

**Null**

vs

**Undefined**

vs

**Not Defined**

**Null** vs **Undefined** vs **Not Defined**

  
**Primitive Data type**





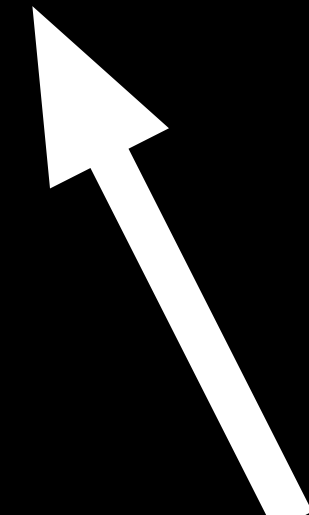
The predefined data types provided by JavaScript language are known as primitive data types

**Null** vs **Undefined** vs **Not Defined**

**Primitive Data type**



**Reference Error**



The predefined data types provided by JavaScript language are known as primitive data types

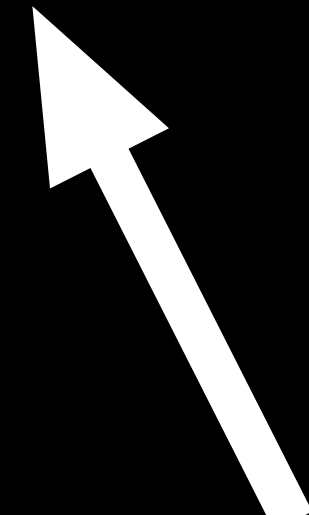
**Number**

**Null** vs **Undefined** vs **Not Defined**

**Primitive Data type**



**Reference Error**



The predefined data types provided by JavaScript language are known as primitive data types

**Number**

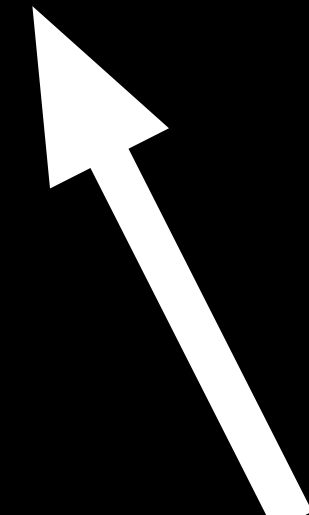
**String**

**Null** vs **Undefined** vs **Not Defined**

**Primitive Data type**



**Reference Error**



The predefined data types provided by JavaScript language are known as primitive data types

**Number**

**String**

**Boolean**

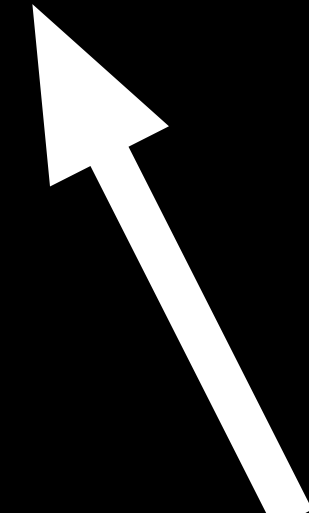
**Null** vs **Undefined** vs **Not Defined**

**Primitive Data type**



```
graph BT; A[Primitive Data type] --> B[Null]; A --> C[Undefined];
```

**Reference Error**



```
graph BT; D[Reference Error] --> E[Not Defined];
```

The predefined data types provided by JavaScript language are known as primitive data types

**Number**

**String**

**Boolean**

**Bigint**

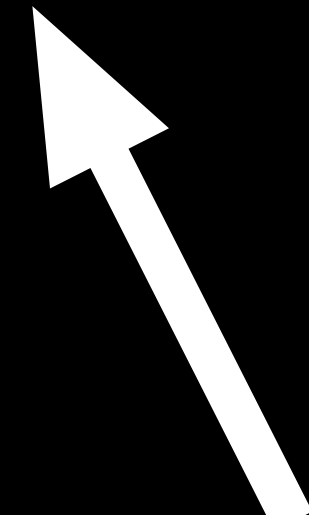


**Null** vs **Undefined** vs **Not Defined**

**Primitive Data type**



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The predefined data types provided by JavaScript language are known as primitive data types

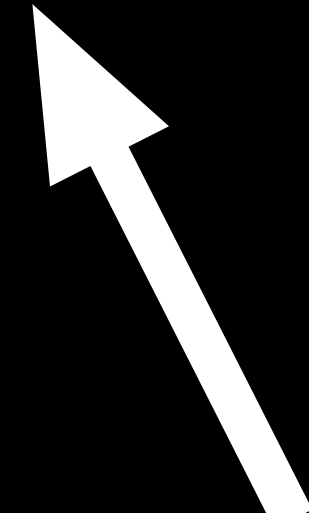
**Number** **String** **Boolean** **Bigint** **Symbol**

**Null** vs **Undefined** vs **Not Defined**

**Primitive Data type**



**Reference Error**



The predefined data types provided by JavaScript language are known as primitive data types

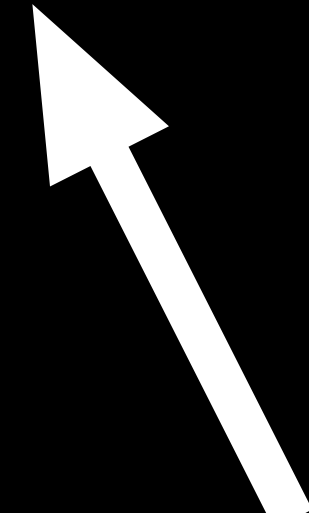
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**Null** vs **Undefined** vs **Not Defined**

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**Reference Error**

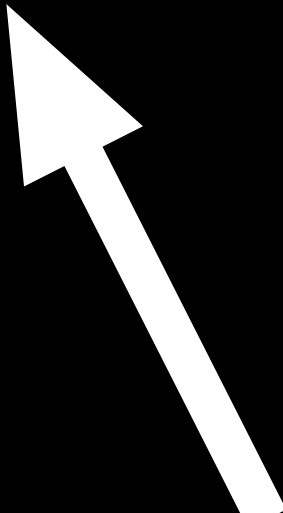


The predefined data types provided by JavaScript language are known as primitive data types

**Number** **String** **Boolean** **Bigint** **Symbol**  
**Null** **Undefined**

**Null** vs **Undefined** vs **Not Defined**

  
**Primitive Data type**

  
**Reference Error**

```
> console.log(total)
✖ ▶ Uncaught ReferenceError: total is not defined VM211:1
   at <anonymous>:1:13
>
```

# Undefined

undefined is a primitive value that is automatically assigned to variables that have been declared but have not been assigned a value

# Undefined

undefined is a primitive value that is automatically assigned to variables that have been declared but have not been assigned a value

JS sample.js ●

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1

2   var result;

3   console.log(result);

4

5

6

# Undefined

undefined is a primitive value that is automatically assigned to variables that have been declared but have not been assigned a value

JS sample.js ●

Users > prakashshukla > Desktop > JS sample.js > ...

