var a = 0;

console.log(a);

let a = 2;

// Identifier 'a' has already been declared

a = 0;

console.log(a);

let a = 2;

// ReferenceError: a is not defined

var tmp = 123;

{

tmp = 'abc'; // ReferenceError

let tmp;

}

// tmp is not defined

var a = [];

for (var i = 0; i < 10; i++) {

a[i] = function () {

console.log(i);

};

}

a[6](); // 10

// 没有块级作用域，全局只有一个i，被不断的重新赋值

var a = [];

for (var i = 0; i < 10; i++) {

a[i] = function () {

console.log(i);

};

a[i](); // 0123…

}

var a = [];

for (let i = 0; i < 10; i++) {

a[i] = function () {

console.log(i);

};

}

a[6](); // 6

// 有块级作用域 每次都会重新定义一个i的变量

var num=1;

function fn(){

return function(){

console.log(num)

}

let num=3

}

fn()()

// num is not defined 块级作用域+暂时性死区

for (let i = 0; i < 3; i++) {

let i = 'abc';

console.log(i);

}

// 块级作用域