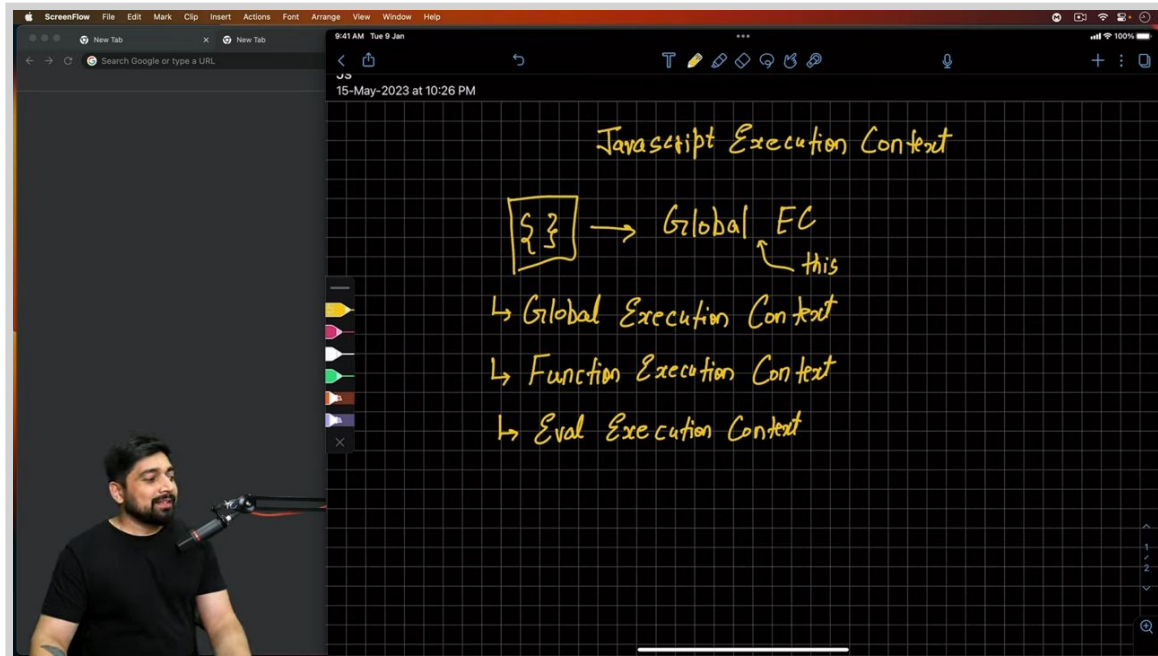




05:28



three types of execution context , global ec is referred by this ,  
global ec for browser is window object , where as it is an empty  
object for a node file  
js is single threaded btw

waise ye memory phase , memory creation phase hota hai

13:17

The screenshot shows a video lecture interface with a presenter in the bottom left and a grid background for notes. The notes are divided into three sections:

- ① → Global Execution**
  - ↓
  - this
- ② Memory Phase**
  - val1 → undefined
  - val2 → undefined
  - addNum → definition
  - result1 → undefined
  - result2 → undefined
- ③ Execution Phase**
  - val1 ← 10
  - val2 ← 5
  - addNum →

On the right, there is a code editor with the following JavaScript code:

```
1 let val1 = 10
2 let val2 = 5
3 function addNum(num1, num2){
4   let total = num1 + num2
5   return total
6 }
7 let result1 = addNum(val1, val2)
8 let result2 = addNum(10, 2)
```

A box labeled "new variable environment + Execution thread" is connected to the Execution Phase notes.

working of js , till a function is called , new execution context is created for whenever arguments are passed to a function , ya fir jab ek raise variable ka execution hota hai jinme ham function se return hone wali value ko store karte hai

16:09

This screenshot shows the next step in the JavaScript execution process. The notes are updated as follows:

- ① → Global Execution**
  - ↓
  - this
- ② Memory Phase**
  - val1 → undefined
  - val2 → undefined
  - addNum → definition
  - result1 → undefined
  - result2 → undefined
- ③ Execution Phase**
  - val1 ← 10
  - val2 ← 5
  - addNum →

The "new variable environment + Execution thread" box remains. A new box labeled "Execution Context" is created, containing:

- num1 → 10
- num2 → 5
- total → 15

A red arrow points from the "Execution Context" box back to the "Memory Phase" section, indicating the state of memory before the function call.

