


Agenda

- ① Functions ✓
- ② Code execution & Execution Context.
- ③ Hoisting
- ④ Temporal Dead Zone

Recap

- ① Variables, Types, Arrays, Functions, Objects:

— Object.freeze()
— Object.seal()

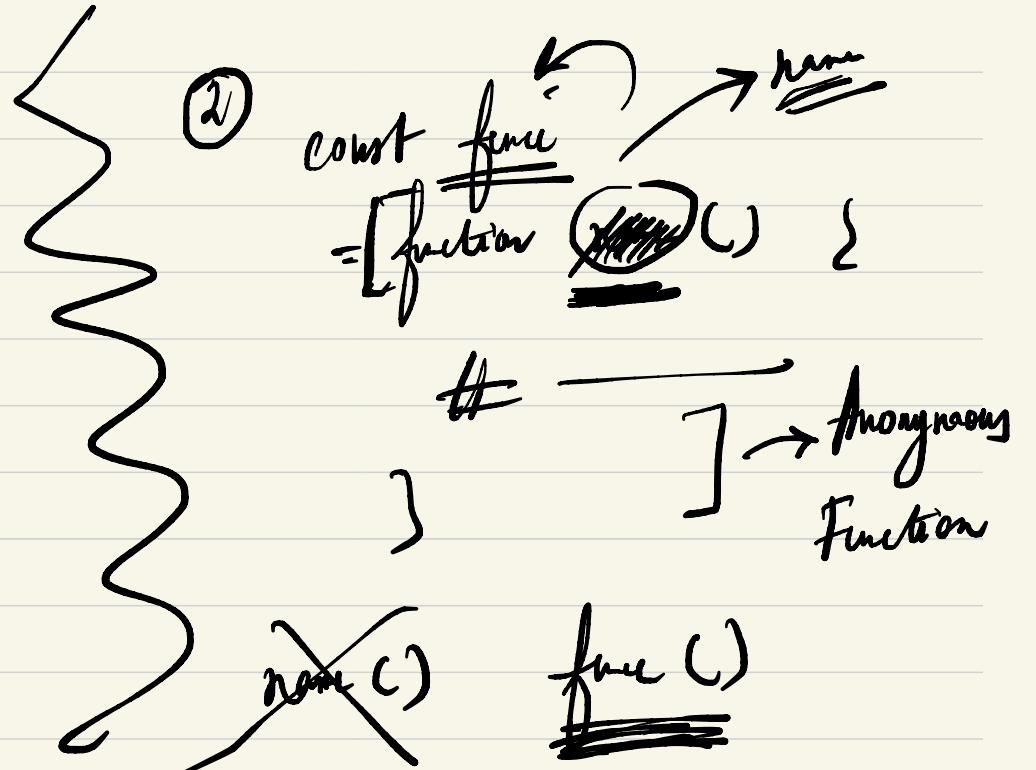
↳ Add/Remove keys.

Complete
immutable

Functions

① Function Keyword

```
function name() {  
    // function body  
}
```



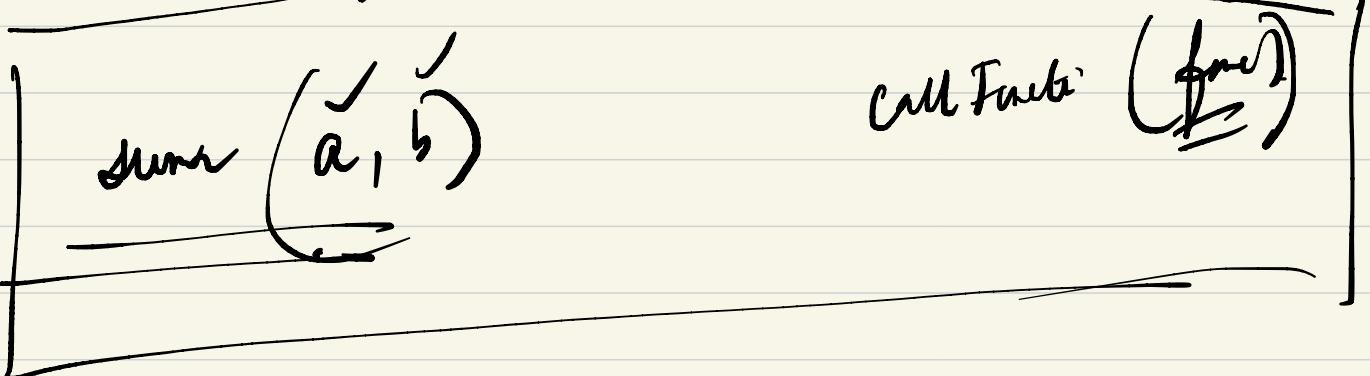
③ const func = () => {} // function body }

↑
Anonymous Function (Anonymous Function),

func()

