Scopes

What do me mean by the word & copes?? -> In simple words, Stoke is simply where to look for things: What are we looking for ?? We are looking for vouables & functions

7	We have	more or	lers	3 type	of	Stopes in JS>
	Culobal				U	
2	function					
3	block					

Cylobal Scope

→ if a variable is present in a global Stope, then it is accessible everywhere in the JS file: But how do me defens a variable in global Stoke?! There are many ways - one of the way is to declare / define voulable outside any function. ora blick.

function 8 corps

is just inside the outer function.

function fun() {

van x = 10; 3 here x is just acceruble

inside fun or un lan say

it is local to fur.

Block Stoke

fair of curly braces to In 11 we can we declare a block. if else block tau block. Now if a variable/fini is only accessible/visible inside a 61-ck then it will be trany block let, var, const

Var -> whenem we use a var anywhen inside a function, the variable gets function Scope. if we use it outside a function, 10 matter if it is enclosed in a block or not, it well give the variable global sicker

let » wheneur une initialme a variable welle let, it always gets the scope of en closing Block. if we declare, let outside any block, then
it does not get complete global scope
let does it allow reductoration, but var does allow it.

if you initialize a variable with let outside any 61.ck, then also it will not become accessible completely in the global Stope, but if you do will var, it will te.

const -> 1+ also has block & cope, (same as let) the only defference is it doesn't allow reassignment. const y=10 y = 22; X exxor

How JS, parses the code?? So we know that US is not interpreted, it définitely is hybrid i.e compiled + interprété So wheneur us by lo enecute a 15 code, 15 first pareses the whole code, in this paraing phase it assigns Scopes to variables/func.

Once done, then it reads the code & executes_it.

well be used in Every variable in your code one of the following ways > 1) either it well he getting a vouler assigned i.e. it is used as a target 2 = 10a) or it well be used to retrieve a value i.e it well to used as Source. y = 10 + x y.

Console. $\log (x)$

what IS doce is, it will start the parsing phase. Outside every thing it maintains global Broke, but the moment it goes inside a function it stouli mointaing scope of that func also.

Phase 1 -> bousing var teacher = / Sanket"; function fun() { w well just var teacher = "Pulkit"; do sur console.log(teacher); phase of o execution fun(); me declare a variable noing var/let/const it is a formal decleration. or initially a func is

In the pausing phase II looks for formal declarations only. In this parsing phase we only allocate Stoke, not values of the variable. lu moment un go in a feme¹, me maintain a new super as well i.e. func? super

var teacher = //Sanket"; function fun() { >>> \$ to var teacher = "Pulkit"; console.log(teacher); console.log(teacher); fun();

var teacher = "Sanket"; function fun() { -> Sco el o var teacher = "Pulkit"; teachingAssistant = "vibhav"; console.log(teacher); / wkit console.log(teachingAssistant); vibhav fun(): Case & - it was declared outside console.log(teacher); // sanket console.log(teachingAssistant); viblaw 12 scofe, us don't know about super of we check the outer super one Once inside a a variable

Autoglobals > 11 JS if we keep on searly stoke of a variable in outer scopes & no Where yend it, we automateally (onsider it in global stake. Phis hopkens dung enecution Chase-- autoglobal only works with target reference Se not source -

var teacher | "Sanket";
function fun() {
 var teacher = "Pulkit";
 teachingAssistant = "vibhav";
 console.log(teacher);
 console.log(teachingAssistant);
}

console.log(teachingAssistant);

fun();
console.log(teacher); // sanket

var teacher = "Sanket"; SIDPR function fun() { console.log(subject); var teacher = "Pulkit"; var subject = "Javasctipt"; teachingAssistant = "vibhav"; console.log(teacher); console.log(teachingAssistant); v; fun(); console.log(teacher); / sanket 12 console.log(teachingAssistant);