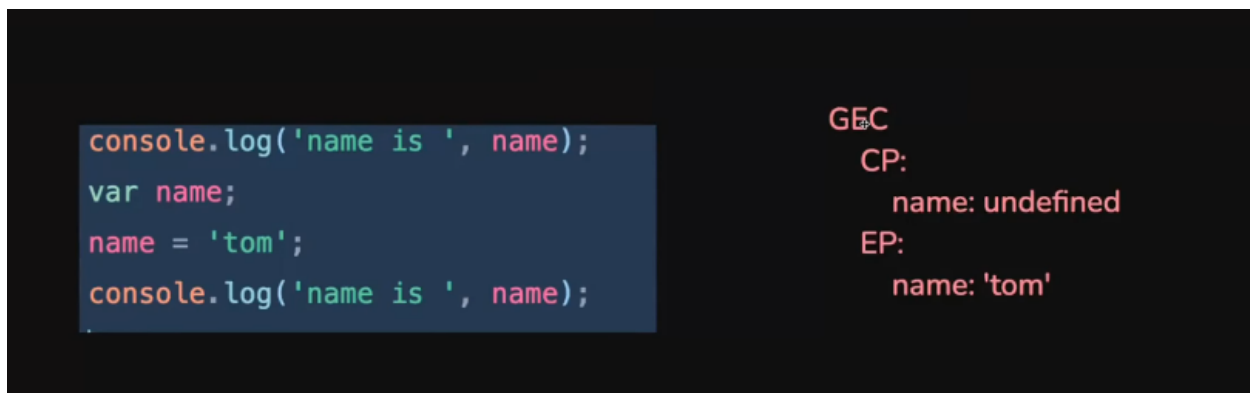# Day 09 notes

✎ Key Takeaway	Hoisting,Temporal Dead Zone (TDZ)
▦ Learning Date	@July 5, 2025
◈ Module	**Module 2: Deep Dive into Functions & Objects**
⟳ Status	Done
✓ Topic	✅ **Day 9: Scope & Hoisting** (+ Debugging basics)
⬿ Video Link	https://www.youtube.com/watch?v=OqMxh1QdYEg&list=PLIJrr73KDmRw2Fwwjt6cPC_tk5vcSICCu&index=9

Hoisting :

- In var (in the creation phase)it will be set as undefined

- Let (in the creation phase) it will be set to nothing, just allocated memory.

```
console.log('name is ', name);
    let
var name;
name = 'tom';
console.log('name is ', name);
```

GEC
CP:
    name
EP:
    name: 'tom'

▼ **TDZ = an area that can not be accessed until it is initialized**

```
// Temporal Dead Zone (TDZ)

{
  // === name variable's TDZ start here
  //
  //
  console.log(name);
  //
  //
  //
  let name = "tapaScript"; // === name variable TDZ end here.
  //
  //
  //
}
```

```
// Invoke a function, chase()
chase();

       ⊕

// Declare a function, chase()
function chase() {
  console.log('Tom chases Jerry!');
  // Invoke a function, caught();
  caught();
}


// Declare a function, caught()
function caught() {
  console.log('Tom caught Jerry :(')
}
```

GEC
CP:
    chase(): initialize and memory creation
    caught() initialize and memory creation
EP:
  FEC for chase()
    CP:
    EP:
      Tom Chases Jerry!
      FEC for caught()
        CP:
        EP:
          Tom Caught Jerry

```
test();


var test = function() {
  console.log('I am being tested');
}
```

GEC
  CP:
      test: undefined
  EP:
    Error