1  
2  
3  
4  
5  
6

```
var result = undefined;
```

# Null

JavaScript primitive type `null` represents an intentional absence of a value.



# Null

JavaScript primitive type `null` represents an intentional absence of a value.

JS sample.js ●

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1

2 `var result = null;`

# Notdefined

In JavaScript, “not defined” refers to a reference error that occurs when attempting to access variables or identifiers that are not declared or do not exist within the current scope

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In JavaScript, “not defined” refers to a reference error that occurs when attempting to access variables or identifiers that are not declared or do not exist within the current scope

JS sample.js ●

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1

2 console.log(result);

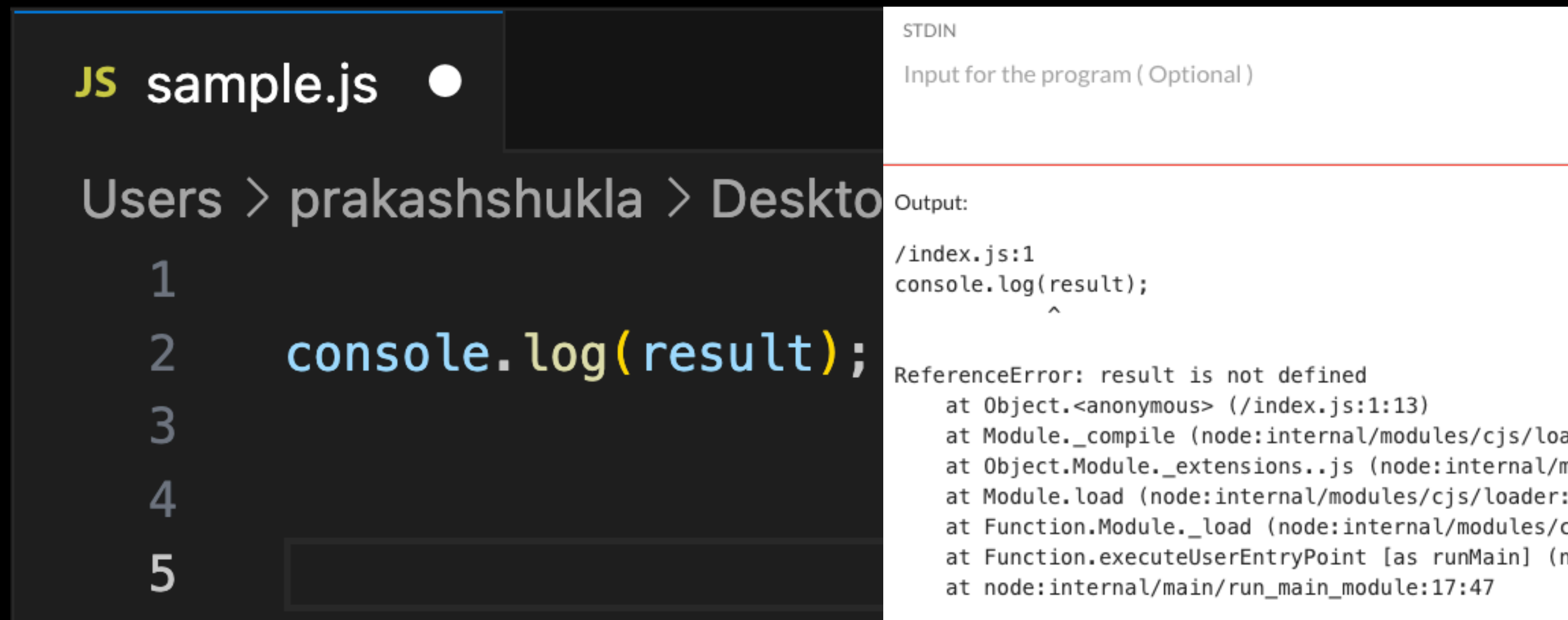
3

4

5

# Notdefined

In JavaScript, “not defined” refers to a reference error that occurs when attempting to access variables or identifiers that are not declared or do not exist within the current scope



```
JS sample.js ●

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1
2 console.log(result);
3
4
5
```

```
STDIN
Input for the program ( Optional )

Output:
/index.js:1
console.log(result);
              ^
ReferenceError: result is not defined
    at Object.<anonymous> (/index.js:1:13)
    at Module._compile (node:internal/modules/cjs/loader:1047:14)
    at Object.Module._extensions..js (node:internal/modules/cjs/loader:1068:10)
    at Module.load (node:internal/modules/cjs/loader:937:32)
    at Function.Module._load (node:internal/modules/cjs/loader:758:12)
    at Function.executeUserEntryPoint [as runMain] (node:internal/main/run_main_module:17:47)
```

PPT Notes in Description

# Hoisting

Hoisting is built-in behavior of the language through which declarations of **functions, variables, and classes** are moved to the top of their scope – all before code execution.

# Hoisting

Allows us to use functions, variables, and classes before they are declared.

