**W2D1 Closure and Module Pattern**

1. Document.write(x) -> undefined *//x is hoisted before the initialization*

Document.write(a) -> 8 *// because 8 is a parameter for function c*

Document.write(b) -> 8 *//b is assigned value of a which is 8*

Document.write(x) -> 9 *// b is assigned value of c which is 9*

Document.write(x) -> 10 *//it is got from the global scope*

Document.write(x) -> 1 *//it’s got from the global scope*

1. Global Scope is the scope in which variables or functions are known throughout the application (globally) while Local Scope is the scope where variables or inner functions are known within the function in which they are declared
   1. NO
   2. YES
   3. NO
   4. YES
   5. YES
2. 81 *//value of x=9 got from the globe scope*

25 *//it’s assigned value of 5 after*

1. The alert prints out 10 *// first phase - var foo is hoisted and equal to undefined then execution phase – if condition is true because foo is undefined, thus foo set to 10*