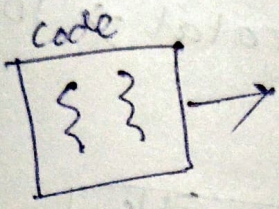
Javascript Execution Context

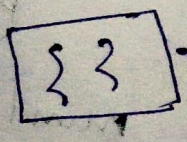
↳ how run/execute program
↳ it runs on 2 phase

JS → single threaded.



→ Global Execution Context
↳ This

↳ Global Execution context
↳ Function Execution context
↳ Eval execution context



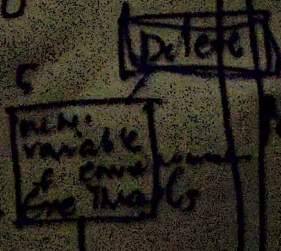
→ Memory Creation phase → allocate memory to variable etc

→ Execution phase

① Global Execution → this
② Memory phase → val1 → undefined
val2 → undefined
addNum → definition
result1 → undefined
result2 → undefined
③ Execution phase → val1 = 10
val2 = 5
addNum → {...}
result1 → 15

```
let val1=10
let val2=5
function addNum(num1,num2)
{
  let total
    = num1+num2
  return total
}
let result1
  =addNum
  (val1,val2)
let result2
  =addNum(10,2)
```

Delete



memory phase
val1 → undefined
val2 → undefined
total → undefined

execution context
num1 → 10
num2 → 5
total → 10+5 → 15

result2 → 12

new variable environment + execution thread → Delete

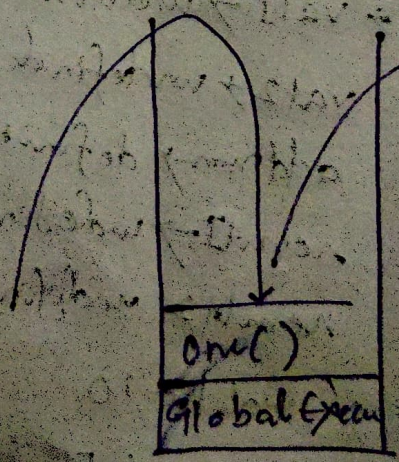
①

memory phase
val1 → undefined
val2 → undefined
total → undefined

②

execution phase
num1 → 10
num2 → 2
total → 12

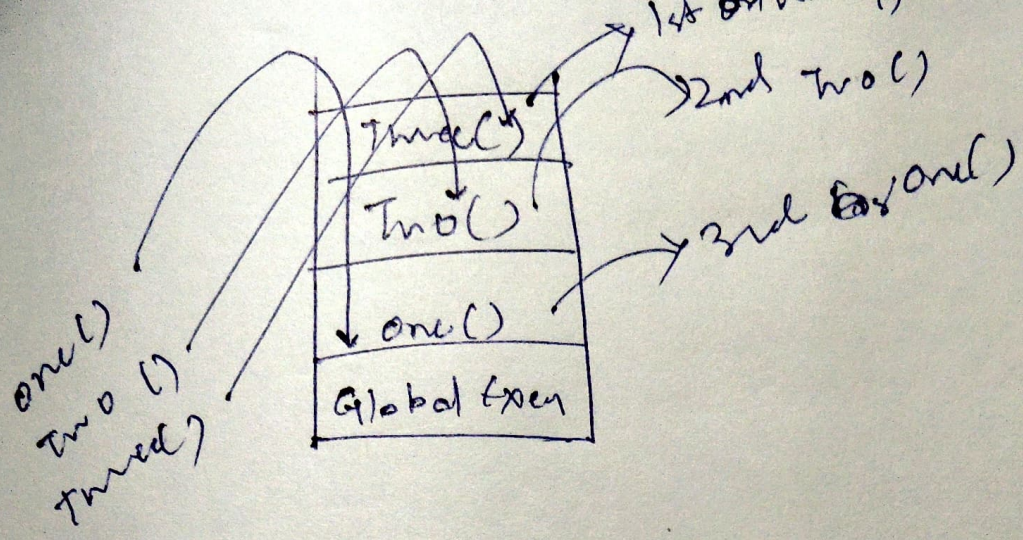
Call stack :-



exeute one()

one()

LIFO
↓
Last In First Out


1st
2nd two()
Three()
Two()
3rd one()
one()
one()
two()
three()
Global Area