Draw Global Execution Context for Below Codes and Explain Line by line.

console.log(a);  
var a = 10;  
console.log(a);  
a = 20;  
console.log(a);

|  |  |
| --- | --- |
| **Memory Phase** | **Execution Phase** |
| var a: undefined  var a: 10 (replaced)  var a: 20 (re-assigned) | console.log(a); var a = 10; console.log(a); a = 20; console.log(a); |

**Output:**

Undefined

10

20

================================================================

console.log(b);  
var b = 5;  
var b = 15;  
console.log(b);  
b = b + 5;  
console.log(b);

|  |  |
| --- | --- |
| **Memory Phase** | **Execution Phase** |
| var b: undefined  b is assigned with 5  b is re-assigned with 15  var b: 15  b=b+5 (b is 15 and adding 5, then the value prints as 20)  var b: 20 | console.log(b); var b = 5; var b = 15; console.log(b); b = b + 5; console.log(b); |

**Output:**

Undefined

15

20

================================================================

console.log(c);  
c = 30;  
var c;  
console.log(c);  
c = c \* 2;  
console.log(c);

|  |  |
| --- | --- |
| **Memory Phase** | **Execution Phase** |
| var c: undefined  c is assigned with 30  var c: 30  c=c\*2 (c is 30 and multiply with 2, then the value prints as 60)  var c: 60 | console.log(c); c = 30; var c; console.log(c); c = c \* 2; console.log(c); |

**Output:**

Undefined

30

60

=================================================================

var d;  
console.log(d);  
d = 50;  
console.log(d);  
d = d + 10;  
console.log(d);  
var d = 100;  
console.log(d);

|  |  |
| --- | --- |
| **Memory Phase** | **Execution Phase** |
| var d: undefined  d is assigned with 50  var d: 50  d=d+10 (d is 50 and adding 10, then the value prints as 60)  var d: 60  d is re-assigned with 100  var d: 100 | var d; console.log(d); d = 50; console.log(d); d = d + 10; console.log(d); var d = 100; console.log(d); |

**Output:**

Undefined

50

60

100

=================================================================

var e = 1;  
console.log(e);  
e = e + 1;  
console.log(e);  
var e = 10;  
console.log(e);  
e = e \* 2;  
console.log(e);

|  |  |
| --- | --- |
| **Memory Phase** | **Execution Phase** |
| var e: 1  e=e+1 (e is 1 and adding 1, then the value print as 2)  var e: 2  e is re-assigned with 10  var e: 10  e=e\*2 (e is 10 and multiply with 2, then the value prints as 20)  var e: 20 | var e = 1; console.log(e); e = e + 1; console.log(e); var e = 10; console.log(e); e = e \* 2;  console.log(e); |

**Output:**

1

2

10

20