

a. Creation phase

LE: { makeArmy: fun(), outer: null}, thisBinding: window	army
--	------

Execution phase

LE: { makeArmy: fun(), outer: null ,army:[fun(), fun()]}	
thisBinding: window	
makeArmy()	

b. LE for makeArmy()

Creation phase

LE: { makeArmy:Fn, outer: global} Arguments: {length:0}	shooters
--	----------

Execution phase

LE: { makeArmy:Fn, outer: global} Arguments: {length:0}	
--	--

b. Creation phase

LE: { outer: makeArmy }	shooter
-------------------------	---------

Execution phase

LE: { outer: makeArmy, shooter: fun() }	
---	--

d. LE for army[0]

Creation phase

Closure

i = 2 , outer: makeArmy

army[0]()

LE: { arguments: { length: 0 }, outer: closure}

Execution phase

Closure

i = 2 , outer: makeArmy

army[0]()

LE: { arguments: { length: 0 }, outer: closure}

alert(i); i=2;

e. What will army[0] alert?

2

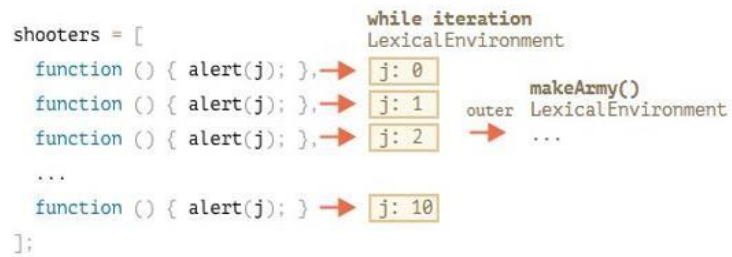
f. Can you fix the code?

```
function makeArmy() {  
  let shooters = []  
  let i = 0  
  while (i < 2) {  
    let shooter = function(){  
      alert(i)  
    }  
    shooters.push(shooter)  
    i++  
  }  
  return shooters  
}
```

```
let army = makeArmy()
```

```
army.forEach(f => f())
```

g. How will the diagram change?



1. Write a function `printNumbers(from, to)` that outputs a number every second, starting from `from` and ending with `to`.

```
function printNumbers(from, to) {
  let x = setInterval(() => {
    if (from === to) {
      clearInterval(x)
    }
    console.log(from++)
  }, 1000)
}
```

```
// printNumbers(5, 10)
```

2. When will the scheduled function run?
  - After the loop
  - will print 1000000000