

A- What is the output for the following calls and why ? discuss your answer with your instructor in lab

A

```
function foo(){
    function bar(){return 3; }
    return bar();
    function bar(){ return 8;}
}
alert( foo() ); //???
```

B

```
alert( foo() ); //???
```

```
function foo(){function bar(){return 3; }
    return bar();
    function bar(){ return 8; }
}
```

C

```
alert( foo() ); //???
```

```
var foo=function(){function
bar(){return 3; }

    return bar();
    function bar(){ return 8; }
}
```

D

```
var foo=function(){function
bar(){return 3; }

    return bar();
    function bar(){ return 8;
}
}
alert( foo() ); //???
```

E

```
var foo=function(){
    return bar();
    var bar = function(){return 3; }
        function bar(){ return 8; }}
alert( foo() ); //???
```

F

```
var foo=function(){
    var bar = function(){return 3; }
    return bar();
    var bar = function(){return 8; }
    // return bar();// try to run it also and
    comment the previous return
} alert( foo() ); //???
```

B- Create your box object that contains books objects (Array Of Books), ensure that you can

- 1) Display All Books Using DisplayAllBooks Member Function inside Box object
- 2) DisplayBook(_name,_type)
- 3) count # of books inside box
- 4) delete any of these books in box according to book name or type
- 5) DeleteBook(_Name,_Type)

NB: a- create constructor function named Book(_name,_type)

b- Create Box Constructor Function which will accept Array of Books as input

C- Use call and apply to reverse arguments of your function

function Your_Function_Name (_a,_b,_c,_d)

- 1- after calling this function you have to display arguments in reversed direction using Array Object reverse method
- 2- display odd numbers from the passed parameters
- 3- get min and max values from your arguments using Math.min and Math.max