For this project I focused on the difference between dynamic and static scoping. I wrote examples in C++, JavaScript, and Python. All three use static scoping. This means that the function looks at where the variable was written in the code instead of who called the function.Variable Shadowing on the other hand means the new variable with the same name can hid an older variable in an outer scope. All three languages behave the same here. Dynamic scoping is tricky because none of the languages use it. Static scoping is easier and more commonly used.