step (2) Creation phase / mp

Allocate memory of all variable

1st cycle

val1 = undefined — (1)
val2 = undefined — (2)
addNum ⇒ definition (Ftn or difn) — (3) {X}

result1 → undefined
result2 → undefined

Step-③ Execution phase

val 1 ← 10
val 2 ← 5

addNum → result = 15

Box 1

new variable environment + Execution thread

for ⓧ

then step-② & ③ again will start whenever we execute any ftn.

Memory phase

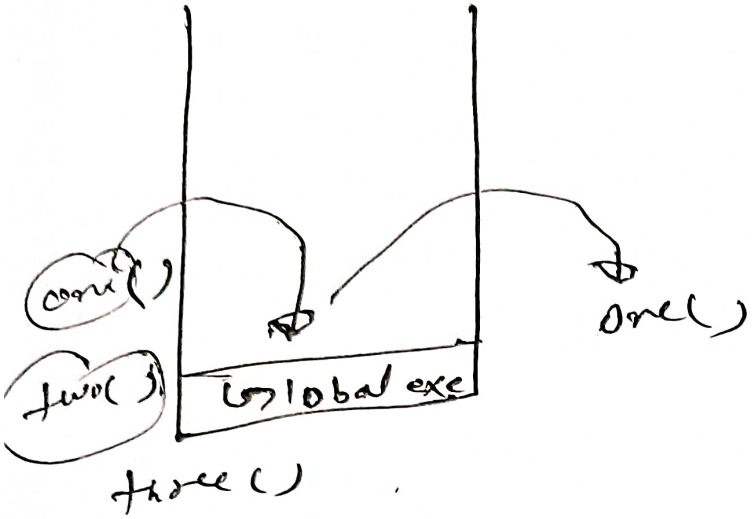
val 1 → undefined
val 2 → undefined
total → undefined

Execution Context

num 1 → 10 (val 1)
num 2 → 5
total → 15
↳ it return to Global EC (*)

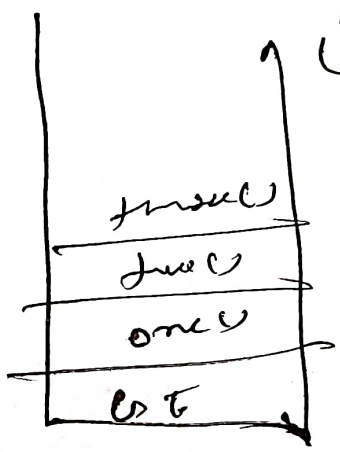
→ & after completion Box 1 is deleted. then same for next step

Call Stack



but if (three())

one (two (three())) then



LIFO
(Last in First out)

80 First Come
3 → 2 → 1