# Hoisting

(Hoist a flag or raise a flag)



# Hoisting

Functions

Variables with **var** , **let** and **const**

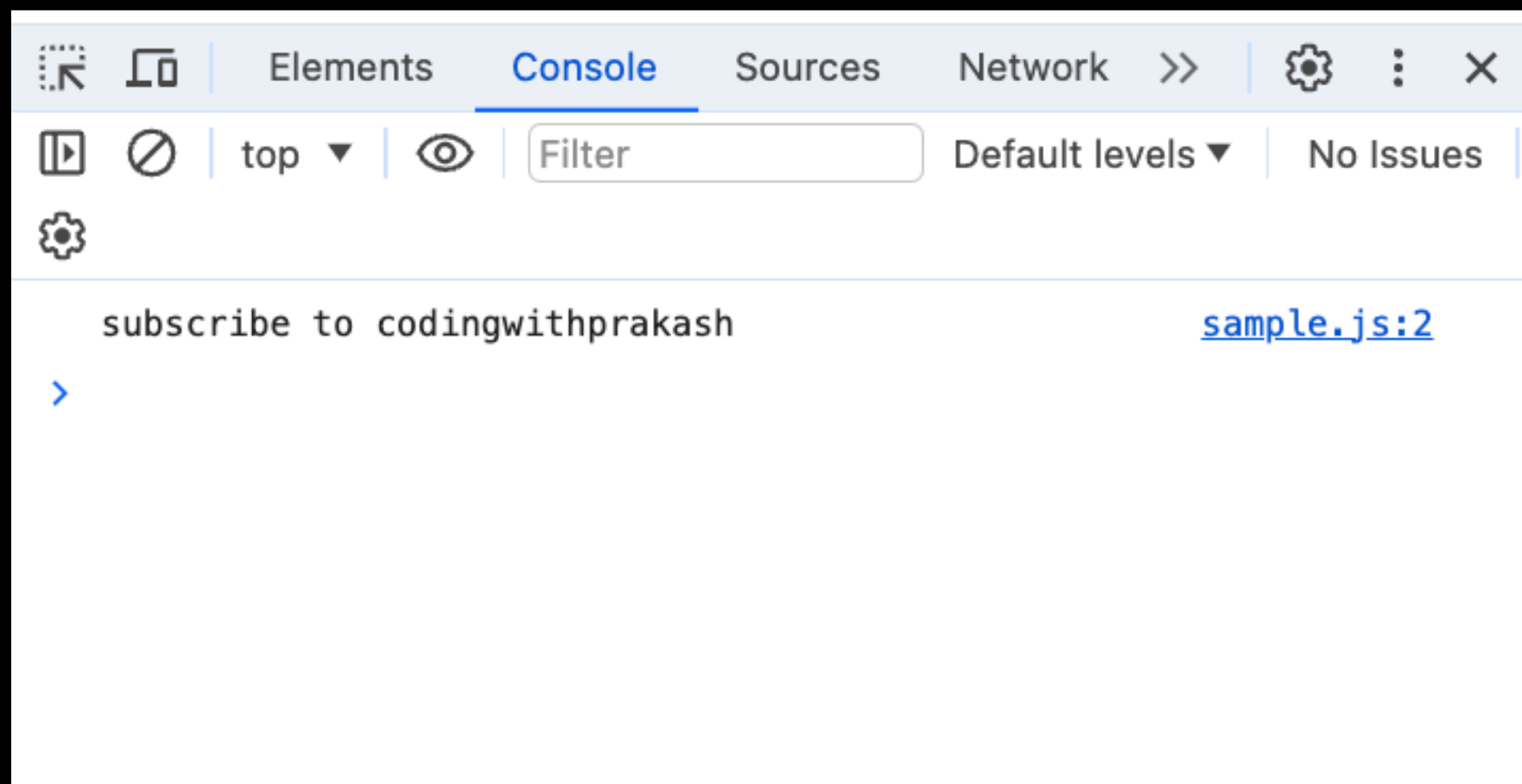
Classes

# Function Hoisting

```
function subscribe() {  
  console.log("subscribe to codingwithprakash");  
}  
  
subscribe();
```

# Function Hoisting

```
function subscribe() {  
  console.log("subscribe to codingwithprakash");  
}  
  
subscribe();
```



# Function Hoisting

```
subscribe();  
  
function subscribe() {  
  console.log("subscribe to codingwithprakash");  
}
```

# Function Hoisting

```
subscribe();  
  
function subscribe() {  
  console.log("subscribe to codingwithprakash");  
}
```

function declarations are put into memory at compile time

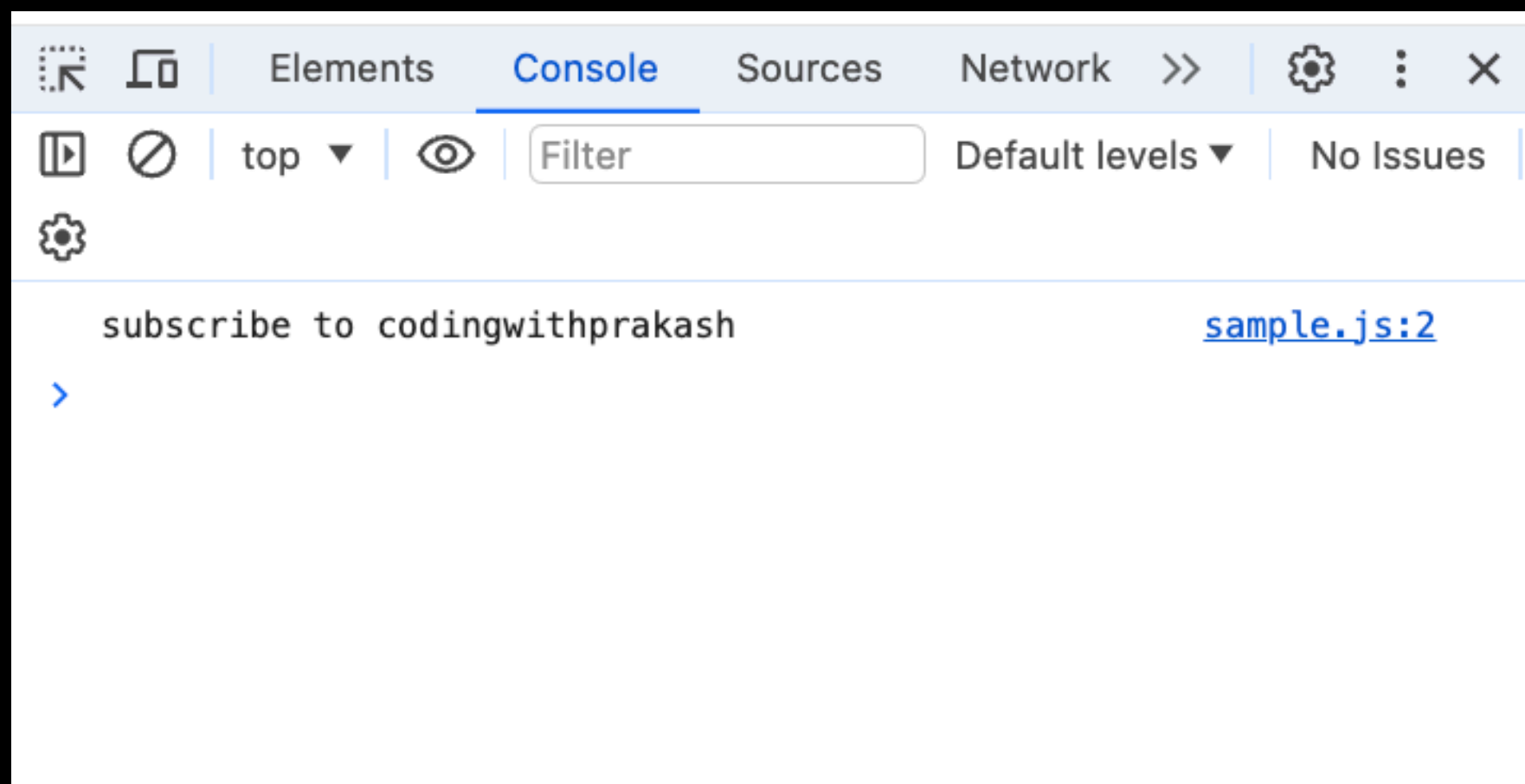
It hoists a function's declaration and its value to the top of their scope.