* Function Expression

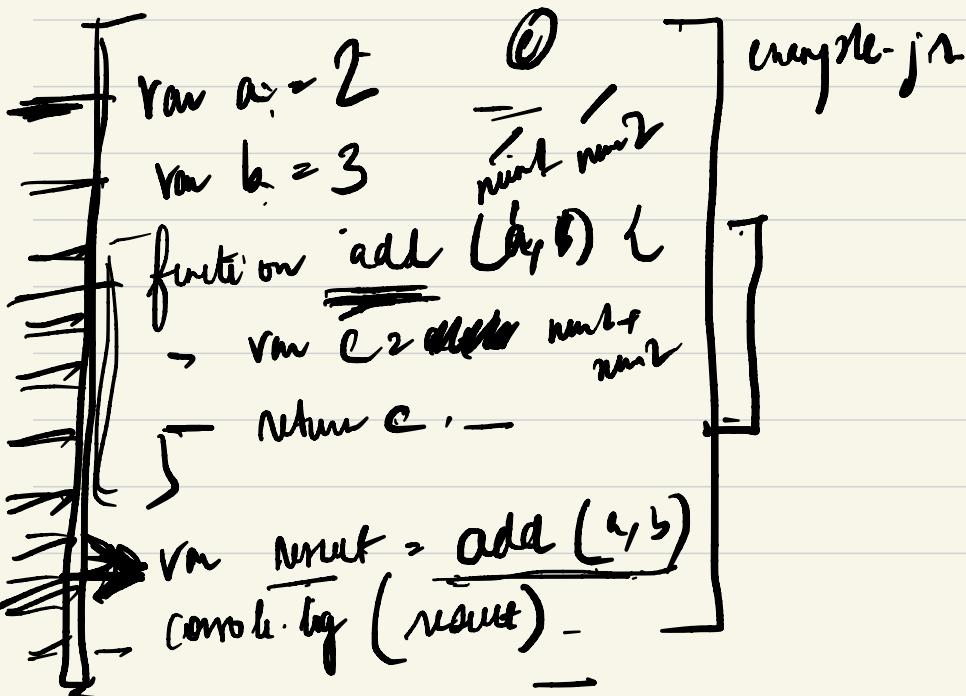
① In JS, functions are FIRST CLASS CITIZEN *



