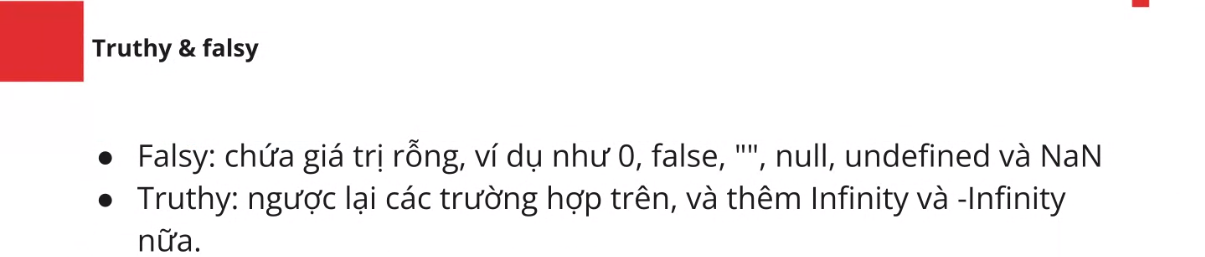
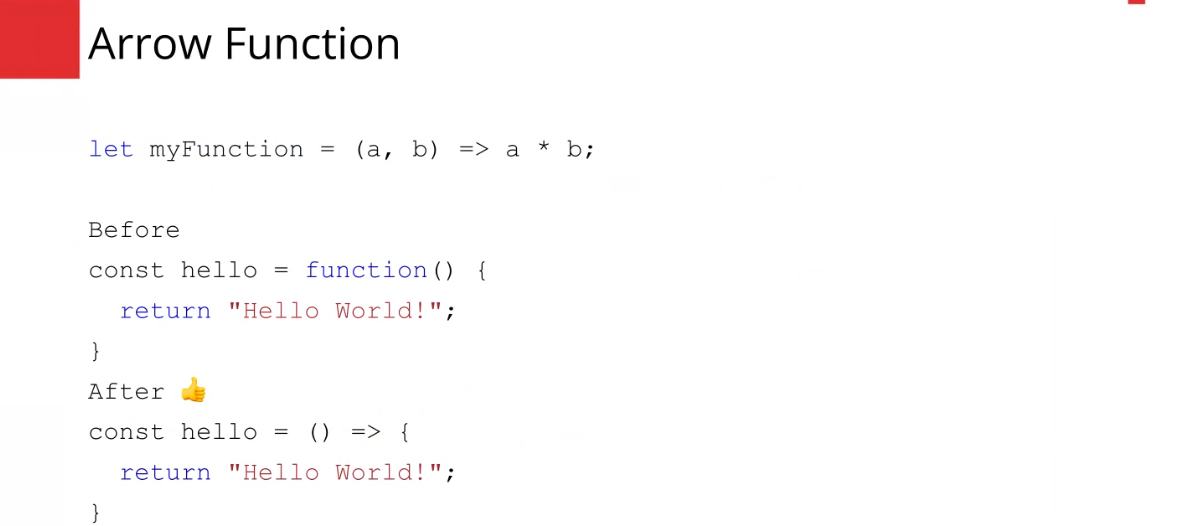
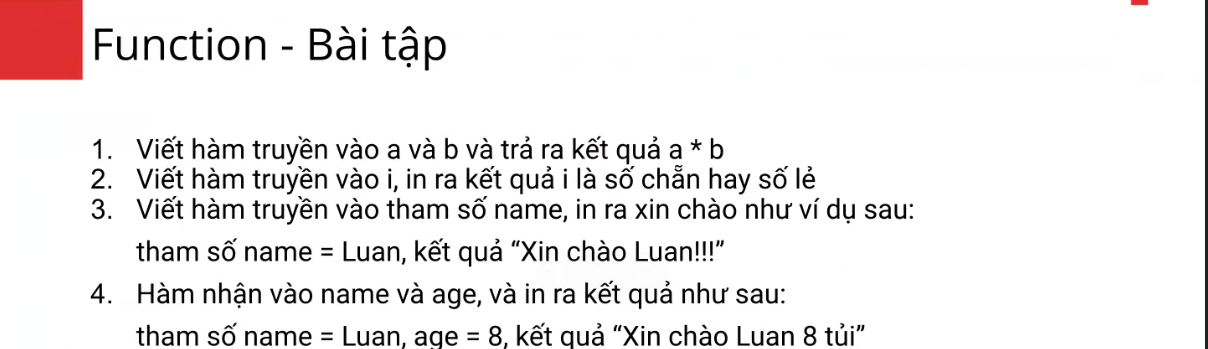


