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

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

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| **Memory Phase** | **Code Phase** | **Output** |
| var a : undefined | console.log(a) | undefined |
| a is assigned value 10 | var a = 10; |  |
|  | console.log(a); | 10 |
| a is assigned value 20 | a = 20; |  |
|  | console.log(a) | 20 |

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

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| **Memory Phase** | **Code Phase** | **Output** |
| Var b : undefined | console.log(b); | undefined |
| b is assigned value 5 | var b = 5; |  |
| b is assigned value 15 | var b = 15; |  |
|  | console.log(b); | 15 |
| b : 15 + 5  b : 20  b is assigned value 20 | b = b + 5; |  |
|  | console.log(b); | 20 |

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

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| **Memory Phase** | **Code Phase** | **Output** |
| var c : undefined | console.log(c); | undefined |
| c is assigned value  30 | c = 30; |  |
| Interpreter reads it before previous line | var c; |  |
|  | console.log(c); | 30 |
| c : 30 \* 2  c : 60  c is assigned value 60 | c = c \* 2; |  |
|  | console.log(c); | 60 |

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

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| **Memory Phase** | **Code Phase** | **Output** |
| d : unassigned | var d; |  |
|  | console.log(d); | undefined |
| d is assigned value 50 | d = 50; |  |
|  | console.log(d); | 50 |
| d : 50 + 10  d : 60  d is assigned value 60 | d = d + 10; |  |
|  | console.log(d); | 60 |
| d is assigned value  100 | var d = 100; |  |
|  | console.log(d); | 100 |

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

|  |  |  |
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| **Memory Phase** | **Code Phase** | **Output** |
| var e : 1  e is assigned value 1 | var e = 1; |  |
|  | console.log(e); | 1 |
| e : 1 + 1  e : 2  e is assigned value 2 | e = e + 1; |  |
|  | console.log(e); | 2 |
| e is assigned value  10 | var e = 10; |  |
|  | console.log(e); | 10 |
| e : 10 \* 2  e : 20  e is assigned value 20 | e = e \* 2; |  |
|  | console.log(e); | 20 |