


```

var x = 10;
let y = 20;
const z = 30;
console.log(x);
console.log(y);
console.log(z);

```

Code JScode

Temporal dead zone

Execution Context

Memory	Code
x: undefined	var x = 10;
y: 20	let y = 20;
z: 30	const z = 30;

x = 10
y = 20

Scree

10
20
30

Code Run

[JS : Synchronous single threaded language]

```
→ console.log(x)
→ console.log(y)
→ var x = 10;
→ let y = 20;
```

undefined

"y is not initialized"

Execution Context

Memory	Code
x : undefined	—
y :	—

7.

1, $y = 20$

declare

let
count

Temporal deadzone

initializ

```
→ let a = 10
→ let b = 20
→ function add(num1, num2)
  {
    → let result = num1 + num2;
    → return result;
  }
→ var ans = add(a, b)
→ console.log(ans);
```

30 ✓

→ Execution context

Memory	Code								
a: 10	==								
b: 20	==								
add: {	Execution								
ans: 30	<table><thead><tr><th>Mem</th><th>Code</th></tr></thead><tbody><tr><td>num1: 10</td><td>→</td></tr><tr><td>num2: 20</td><td>→</td></tr><tr><td>result: 30</td><td>→</td></tr></tbody></table>	Mem	Code	num1: 10	→	num2: 20	→	result: 30	→
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num1: 10	→								
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