

## JavaScript Execution Context

`{ }` → Global EC  
this

↳ Global Execution Context

↳ Function Execution Context

↳ Eval Execution Context

`{ }` → Memory Creation Phase  
→ Execution Phase

```
1 let val1 = 10
2 let val2 = 5
3 function addNum(num1, num2){
4   let total = num1 + num2
5   return total
6 }
7 let result1 = addNum(val1, val2)
8 let result2 = addNum(10, 2)
```

① → Global Execution  
↓  
this

② Memory Phase

val1 → undefined  
val2 → undefined  
addNum → definition  
result1 → undefined  
result2 → undefined

```
1 let val1 = 10
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3 function addNum(num1, num2){
4   let total = num1 + num2
5   return total
6 }
7 let result1 = addNum(val1, val2)
8 let result2 = addNum(10, 2)
```

③ Execution Phase

val1 ← 10

val2 ← 5

addNum →

new variable  
environment  
+  
Execution  
thread

Memory Phase

val1 → undefined  
val2 → undefined  
total → undefined

Execution Context

num1 → 10

num2 → 5

total → 15

Delete