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  → var x = init;  
    function inner() {  
      x = x + 1;  
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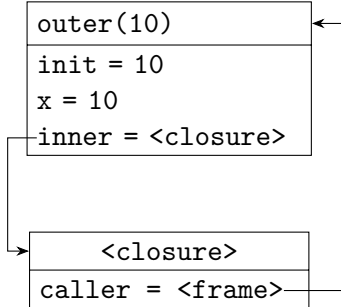


outer(10)
init = 10 x = 10 inner = ?

```
> var f = outer(10);
```

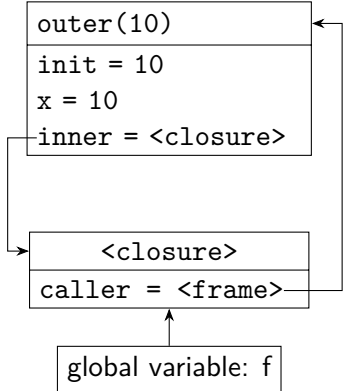
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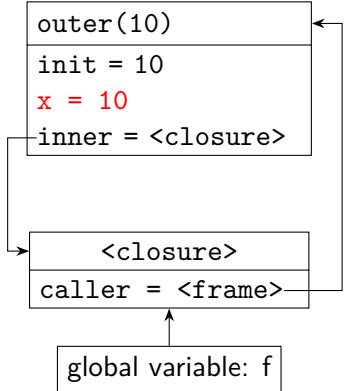
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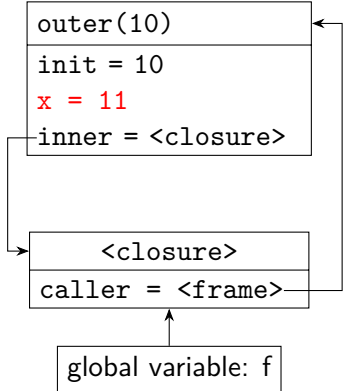
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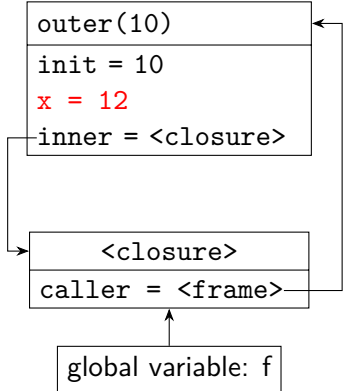
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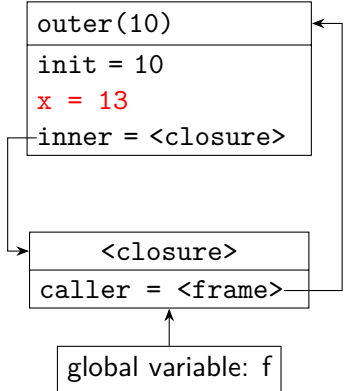
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[11, 12, 13]
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