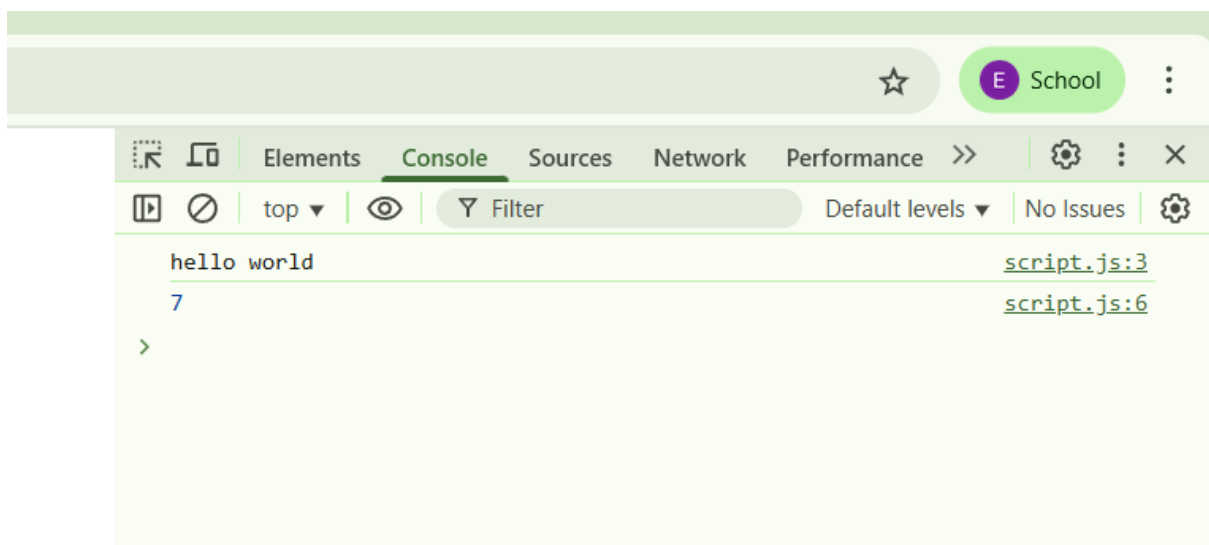


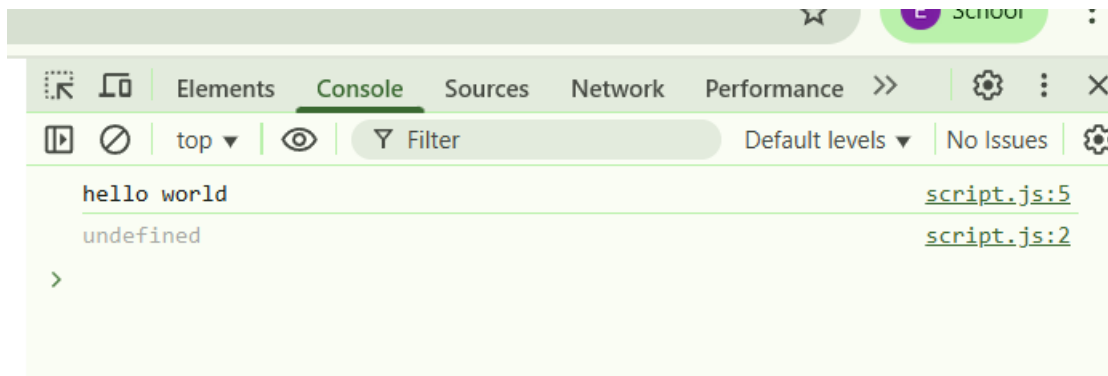
Day 1 of learning javascript

```
JS script.js > ...  
1  var x=7;  
2  function getname(){  
3      console.log("hello world");  
4  }  
5  getname();  
6  console.log(x);
```



