

Episode 6 : undefined vs not defined in JS

- In first phase (memory allocation) JS assigns each variable a placeholder called **undefined**.
- **undefined** is when memory is allocated for the variable, but no value is assigned yet.
- If an object/variable is not even declared/found in memory allocation phase, and tried to access it then it is **Not defined**
- Not Defined !== Undefined

When variable is declared but not assigned value, its current value is **undefined**. But when the variable itself is not declared but called in code, then it is **not defined**.

```
console.log(x); // undefined
var x = 25;
console.log(x); // 25
console.log(a); // Uncaught ReferenceError: a is not defined
```

- JS is a **loosely typed / weakly typed** language. It doesn't attach variables to any datatype. We can say `var a = 5`, and then change the value to boolean `a = true` or string `a = 'hello'` later on.
- **Never** assign *undefined* to a variable manually. Let it happen on its own accord.

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