# Function Hoisting

```
subscribe();  
  
function subscribe() {  
  console.log("subscribe to codingwithprakash");  
}
```

function declarations are put into memory at compile time

It hoists a function's declaration and its value to the top of their scope.

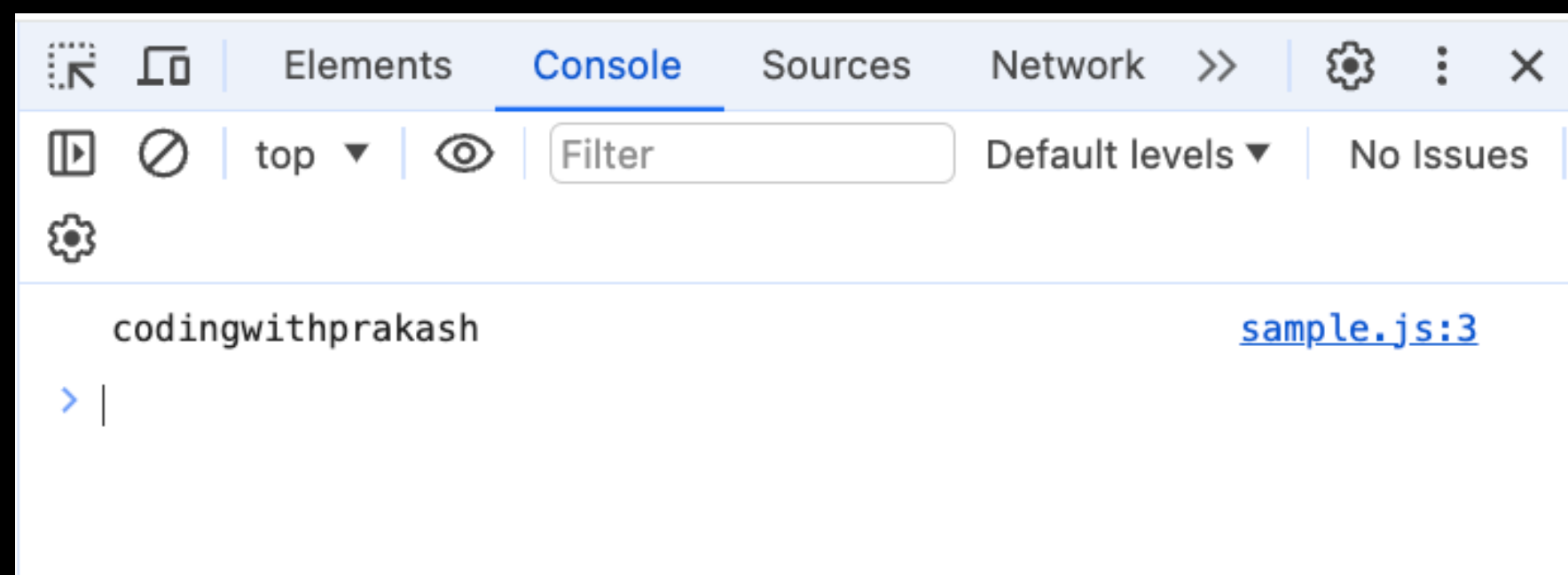


# Variable Hoisting (var)

```
var channelName = "codingwithprakash";  
  
console.log(channelName);
```

# Variable Hoisting (var)

```
var channelName = "codingwithprakash";  
  
console.log(channelName);
```



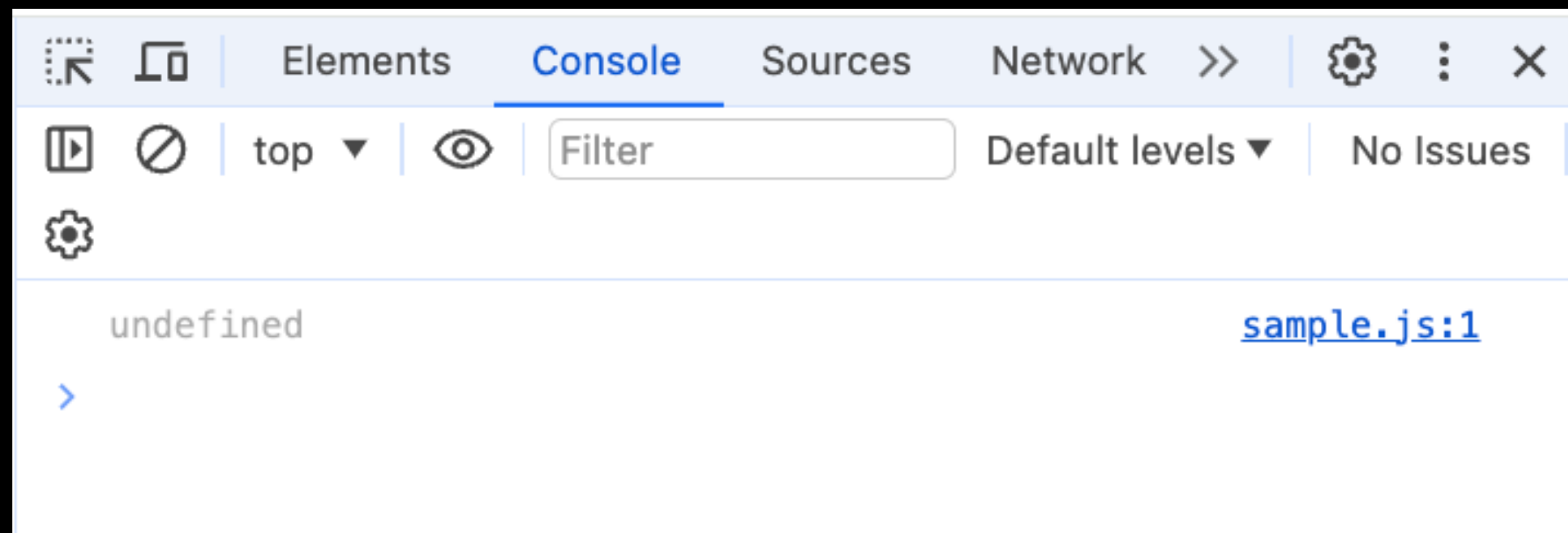


# Variable Hoisting (var)

```
console.log(channelName);  
  
var channelName = "codingwithprakash";
```

# Variable Hoisting (var)

```
console.log(channelName);  
  
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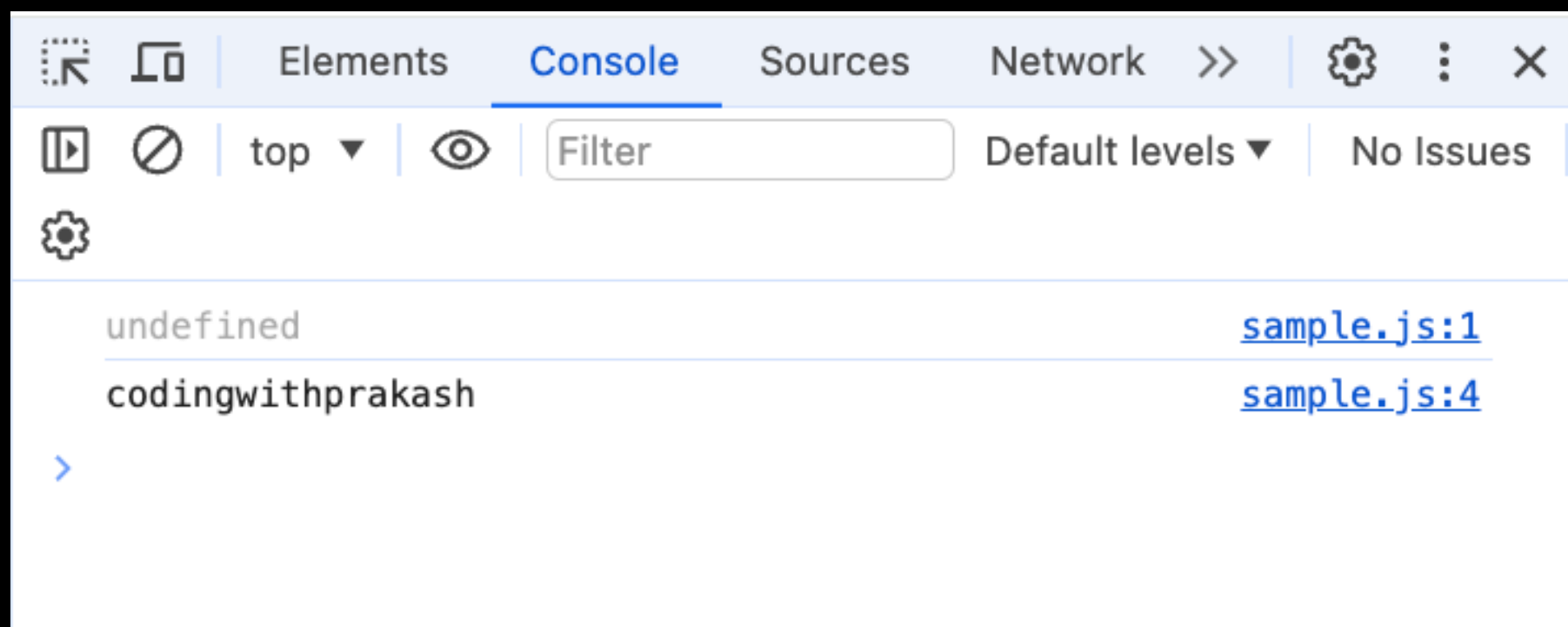


# Variable Hoisting (var)

```
console.log(channelName);  
  
var channelName = "codingwithprakash";  
  
