Q.1 Write the outputs for the following code-blocks (executed independently) Also mention output / return values for typeof statements.

```
var a = [1,2,3];
a.shift();
console.log(a);
function f1(n){
   function f2(N) {console.log(n/N)); }
   return f2;
}
var N = 4;
var n = 2;
var x = f1(N);
console.log (x(n));
var x = 2;
x=5;
function f(){ "use strict"; console.log(this.x);}
f();
var a = 5;
var c = "5";
var b = new String(a);
var d = new String(c);
typeof a;
typeof b;
typeof c;
typeof d;
console.log(window.document == document);
var d = new Date(0);
console.log(d.getFullYear());
var a = "nagarro";
console.log(a.toUpperCase());
var abs = Math.abs;
var b = 4;
console.log(b.abs());
console.log(Math.SQRT2);
```

```
var b = 4;
if (true) {
var c = 5;
let d = 6;
const e = 7;
}
console.log(b);
console.log(c);
console.log(d);
console.log(e);
(function (n) { console.log("Coding" + n); } )(2);
let a = {name : "A"};
a.name = "B";
console.log(a.name);
const b = { name : "C"};
b.name = "D";
console.log(b.name);
var b = "Workshop JavaScript";
console.log(b.trim());
var a = "String";
var b = new String("string");
typeof a;
typeof b;
console.log(a==b);
console.log(a ===b);
```

- Q.2 To manually coerce a String object to a string primitive type; what method to use?
- Q.3 What is wrapping (in context of string and String)? What are the benefits of wrapping?

Q.4 Will the following code raise any errors? Why/Why not?
var a = "nagarro"; console.log(a.toUpperCase());
Q.5 Write code for a function factory makeAdder that returns an AdderN function given an integer N as a parameter The function AdderN (given N is an integer) takes an integer input p and behaves as follows:
AdderN(p) returns N+p as the output Eg.
Adder5(4) returns 9 Adder5(11) returns 16 Adder10(4) returns 14
So write code for makeAdder that returns Adder5, Adder10 AdderN given N as input.
Q.6 Differentiate amongst let, const and var in the context of ES6