

WHAT'S INSIDE EXECUTION CONTEXT?

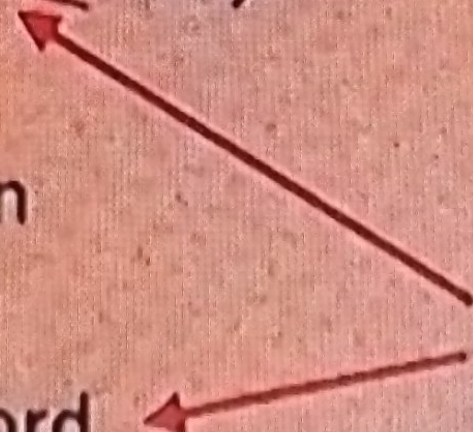
1 Variable Environment

- let, const and var declarations
- Functions
- ~~arguments~~ object

2 Scope chain

3 ~~this~~ keyword

NOT in arrow functions!



HOISTING IN JAVASCRIPT

👉 **Hoisting:** Makes some types of variables accessible/usable in the code before they are actually declared. "Variables lifted to the top of their scope".

↓ **BEHIND THE SCENES**

Before execution, code is scanned for variable declarations, and for each variable, a new property is created in the **variable environment object**.

EXECUTION CONTEXT

- 👉 Variable environment
- ✅ Scope chain
- 👉 this keyword

	HOISTED? 👉	INITIAL VALUE 👉	SCOPE 👉	
function declarations	✅ YES	Actual function	Block	In strict mode. Otherwise: function!
var variables	✅ YES	undefined	Function	
let and const variables	🚫 NO	<uninitialized>, TDZ	Block	Technically, yes. But not in practice
function expressions and arrows	🤖	Depends if using var or let/const		Temporal Dead Zone

TEMPORAL DEAD ZONE, LET AND CONST

```
const myName = 'Jonas';

if (myName === 'Jonas') {
  console.log(`Jonas is a ${job}`);
  const age = 2037 - 1989;
  console.log(age);
  const job = 'teacher';
  console.log(x);
}
```

TEMPORAL DEAD ZONE FOR `job` VARIABLE

👉 Different kinds of error messages:

ReferenceError: Cannot access 'job' before initialization

ReferenceError: x is not defined

WHY HOISTING?

- 👉 Using functions before actual declaration;
- 👉 `var` hoisting is just a byproduct.

WHY TDZ?

- 👉 Makes it easier to avoid and catch errors: accessing variables before declaration is bad practice and should be avoided;
- 👉 Makes `const` variables actually work

```
script.js — 08: Behind the Scenes

js script.js x
js script.js > ...
44
45 console.log(me);
46 console.log(job);
47 console.log(year);
48
49 var me = 'Jonas';
50 let job = 'teacher';
51 const year = 1991;
52
```

How JavaScript Works Behind the Scenes

Elements Console >> 1

top Filter Default level

undefined script.js:45

Uncaught ReferenceError: Cannot access 'job' before initialization at script.js:46

Live reload enabled. (index):55



```
script.js — 08-Behind-the-Scenes
pt.js x
script.js > ...
1 console.log(me);
2 // console.log(job);
3 // console.log(year);
4
5 var me = 'Jonas';
6 let job = 'teacher';
7 const year = 1991;
8
9 // Functions
10 console.log(addDecl(2, 3));
11 console.log(addExpr(2, 3));
12 console.log(addArrow(2, 3));
13
14 function addDecl(a, b) {
15   return a + b;
16 }
17
18 const addExpr = function (a, b) {
19   return a + b;
20 };
21
22 const addArrow = (a, b) => a + b;
```

How JavaScript Works Behind the Scenes

Elements Console >> 1

top Filter Default level

undefined	script.js:46
5	script.js:55
✖ ▶ Uncaught ReferenceError: Cannot access 'addExpr' before initialization at script.js:56	
Live reload enabled. (index):55	



script.js — 08-Behind-the-Scenes

script.js x

script.js > ...

```
6 console.log(me);
7 // console.log(job);
8 // console.log(year);
9
10 var me = 'Jonas';
11 let job = 'teacher';
12 const year = 1991;
13
14 // Functions
15 console.log(addDecl(2, 3));
16 // console.log(addExpr(2, 3));
17 console.log(addArrow(2, 3));
18
19 function addDecl(a, b) {
20   return a + b;
21 }
22
23 var addExpr = function(a, b) {
24   return a + b;
25 };
26
27 var addArrow = (a, b) => a + b;
```

How JavaScript Works Behind the Scenes x +

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Guest

How JavaScript Works Behind the Scenes

Elements Console >> 1

top Filter Default level

undefined script.js:46

5 script.js:55

Uncaught TypeError: addArrow is not a function
at script.js:57

Live reload enabled. (index):55

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