

Functions

Creation and hoisting:

Ex1: `var a = 'Hellow Wolrd';`
 `function b(){----->step2`
 `console.log('callde b');----->step3`
 `}`
 `b();----->step1`
 `console.log(a);----->step4`

Output: called b

Hellow World

Note: First it will call b() prints called b and it will exute console.log(a);
var a is declared grobally.

Ex2: `b();`
 `console.log(a);`
 `var a = "Hello World";`
 `function b(){`
 `console.log('called b!');`
 `}`

Output: called b!

undefined

Note: 1. Executes b

2. to console js does not know about b to print so it will set initially a as undefined because somewhere in js a is declared.

Ex3: `b();`
 `console.log(a);`
 `function b(){`
 `comsole.log('called b!');`
 `}`

Output: called b!

Uncaught ReferenceError: a is not defined

//because a is not created

Ex4: function b(){
 Console.log('called b!')
}
b();
console.log(a);
var a = "Hellow World";
Output: called b!
 undefined

Ex5: function b(){
 console.log('called b!');
}
var a;
b();
a = 'Hellow World';
Output: called b!
 undefined

Ex6: var a = 'Hellow World';
function b(){
 console.log('called b!');
}
b();
console.log(a);
Output: called b!
 Hellow World;

Undefined:

Ex1: var a;
 console.log(a);
 Output: undefined

Ex2: console.log(a);
 Output: Uncaught ReferenceError: a is not defined

Ex3: var a;

```

console.log(a);
If(a === undefined){
    console.log('a is undefined');
}else{
    console.log('a is defined');
}

```

Output: a is undefined

Ex4: never do this(never set any value to undefined becas js will set this value initially)

```

var a = 'Hellow World';
console.log(a);
a = undefined
If(a === undefined){
    console.log('a is undefined');
}else{
    console.log('a is defined');
}

```

Output: Hellow World

a is undefined

Creation context & Execution context:

Ex1: function b(){
 console.log('Called b!') -----1----->creation
}
b();-----2----->Execution
console.log('a');-----3----->Execution
var a = 'Hellow World';-----1----->creation
console.log(a);-----4----->Execution

Output: Called b!

Undefined

Hellow World

Functions, context & variable Environments:

Ex1:

```
function b(){
    var myVar;
    console.log(myVar);
}
function a(){
    var myVar =2;
    console.log(myVar);
    b();
}
var myVar =1;
console.log(myVar);
a();
```

output: 1

2

undefined

Note: If you add `console.log(myVar);` after `a();` it will prints one more 1 because `myVar` declared at the global level

SCOPE: where a variable is available in your code

Ex1:

```
function b(){
    console.log(myVar);
}
function a(){
    var myVar = 2;
    b();
}
var myVar =1;
a();
```

Output: 1

Ex2:

```
function a(){
```

```

        function b(){
            console.log(myVar);
        }
        var myVar = 2;
        b();
    }
    var myVar =1;
    a();

```

Output: 2

Ex3:

```

    function a(){
        function b(){
            console.log(myVar);
        }
        var myVar = 2;
        b();
    }
    var myVar =1;
    a();
    b();

```

Output: 2

Uncaught ReferenceError: b is not defined

Because u can not call b() which is inside a()

Ex4:

```

function a(){
    function b(){
        console.log(myVar);
    }
    b();
}
var myVar =1;
a();

```

Output: 1

Functions are Objects

```
Ex1: function greet(){
    console.log('hi');
}
greet.language = 'english';
console.log(greet); // function greet(){
                    console.log('hi');
                    }
console.log(greet.language); // English
```

Function Statements and Function Expressions

Expression: A unit of code that results in a value. It doesn't have to save to a variable.

```
Ex1: a = 3 // 3
      1+2 // 3
      a = {greeting:'hi'} // object {greeting:'hi'}
```

Note: Any expression in js ends up with value.

Statement just do work.

```
Ex1: var a;
      if(a===3){
      }
```

Ex2: u can not assign variable to statement bcas it doesn't return a value it just does work

```
var a;
var b = if(a===3){
}
```

Function expressions:

```
Ex1: greet();
      function greet(){
          console.log('hi'); ----->normal function
      }
```

```
var anonymousGreet = function(){  
    console.log('hi');----->function expression  
}
```

```
anonymousGreet();
```

Output: hi

hi

Ex2: greet();

```
function greet(){
```

```
    console.log('hi');
```

```
}
```

```
anonymousGreet();
```

```
var anonymousGreet = function(){
```

```
    console.log('hi');----->js it will treat as variable but value  
is different
```

```
}
```

Output: hi

Uncaught TypeError: undefined is not a function

Note: 1. Js will set anonymousGreet to undefined

3. function expressions are not hoisted js only hoists the variables

Ex3: greet();

```
function greet(){
```

```
    console.log('hi');
```

```
}
```

```
anonymousGreet();
```

```
var anonymousGreet = function(){
```

```
    console.log('hi');----->function expression
```

```
}
```

```
anonymousGreet();
```

Output: hi

Uncaught TypeError: undefined is not a function

Ex1: U can create anything on the fly means when you calling the function.
U can call with numbers strings objects and functions

```
function log(a){  
    console.log(a);  
}  
log(3); //3  
log('hello'); //hello  
log({greeting:'hi'}); //Object {greeting:'hi'}  
log( function(){  
    console.log('hi')  
}); //    function(){  
    console.log('hi')  
}
```

Ex2: cool stuff

```
function log(a){  
    a();  
}  
log( function(){  
    console.log('hi');  
} );
```

Output: hi

Note: calling the log with function expression which will assign to a variable.
Now you can call anonymous function with (); that is a();
Because functions are objects in js