16:57

16:57

The screenshot shows a video recording interface. On the left, a person is visible. The main area is a screen with handwritten notes and code. The code is as follows:

```

1 let val1 = 10
2 let val2 = 5
3 function addNum(num1, num2){
4   let total = num1 + num2
5   return total
6 }
7 let result1 = addNum(val1, val2)
8 let result2 = addNum(10, 2)

```

The handwritten notes are organized into three phases:

- ① Global Execution**
  - this
- ② Memory Phase**
  - val1 → undefined
  - val2 → undefined
  - addNum → definition
  - result1 → undefined
  - result2 → undefined
- ③ Execution Phase**
  - val1 ← 10
  - val2 ← 5
  - addNum →
  - result1 = 15
  - result2 =

There are two boxes labeled "new variable environment + Execution thread" and "Delete". A box labeled "Execution Context" contains:

```

num1 → 10
num2 → 5
total → 15

```

Below the code, there are two more boxes labeled "Memory Phase" and "Execution Phase". The "Memory Phase" box contains:

```

val1 → undefined
val2 → undefined
total → undefined

```

The "Execution Phase" box contains:

```

num1 → 10
num2 → 5
total → 15

```

A box labeled "NVE + thread" is also present.

18:07

The screenshot shows a video recording interface. On the left, a person is visible. The main area is a screen with handwritten notes and code. The code is as follows:

```

1 let val1 = 10
2 let val2 = 5
3 function addNum(num1, num2){
4   let total = num1 + num2
5   return total
6 }
7 let result1 = addNum(val1, val2)
8 let result2 = addNum(10, 2)

```

The handwritten notes are organized into three phases:

- ① Global Execution**
  - this
- ② Memory Phase**
  - val1 → undefined
  - val2 → undefined
  - addNum → definition
  - result1 → undefined
  - result2 → undefined
- ③ Execution Phase**
  - val1 ← 10
  - val2 ← 5
  - addNum →
  - result1 = 15
  - result2 =

There are two boxes labeled "new variable environment + Execution thread" and "Delete". A box labeled "Execution Context" contains:

```

num1 → 10
num2 → 5
total → 15

```

Below the code, there are two more boxes labeled "Memory Phase" and "Execution Phase". The "Memory Phase" box contains:

```

val1 → undefined
val2 → undefined
total → undefined

```

The "Execution Phase" box contains:

```

num1 → 10
num2 → 5
total → 15

```

A box labeled "NVE + thread" is also present.

19:59

ScreenFlow

File Edit Mark Clip Insert Actions Paint Arrange View Window Help

9:41 AM Tue 9 Jan

Search Google or type a URL

Memory Phase

Execution Phase

+ thread

one()

two()

three()

Global Exec

20:01

ScreenFlow

File Edit Mark Clip Insert Actions Paint Arrange View Window Help

9:41 AM Tue 9 Jan

Search Google or type a URL

Memory Phase

Execution Phase

+ thread

one()

two()

three()

Global Exec

20:03



ScreenShare

File Edit Mark View Help

9:41 AM Tue 9 Jan

Search Google or type a URL

Memory Phase

Execution Phase

Thread

one()

Global Exec

three()

two()

