

Agenda

- ① JS interpreter
 - ② types of operator
 - ③ object and json (proto)
 - ④ primitive and non-primitive data types
 - ⑤ JS code Execution - Hoisting and Execution context.
 - ⑥ let, var, const
 - ⑦ shadowing (legal and illegal)
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- JS is dynamic typed language.
 - high-level programming language
 - connection with java

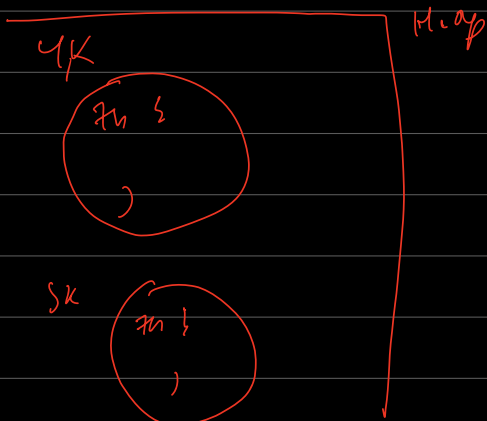
Fact:

- ① Default of js → always → undefined.

→ [x] → it will search for value inside x.
 → .x → it will search for x inside map.

Code Exec

```
let a = 10;
function fn() {
  console.log("I am fn");
  function inner() {
    console.log("I am inner");
  }
  inner();
}
fn()
```



gEC:

EC	X
EC	inner = 5K — X
	fn = 4K X a = 10

Call Stack

I am fn
 I am inner.

