**Javascript code only:**

<script>

        function clunk(times) {

            var num = times;

            while (num > 0) {

                display("clunk");

                num = num - 1;

            }

        }

        function thingamajig(size) {

            var facky = 1;

            clunkCounter = 0;

            if (size == 0) {

                display("clank");

            } else if (size == 1) {

                display("thunk");

            } else {

                while (size > 1) {

                    Facky = facky \* size;

                    Size = size - 1;

                }

                clunk(facky);

            }

        }

        function display(output) {

            console.log(output);

            clunkCounter = clunkCounter + 1;

        }

        var clunkCounter = 0;

        thingamajig(9);

        console.log(clunkCounter);

    </script>

**Javascript code explanation:**

As stated in the lecture, it is very important to know how the code will be executed since it is not necessarily that it will be executed in order (Lecture at Minute: 15:50)

So the diagram below, demonstrates the order of how the thingamajig program will be executed (There is a copy of this diagram in the submitted docs as well as in the github repository):

A picture containing graphical user interface

Description automatically generated

**Code output when parameter value is 1 to function thingamajig(1):**

**Graphical user interface, text, application, email

Description automatically generated**

**Code output when parameter value is 2 to function thingamajig(2):**

**Graphical user interface, text, application, email

Description automatically generated**

**Code output when parameter value is 3 to function thingamajig(3):**

**Graphical user interface, text, application, email

Description automatically generated**

**Code output when parameter value is 4 to function thingamajig(4):**

**Graphical user interface, text, application, email

Description automatically generated**

**Code output when parameter value is 5 to function thingamajig(5):**

**Graphical user interface, text, application

Description automatically generated**

**Code output when parameter value is 6 to function thingamajig(6):**

**Graphical user interface, text, application

Description automatically generated**

**Code output when parameter value is 7 to function thingamajig(7):**

**Graphical user interface, text, application, email

Description automatically generated**

**Code output when parameter value is 8 to function thingamajig(8):**

**Note: to get the output below, it took about 25 seconds, not sure whether this is normal or not**

**Graphical user interface, text, application, email

Description automatically generated**

**Code output when parameter value is 9 to function thingamajig(9):**

**Note: to get the output below, it took about 4 minutes, not sure whether this is normal or not**

**Graphical user interface, text, application, email

Description automatically generated**