



JONAS.IO  
SCHMEDTMANN

# THE COMPLETE JAVASCRIPT COURSE

FROM ZERO TO EXPERT!



@JONASSCHMEDTMAN

## SECTION

HOW JAVASCRIPT WORKS BEHIND THE  
SCENES

## LECTURE

EXECUTION CONTEXTS AND THE  
CALL STACK

JS

# WHAT IS AN EXECUTION CONTEXT?

👉 Human-readable code:

```
const name = 'Jonas';

const first = () => {
  let a = 1;
  const b = second();
  a = a + b;
  return a;
};

function second() {
  var c = 2;
  return c;
}
```

Function body  
only executed  
when called!

Compilation

```
11010111010111010101110
01111101010111010100100
1010010011110111011111
1101001000010100101110
0000111010010010011110
```

Creation of **global execution context** (for top-level code)

NOT inside  
a function

Execution of **top-level code**  
(inside global EC)

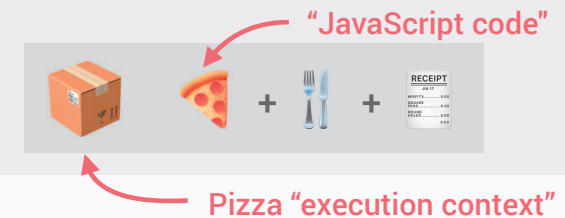
Execution of **functions** and  
waiting for **callbacks**

EXECUTION

Example: click event callback

## EXECUTION CONTEXT

Environment in which a piece of JavaScript is executed. Stores all the necessary information for some code to be executed.



- 👉 Exactly **one** global execution context (EC): Default context, created for code that is not inside any function (top-level).
- 👉 One execution context **per function**: For each function call, a new execution context is created.

All together make the call stack

# EXECUTION CONTEXT IN DETAIL

## WHAT'S INSIDE EXECUTION CONTEXT?

### 1 Variable Environment

- 👉 let, const and var declarations
- 👉 Functions
- 👉 ~~arguments object~~

### 2 Scope chain

### 3 ~~this keyword~~

NOT in arrow functions!

Generated during "creation phase", right before execution

```
const name = 'Jonas';

const first = () => {
  let a = 1;
  const b = second(7, 9);
  a = a + b;
  return a;
};

function second(x, y) {
  var c = 2;
  return c;
}

const x = first();
```

### Global

```
name = 'Jonas'
first = <function>
second = <function>
x = <unknown>
```

Literally the function code

Need to run first() first

### first()

```
a = 1
b = <unknown>
```

Need to run second() first

### second()

```
c = 2
arguments = [7, 9]
```

Array of passed arguments. Available in all "regular" functions (not arrow)

(Technically, values only become known during execution)