20:06

ScreenShare

File Edit Mark View Help

9:41 AM Tue 9 Jan

Search Google or type a URL

Memory Phase

Execution Phase

Thread

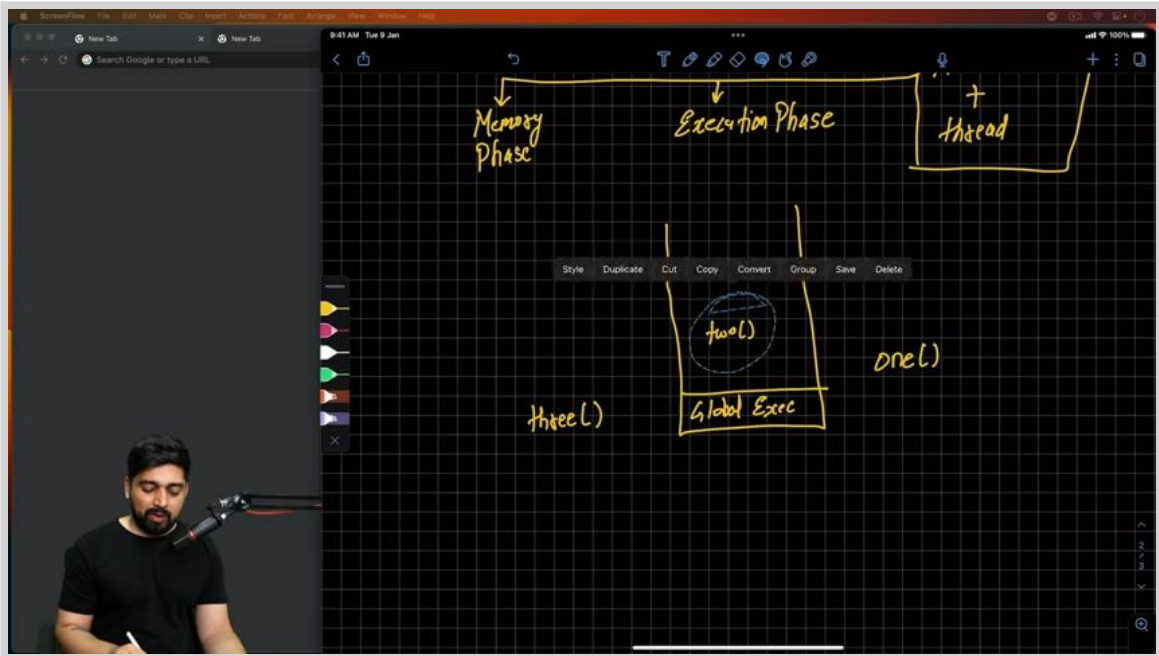
one()

Global Exec

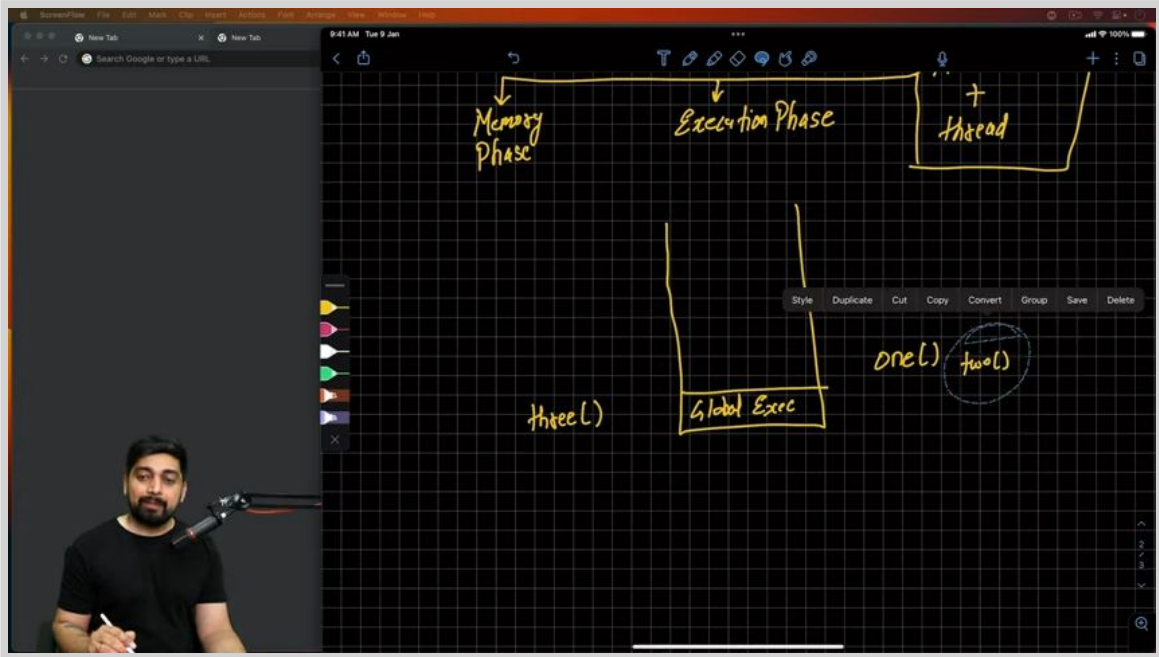
three()

two()

20:08



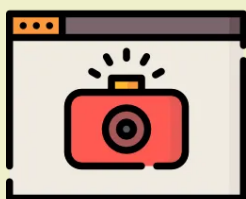
20:09





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