In this lecture, we will discuss...

Defining Variables, Functions and Scope



Variables

```
var message = "hi";
```

- Variable definition should always start with 'var'
- No types are declared
 - JS is dynamically typed language
 - Same variable can hold different types during the life of the execution





```
var a = function () {...}
```

Value of function assigned, NOT the returned result!

No name defined



```
function a () {...}
                                    Defines function
a();
            Executes function (aka invokes function)
```



Arguments defined without 'var'

```
function compare (x, y) {
  return x > y;
}
```



```
function compare (x, y) {...}
var a = compare(4, 5);
compare(4, "a");
compare();
```

ALL LEGAL



Scope

Global

 Variables and functions defined here are available everywhere

Function aka lexical

Variables and functions defined here are available only within this function



Scope Chain

- ♦ Everything is executed in an Execution Context
- → Function invocation creates a new Execution Context
- ♦ Each Execution Context has:
 - Its own Variable Environment
 - Special 'this' object
 - Reference to its Outer Environment
- ♦ Global scope does not have an Outer Environment as it's the most outer there is



Scope Chain

Referenced (not defined) variable will be searched for in its current scope first. If not found, the Outer Reference will be searched. If not found, the Outer Reference's Outer Reference will be searched, etc. This will keep going until the Global scope. If not found in Global scope, the variable is undefined.



Global

```
var x = 2;
A();
```

Function A

var x = 5;

Even though 'B' is called within 'A'

'B' is <u>defined</u> within Global

Function B

console.log(x);

Result: x = 2



Summary

- ♦ Defining variables dynamically typed
- ♦ Defining functions creates its own scope (lexical)
- ♦ JS code runs within an Execution Context
- Scope chain is used to retrieve variables from Outer Variable Environments