Các biến được khai báo bởi var có thể được sửa đổi trong khối







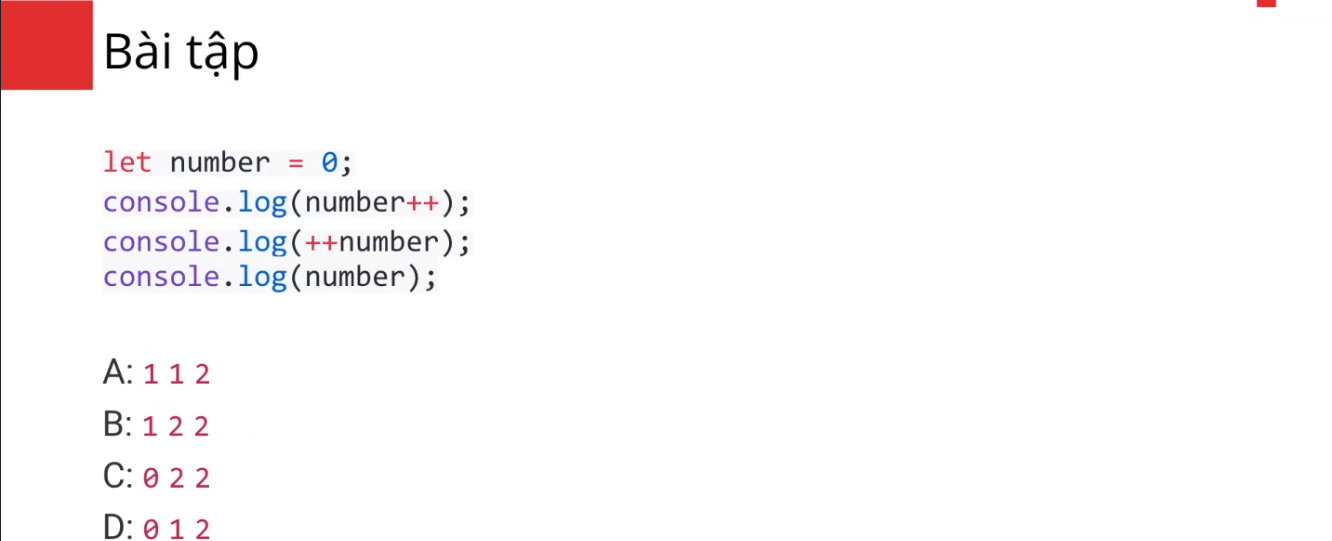


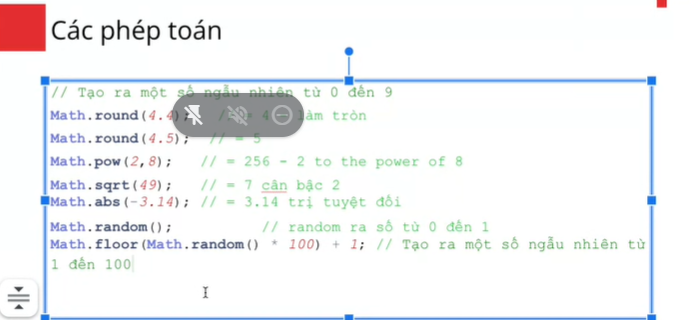
D