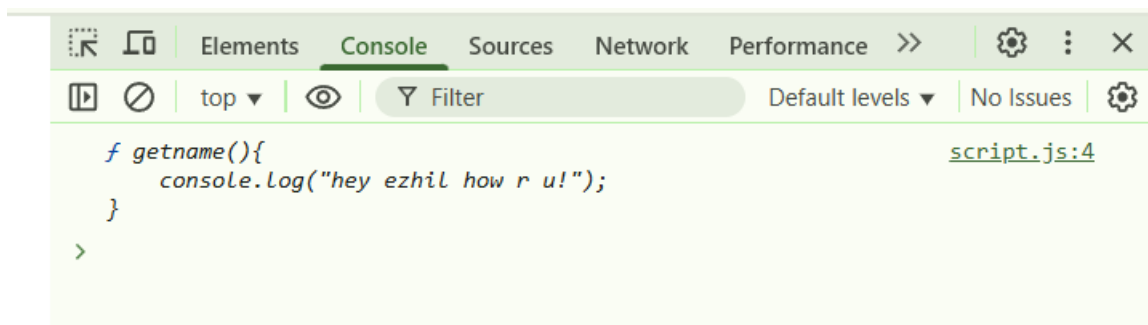
Function is called before it is initialised

```
script.js > ...  
    getname();  
    console.log(x);  
    var x=7;  
    function getname(){  
        console.log("hello world");  
    }
```

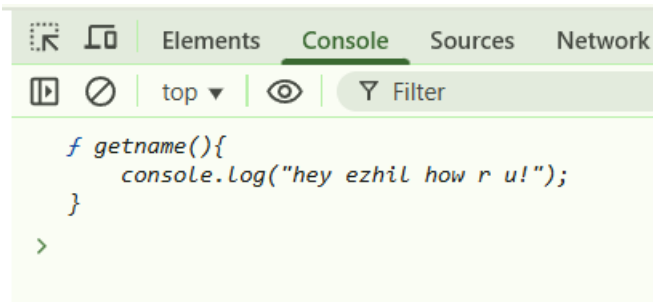


## Hoisting

```
<> index.html JS script.js X
JS script.js > ...
1 function getname(){
2   console.log("hey ezhil how r u!");
3 }
4 console.log(getname);
```



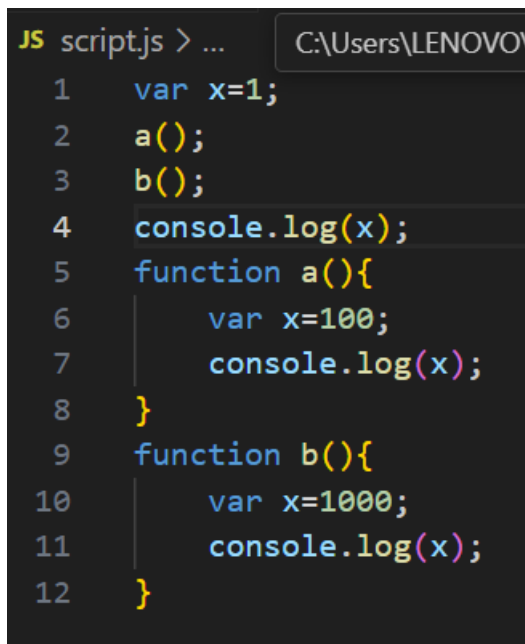
```
script.js > ...
1 console.log(getname);
2 function getname(){
3   console.log("hey ezhil how r u!");
4 }
5
```



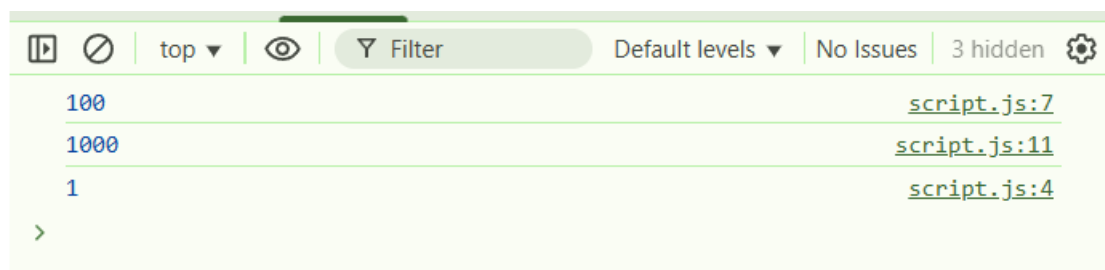
```
f getname(){  
  console.log("hey ezhil how r u!");  
}  
>
```

Functions will be printed even before it is initialised.

Before code execution, variable, functions is allocated with a memory.



```
JS script.js > ... C:\Users\LENOVO\  
1  var x=1;  
2  a();  
3  b();  
4  console.log(x);  
5  function a(){  
6    var x=100;  
7    console.log(x);  
8  }  
9  function b(){  
10   var x=1000;  
11   console.log(x);  
12 }
```



```
100 script.js:7  
1000 script.js:11  
1 script.js:4  
>
```