console.log(channelName);
```

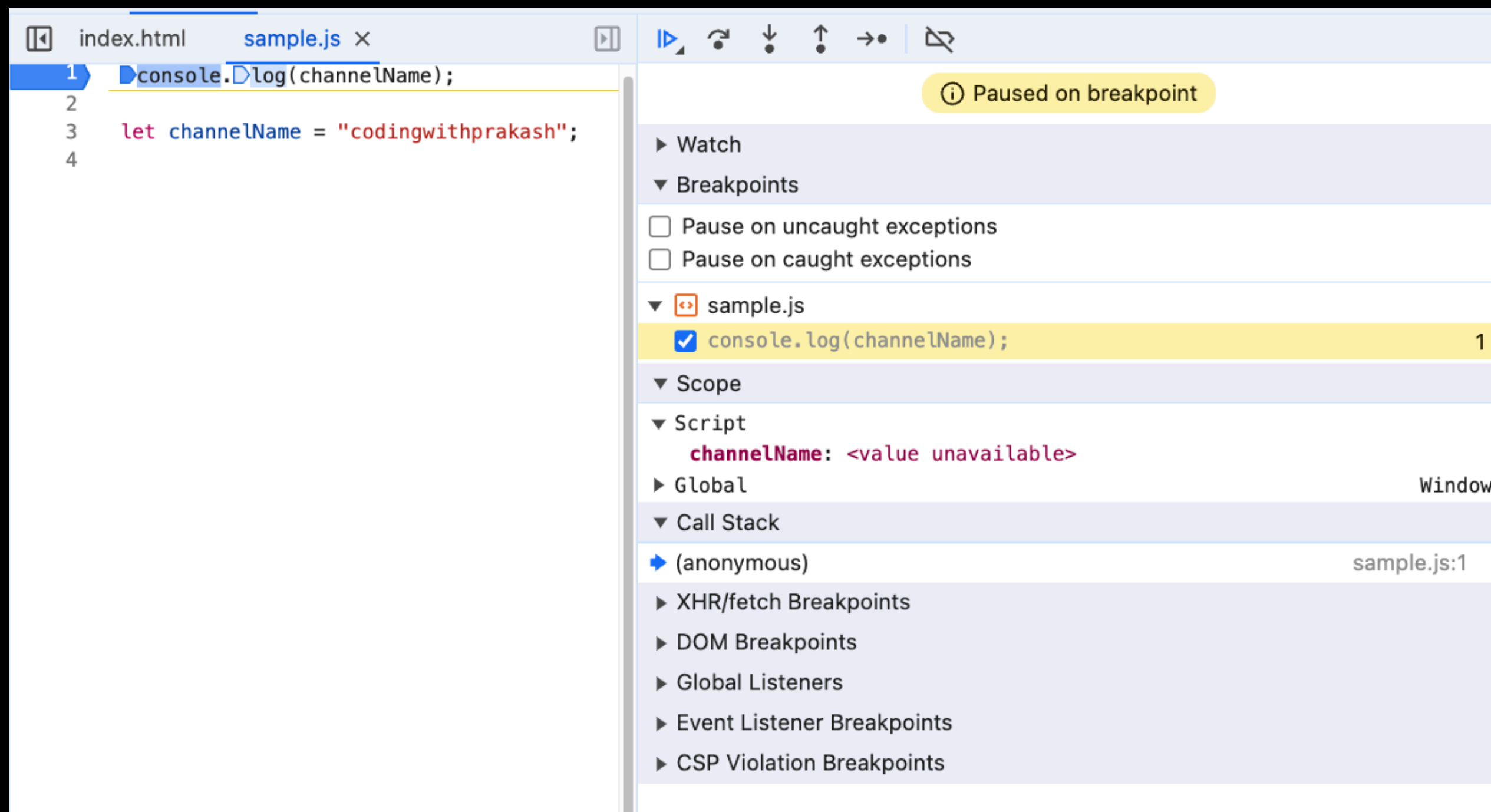
# Variable Hoisting (var)

```
console.log(channelName);  
  
var channelName = "codingwithprakash";  
  