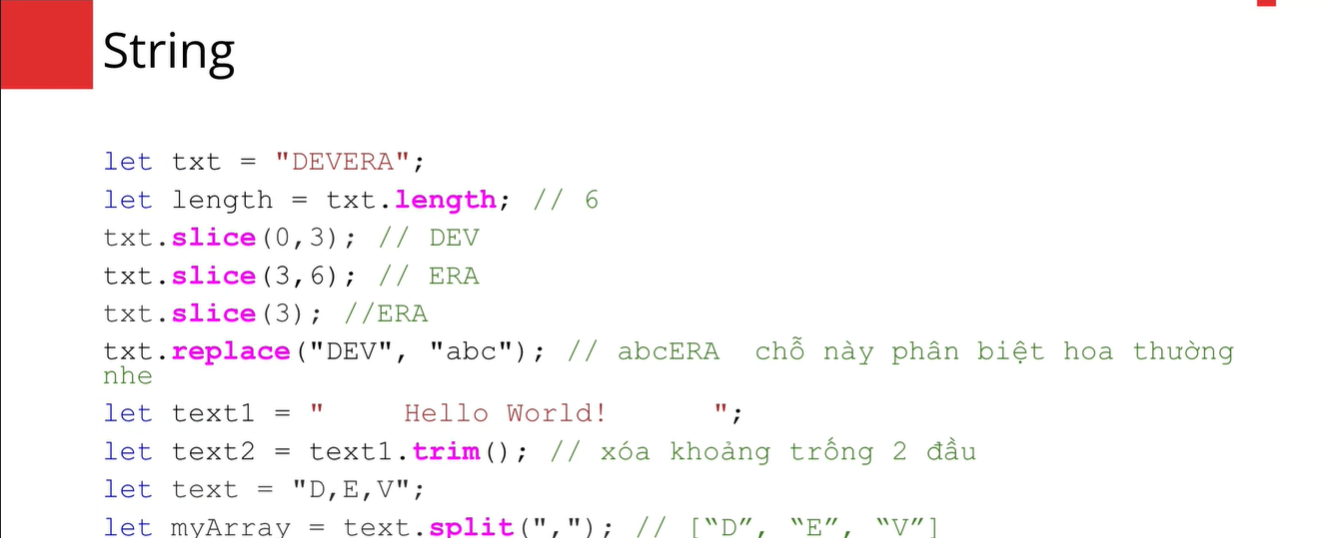


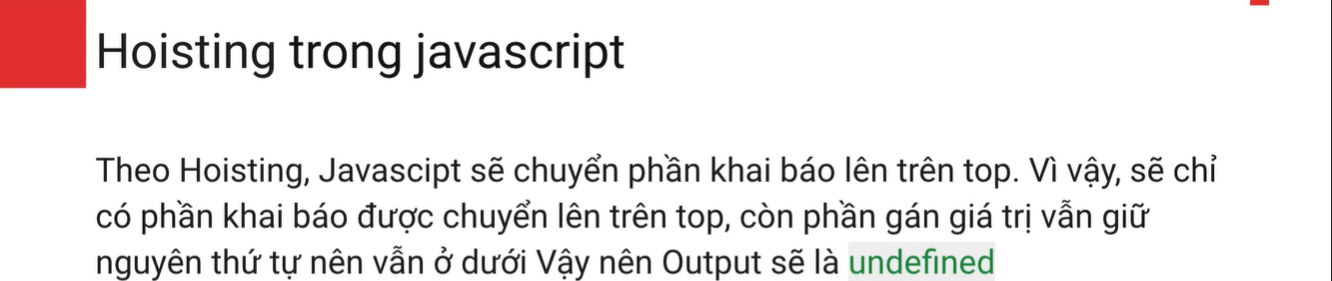




reduce(), map(), slice(),







Var sẽ có hoistring

Let, const: vùng chết tạm thời

Slice VS splice

