

// HOF

```
function adder(base) {  
  return function(value) {  
    return base + value;  
  }  
}
```

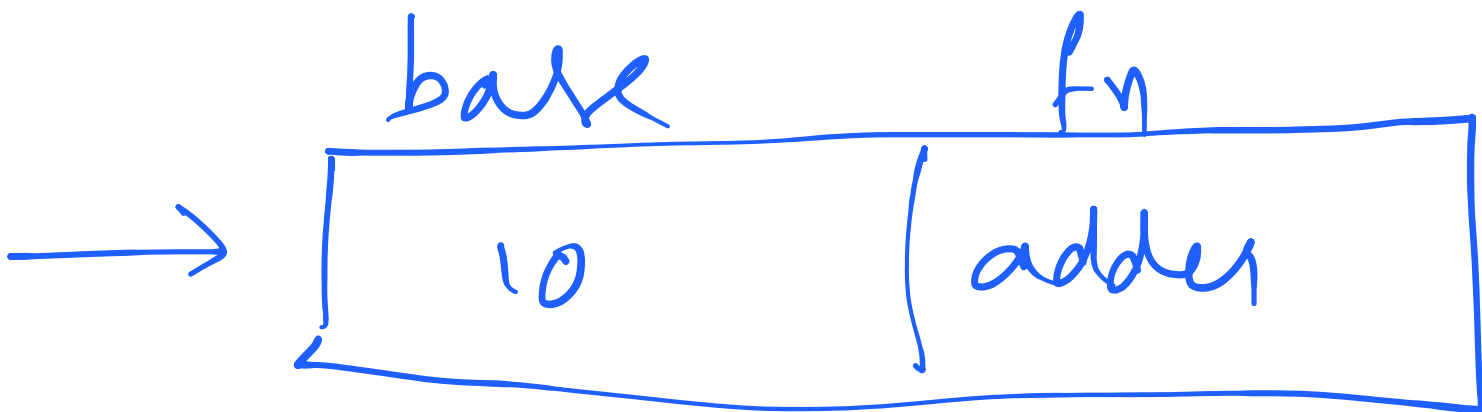
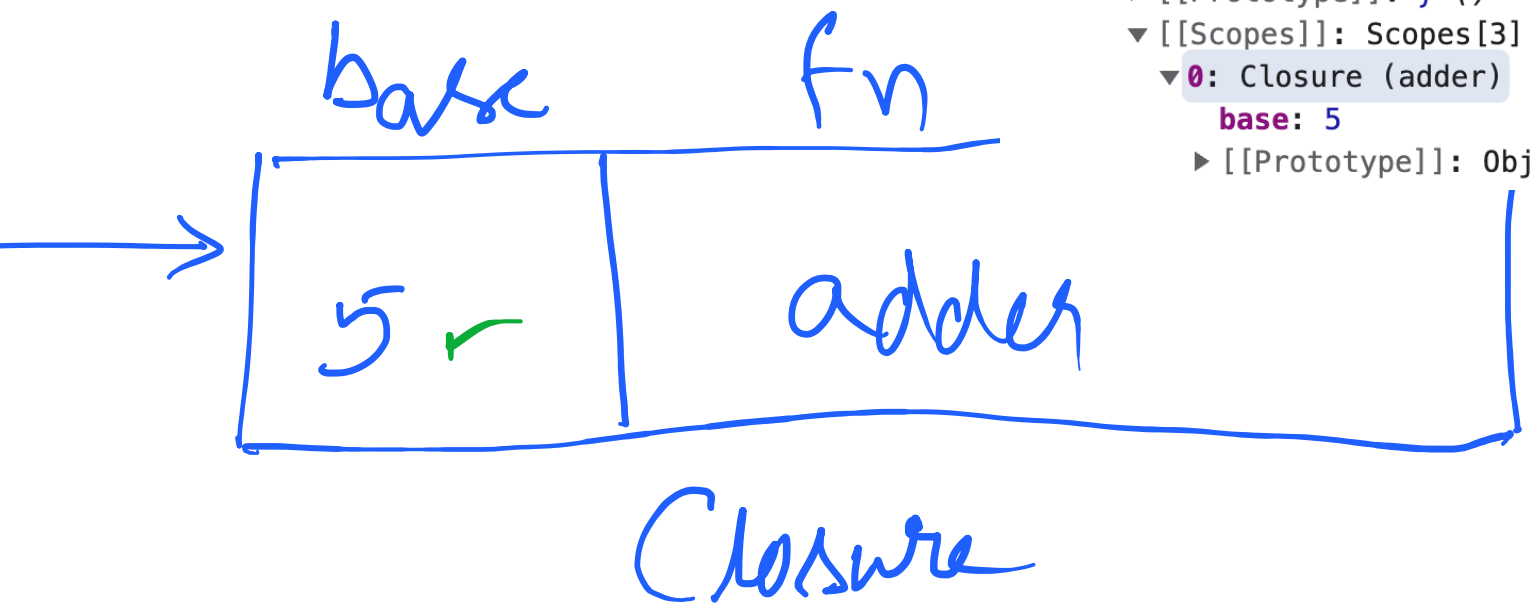
let fiveAdder = adder(5);

fiveAdder(2); // 7

fiveAdder(4); // 9

var tenAdder = adder(10);

```
> fiveAdder.prototype
< ▼ {constructor: f} ⓘ
  ▼ constructor: f (value)
    arguments: null
    caller: null
    length: 1
    name: ""
  ► prototype: {constructor:
    [[FunctionLocation]]: VM4
  ► [[Prototype]]: f ()
  ▼ [[Scopes]]: Scopes[3]
    ▼ 0: Closure (adder)
      base: 5
      ► [[Prototype]]: Object
```



$f\}$

[4175:2](#)