

變數宣告

```
var a = 1;  
console.log(a); // 會印出什麼？
```



1

```
console.log(a); // 會印出？
```

```
var a = 1;
```

undefined

變數提昇

Variable Hoisting

被拉到上面？

```
var a;  
console.log(a); // 所以印出 undefined  
a = 1;
```



編譯 vs. 直譯

Compilation vs Interpretation

建立期 vs. **執行期**

Creation Phase vs. Execution Phase

建立期

1A 註冊名稱 (Identifier) + 進行初始化 1B

執行期

2 執行函數 / 賦值

建立期

```
var a = 1;  
console.log(a);
```

1A

```
var a;
```

1B

undefined

```
console.log(a);
```

```
var a = 1;  
console.log(a);
```

```
2 a = 1;  
2 console.log(a);
```

1

兩階段

```
console.log(a);  
var a = 1;
```

```
console.log(a);
```

1A

```
var a;
```

undefined

1B

```
console.log(a);  
var a = 1;
```

```
2 console.log(a);  
2 a = 1;
```

1

undefined

小測驗

```
var a = 1;  
var a;
```



```
console.log(a); // 會印出什麼？
```

1


```
if (false) {  
    var a = 1;  
}
```



console.log(a); // 會印出什麼？

undefined

另一種變數宣告

```
console.log(a);    // 會印出什麼？  
let a = 1;
```

Reference
Error

因為 let 不會變數提昇？

```
console.log(a);  
let a = 1;
```

```
console.log(a);
```

1A

```
let a;
```

TDZ

```
console.log(a);  
let a = 1;
```

2 console.log(a);
a = 1;

Reference
Error

暫時死區

TDZ = Temporal Dead Zone

```
let a = 1;  
console.log(a);    // 會印出什麼？
```



```
let a = 1;  
console.log(a);
```

1A

```
let a;  
console.log(a);
```

TDZ

```
let a = 1;
console.log(a);
```

```
2 a = 1;
2 console.log(a);
```

1