

The scope chain.

→ Scope :- where can you ^{access} ~~access~~ a particular variable or a function in our code.

Lexical Environment.

Whenever a execution context is created a lexical environment is also created.

Lexical Environment is the local memory along with lexical environment of its parent.

"Lexical" :- means in a hierarchy or in a sequence

Scope chain :- The lexical environment chain is known as scope-chain.

Temporal dead zone :-

The time period from hoisting ~~to~~ till it get assign or it get some value.

This is known as Temporal dead zone.

#LET

"Let" initialised variables are not stored in global space.

"Let" is little strict; you cannot re-initialize "Let variable again" you have to use another variable, otherwise the program won't even run, it will throw a syntax error.

e.g.)

let a = 10;] PROGRAM.
console.log(a);	
let a = 100;	

syntax error] OUTPUT
--------------	----------

Dimax

CONST

"const" is more strict than "let"

for example: you initialize let variable and then you can input its value anywhere in the program.

But in case of "const" you cannot do that you have to initialise at that point only otherwise the program will throw syntax ~~to~~ error.

e.g.)

let a;	} <u>PROGRAM</u> .
const b;	
b = 1000;	
a = 10;	

if we print `console.log(a);`
=> 10

if we print `console.log(b);`

② => syntax error: missing initializer in const declaration.

⇒ If you try to re-initialise "const"
then, -

e.g.) let a = 1000;
 const b = 1000;
 b = 100;
 a = 10;

if console.log(a)
⇒ 10

if console.log(b)
⇒ TypeError: Assigned to constant
variable.

③ index

Difference between syntax error and
TypeError and Reference error.

for syntax & TypeError see above
examples! (marked on pg button with index no. 1)

Reference error :- this error comes the
variable is in temporary dead zone.

e.g.)

```
console.log(a);  
let a = 1000;
```

PROGRAM

Reference error] OUTPUT.

In general:- use const, and let.

⊙
If you want to use "var" then use it consciously.

{

}

→ This is known as Block

This is use to club statements a

e.g.)

if(condition) [single statement]



To add more statements we use

{

} These.