

# Local and Global Variables

## Relevant Links

- Flanagan's book, sections 3.5, 3.9, 3.10
- MDN's guide<sup>1</sup>

## Variables in Javascript

- Apart from a few reserved words, most other identifiers can be used as variable names.
- Modern Javascript has a number of different variable “scopes”:
  - Global variables can be accessed anywhere.
  - Old-style local variables are available *anywhere* within the function on which they are declared. They are defined via the keyword `var`. AVOID THESE. We will not discuss them further.
  - New-style local variables are available within the innermost set of braces in which they are declared. They are defined via the keywords `let` and `const` (for constant variables).

CAUTION: If you assign to a variable name without declaring it, this will create a global variable and you will get no warning about it.

- A local variable is not visible outside the scope in which it was defined.
- Variables that are assigned a value without a corresponding declaration are “global”. Global variables are visible everywhere.
- Global variables are really nothing more than properties of the global object:  
`js a = 2; // Defining a global variable window.a; // That variable exists as part of the global object window.`

Note: Very few things in Javascript are protected. For instance this line overwrites the Math object:

```
Math = {}  
Math.sin(2);    /// An error now
```

- Pay particular attention to the example at the top of page 54.
- Make a point to **always declare variables using `let` or `const`**.
- Here is an example of what can go horribly wrong if you are not careful: `local_global.html`<sup>2</sup> and `local_global.js`<sup>3</sup>

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<sup>1</sup>[https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide/Values,\\_variables,\\_and\\_literals#Variables](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide/Values,_variables,_and_literals#Variables)

<sup>2</sup>[../testPages/local\\_global.html](#)

<sup>3</sup>[../testPages/local\\_global.js](#)

Note: Files loaded via `<script>` tags all share the same global space. Whatever you do in one file can impact the other files.