console.log(channelName);
```

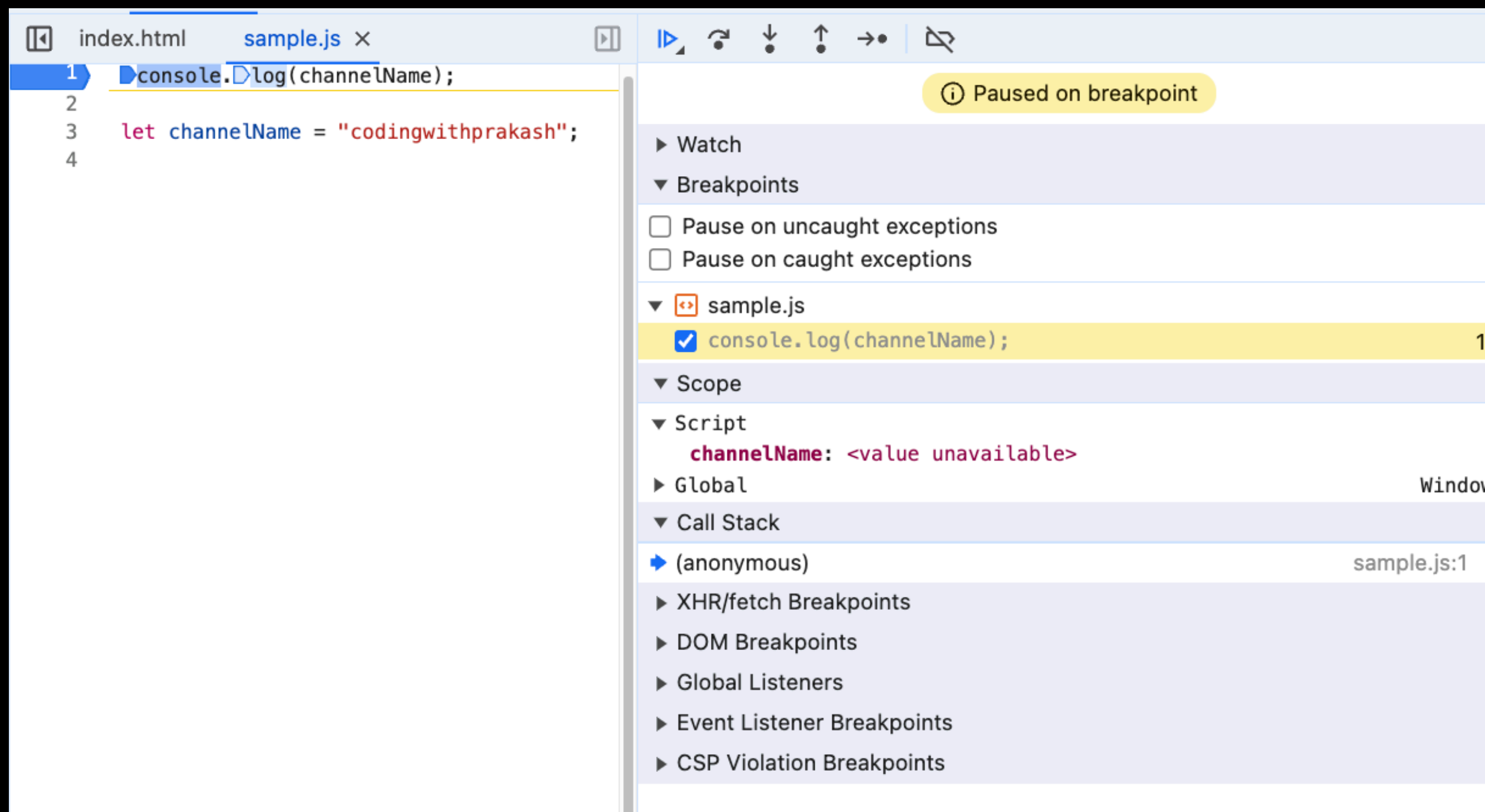


# Variable Hoisting ( let and const )

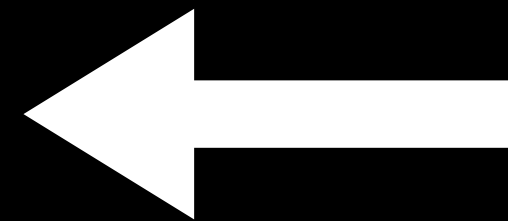
# Variable Hoisting ( let and const )



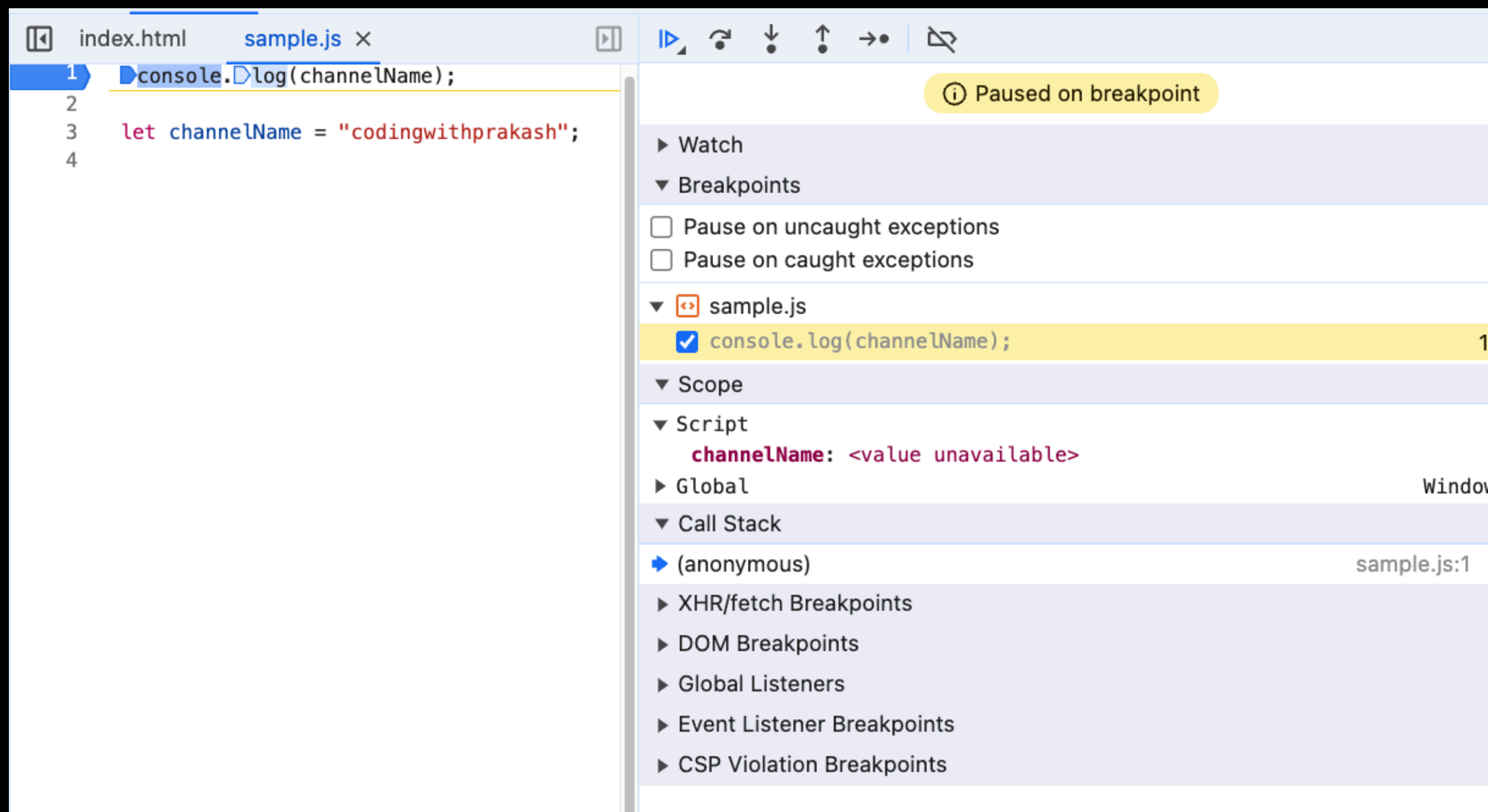
# Variable Hoisting ( let and const )



Temporal Dead Zone

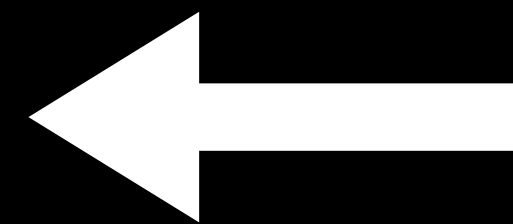


# Variable Hoisting ( let and const )



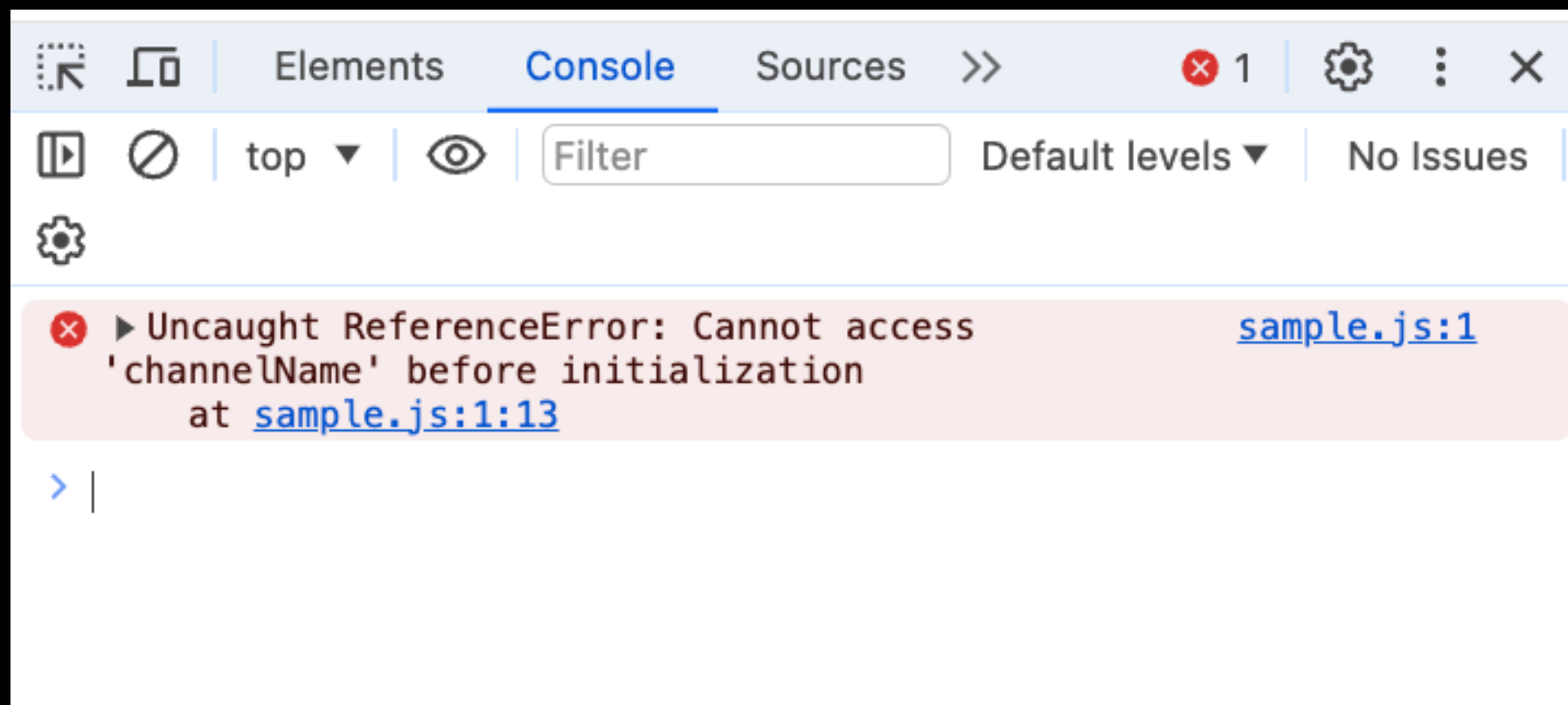
## Temporal Dead Zone

During this phase, the variable exists but is inaccessible. Accessing it before the declaration results in a ReferenceError.





# Variable Hoisting ( let and const )



# Variable Hoisting ( let and const )

Code reliability

Predictability

# Class Hoisting

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1

2    class Vehicle {}

3

4

5

6

# Class Hoisting

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```
1
2  class Vehicle {}
3
4
5
6
```

