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 is assigned with value 10  i.e a=10  a is re-assigned with value 20 | 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 is assigned with 5  b is re-assigned with 15  b=b+5 ->i.e 15+5  Now b =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 is assigned with 30  c is re-assigned with c\*2  I.e c=30\*2=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 is assigned with 50  Now d=d+10   1. e d= 50+10= 60   d is reassigned with 100 | | 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 :undefined  e is assigned with 1  e is re-assigned e+1 =1+1=2  e is re-assigned 10  e is re-assigned with e\*2 =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