



Lesson Introduction

Let's talk a little bit about some use cases for closures. You're probably already familiar with how you associate methods and properties with a function and, just to give you a recap on how that works, let's imagine that we have a JavaScript program and we're going to create a variable called `tracking`:

```
var tracking = {};
```

Now create a function:

```
function trackActions(item, choice) {  
  if (choice) {  
    tracking[item] = choice;  
  }  
  return tracking[item];  
}
```

Now use it:

```
trackActions("red", "click");  
console.log(trackActions("red")); //"click"  
console.log(tracking.red); //"click"
```

Closures for Private Storage

So this function is modifying the variable `tracking` that exists outside of itself. But closures let you associate a set of data directly with a function. Because of this, closures can be used for private storage. Private data will only be accessible to functions defined in the same scope as the data/ Since JavaScript is scoped by functions, that closure is defined within a function:

```
function actionTracker(choice) {  
  var tracking = {};  
  return function(action) {  
    if (action) {
```

```

        tracking[choice] = action;
    }
    return tracking[choice];
};
}

var redTracker = actionTracker("red");
var blueTracker = actionTracker("blue");

console.log(blueTracker()); //undefined
blueTracker("click");
console.log(blueTracker()); //"click"
redTracker("touch");
console.log(redTracker()); //"touch"

```

The function returns another function.

Another cool thing is that you can extend it to create private methods:

```

var actionTracker = function(choice) {
    var tracking = {};
    return {
        setAction: function(action) {
            if (action) {
                tracking[choice] = action;
            }
        },
        getAction: function() {
            return tracking[choice];
        }
    };
};

var redTracker = actionTracker("red");
redTracker.setAction("click");
console.log(redTracker.getAction()); //"click"

```

We return an object with a couple of methods in it acting as getter and setter.