Execution
Contract

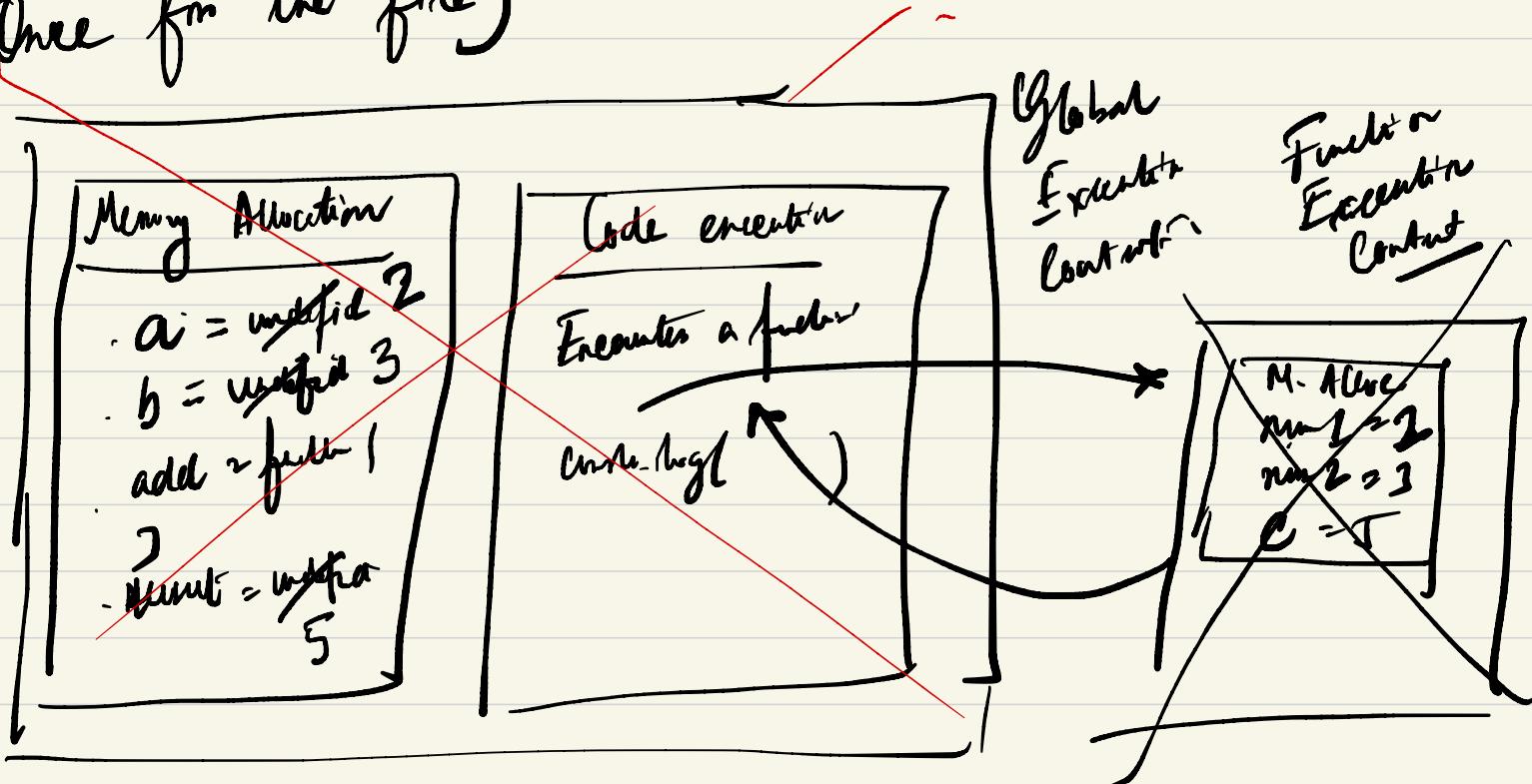
① Memory Allocation

② Code Execution



① Global Execution Context

[Once for the file]



Var $a = 10$

Var $b = 20$

function add (a, b) {
 return $a+b$
}

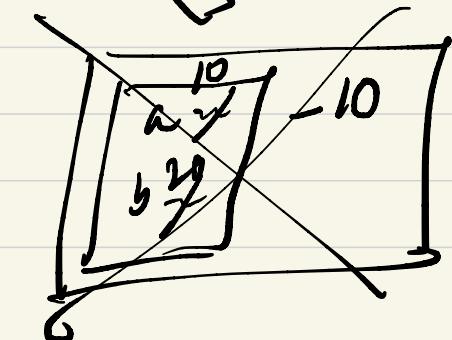
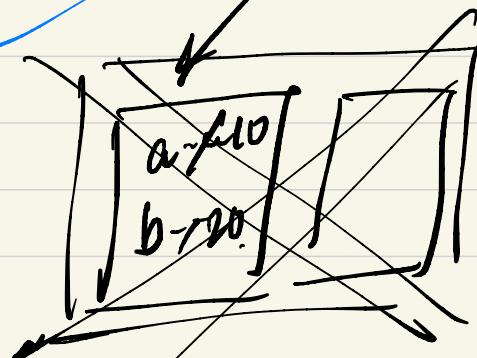
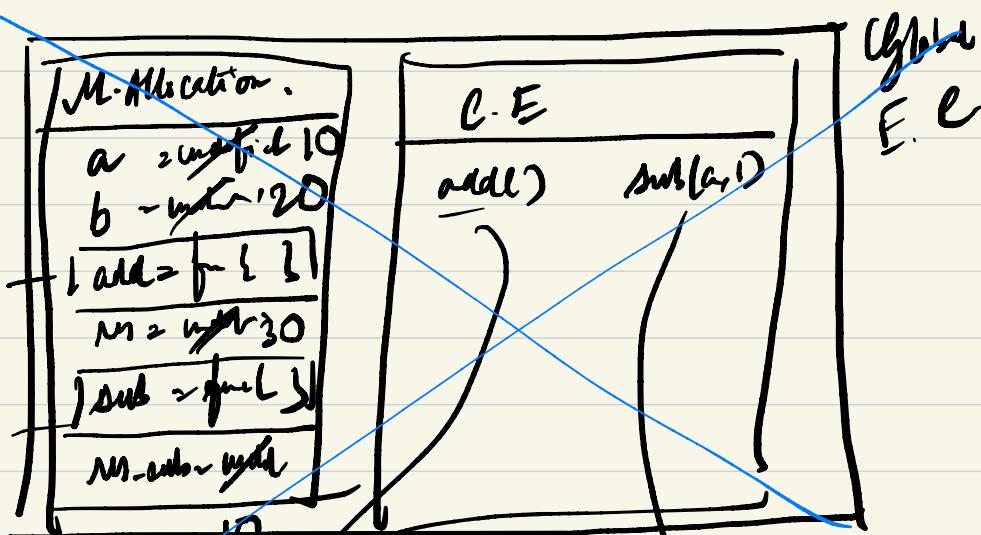
const res = add (a, b)

console.log (res)

function sub (a, b) {
 return $a - b$

const res_sub = sub (a, b)
 -10

→ console.log ($res - res_sub$)



function a() {
 function b(l, { c() })

b()

}



Var a = 10

Var b = 20

const sum = function (a, b) {
 return a + b
}

const res = sum(a, b)

console.log(res)

M. Miro

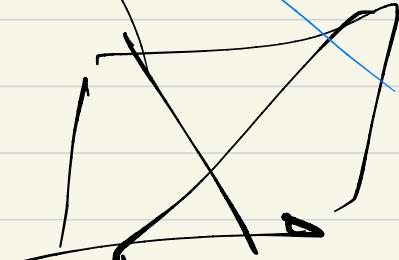
a = 10

b = 20

sum = const function

res = 30

C. F.



console.log(a)

var a = 10

final printName()

]

printName()

M. Sh.

20

a = ~~10~~

printName

2

C. E

undeliver-

20

Temporal Dead Zone

$\text{conn.log}(\alpha)$

let $\alpha = 20$