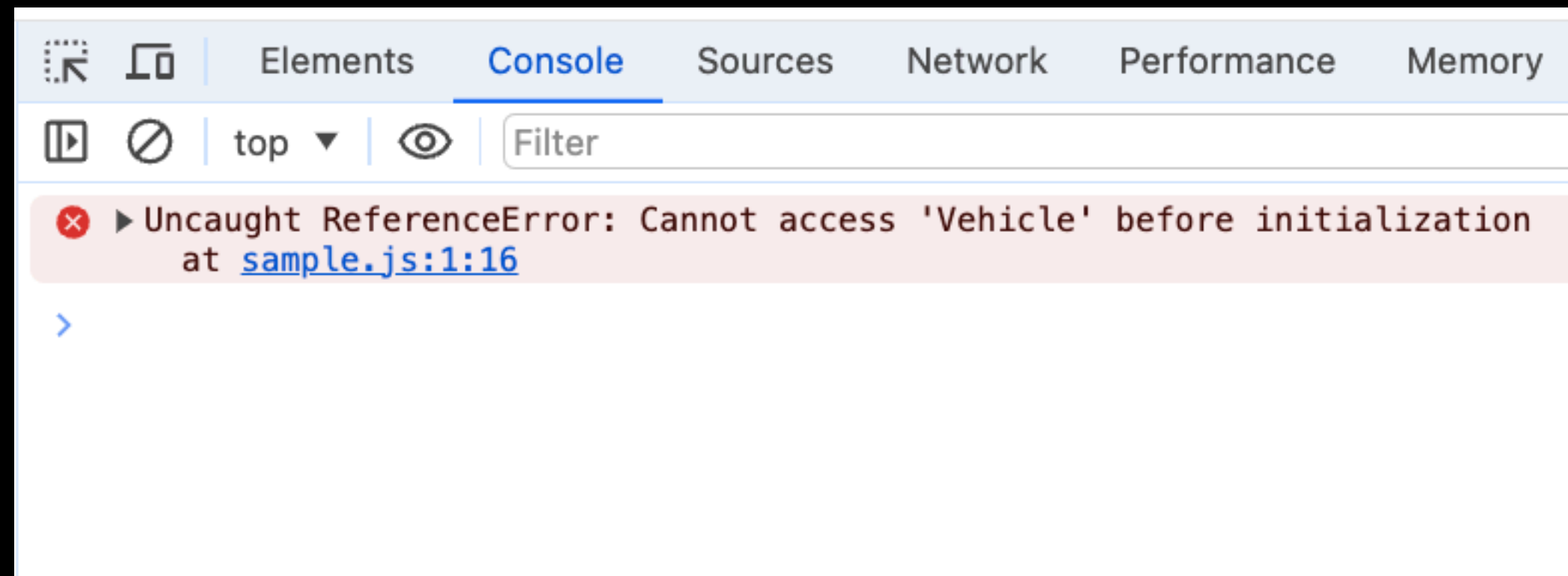
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```
1
2
3  let instance = new Vehicle();
4
5  class Vehicle {}
6
7
```

# Class Hoisting

Users > prakashshukla > Desktop > JS sample.js > ...

```
1
2  class Vehicle {}
3
4
5
6
```



Users > prakashshukla > Desktop > JS sample.js > ...

```
1
2
3  let instance = new Vehicle();
4
5  class Vehicle {}
6
7
```

# Hoisting

Declaration and its value	Only Declaration	Hoisted but in TDZ
Functions	Variable with Var	Variable with let and const Classes