Draw Global Execution Context for Below Codes and Explain Line by line.

console.log(a);  
var a = 10;  
console.log(a);  
a = 20;  
console.log(a);

|  |  |
| --- | --- |
| MEMORY PHASE | EXECUTION PHASE |
| Var a=undefined  a=10 assigned  a=20 reassigned | console.log(a); var a = 10; console.log(a); a = 20; console.log(a); |

OUTPUT:

Undefined

10

20

console.log(b);  
var b = 5;  
var b = 15;  
console.log(b);

b = b + 5;  
console.log(b);

|  |  |
| --- | --- |
| MEMORY PHASE | EXECUTION PHASE |
| Var b=undefined  b=5(assigned)  b=15(reassigned)  b=b+5  b=15+5=20 | **console.log(b); var b =5; var b =15; console.log(b); b = b +5; console.log(b);** |

**OUTPUT:**

**Undefined**

**15**

**20**

**============================================================================**

**console.log(c);  
c =30;  
var c;  
console.log(c);  
c = c \*2;  
console.log(c);**

|  |  |
| --- | --- |
| MEMORY PHASE | EXECUTION PHASE |
| Var c=undefined  C=30(assigned)  Then c=c\*2  C=30\*2  C=60 | **console.log(c); c =30; var c; console.log(c); c = c \*2; console.log(c);** |

OUTPUT:

Undefined

30

60

var d;  
console.log(d);  
d = 50;  
console.log(d);  
d = d + 10;  
console.log(d);  
var d = 100;  
console.log(d);

|  |  |
| --- | --- |
| MEMORY PHASE | EXECUTION PHASE |
| Var d=undefined  d=50(assigned)  then d=d+10  d=50+10  d=60  then d=100(reassigned) | var d; console.log(d); d = 50; console.log(d); d = d + 10; console.log(d); var d = 100; console.log(d); |

OUTPUT:

Undefined

50

60

100

=================================================================

var e = 1;  
console.log(e);  
e = e + 1;  
console.log(e);  
var e = 10;  
console.log(e);  
e = e \* 2;  
console.log(e);

|  |  |
| --- | --- |
| MEMORY PHASE | EXECUTION PHASE |
| Var e=1(assigned)  Then e=e+1  e=1+1  e=2  e=10(reassigned)  then e=e\*2  e=10\*2  e=20 | var e = 1; console.log(e); e = e + 1; console.log(e); var e = 10; console.log(e); e = e \* 2; console.log(e); |

OUTPUT:

1

2

10

20