**Default Values:**

Suppose we have a JS file called - app.js

then we are including 2 files i.e. lib1.js & lib2.js

<script type="text/javascript" src="lib1.js"></script>

<script type="text/javascript" src="lib2.js"></script>

<script type="text/javascript" src="app.js"></script>

Declare a variable inside lib1.js

var libraryName = “lib1”;

Now declare a variable inside lib2.js with the same name.

var libraryName = “lib2”;

Now if you write in app.js - console.log (libraryName);

You will see the result of the variable defined later, the one defined in lib2.js

Suppose we are using 2 libraries and they are using the same variable name.

The problem which we will often encounter is that we don’t want to override any variable because it could end up breaking the functionality therefore we write a block of code to check whether the same variable name has been used or not.

**Lib1.js**

var libraryName = “lib1”

**Lib2.js**

window.libraryName = window.libraryName || “lib2”;

In lib2.js, we checked by assigning the variable holds the same value it and if the variable doesn’t exists from before then the value becomes “lib2” (the value after the or operator).

As we know var libraryName already exists in lib1.js thus now the result of console.log will be “lib1” in app.js.

**References:**

**Exercise Path:**

Documents/udemy/understand-js/default-values