Hoisting

square:

- 1. In JavaScript, before the code is executed, memory is allocated to the variables in the memory component and gets initialized to undefined.
- 2. For functions, the block containing the function's code is assigned to the function name, e.g.,

```
function square() {
    console.log("hello");
}
```

3. Arrow functions and function expressions are not hoisted:

They act as variables and get undefined during the memory creation phase.

```
var x = () => 2 + 2;
var y = function() {};
```

Calling x(); before declaration results in a TypeError:

```
x(); // TypeError: x is not a function var x = () \Rightarrow 2 + 2;
```

4. Temporal Dead Zone (TDZ) for let and const in JavaScript:

- let and const variables are hoisted but under the **script object**, not the global object.
- Variables present in the global object print undefined :

```
console.log(a); // undefined
var a = 10;
```

Variables in the script object throw a ReferenceError:

```
console.log(b); // ReferenceError
let b = 10;
```

 TDZ is the period from when a variable is hoisted to when it is initialized. Accessing a variable in TDZ throws a ReferenceError.

5. Errors in JavaScript:

Syntax Error:

```
const z;
console.log(z); // SyntaxError: Missing initializer in const declaration
```

• Type Error:

```
x(); // TypeError: x is not a function
var x = () => 2 + 2;

const b = 1000;
b = 5; // TypeError: Assignment to constant variable.
```

• Reference Error:

```
console.log(b); // ReferenceError
let b = 10;
console.log(z); // ReferenceError: z is not defined
```

Summary

- var variables are hoisted under the global object, whereas let and const are hoisted under the script object but remain in Temporal Dead Zone until initialized.
- Function declarations are hoisted, but **arrow functions and function expressions are not** because they are stored as variables.
- Types of errors:
 - Syntax Error: Declaring const without initializing.
 - **Type Error**: Calling an arrow function before declaration.
 - Reference Error: Accessing a let or const variable before declaration.

References

- Hoisting Explanation
- Temporal Dead Zone (TDZ)