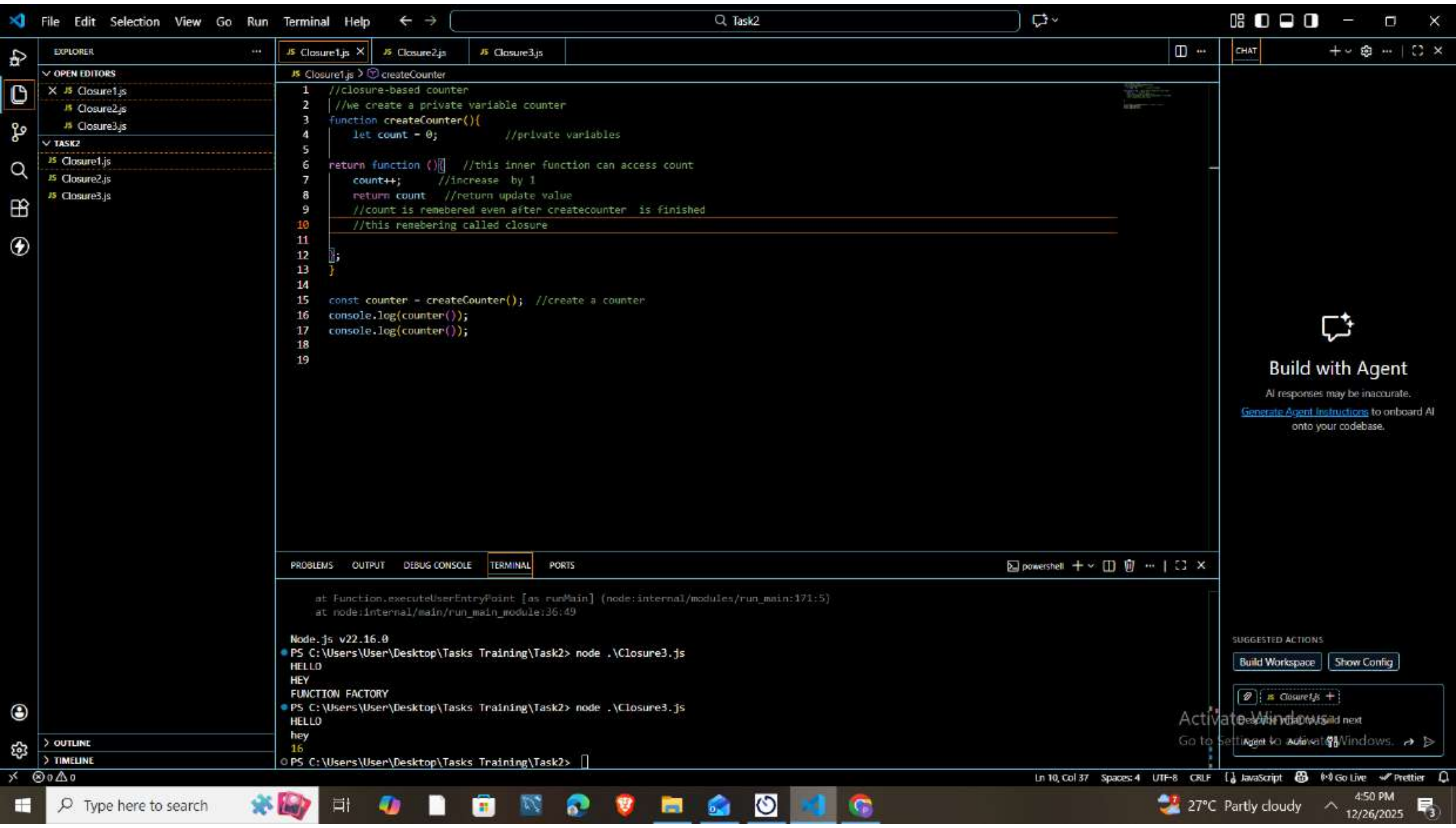
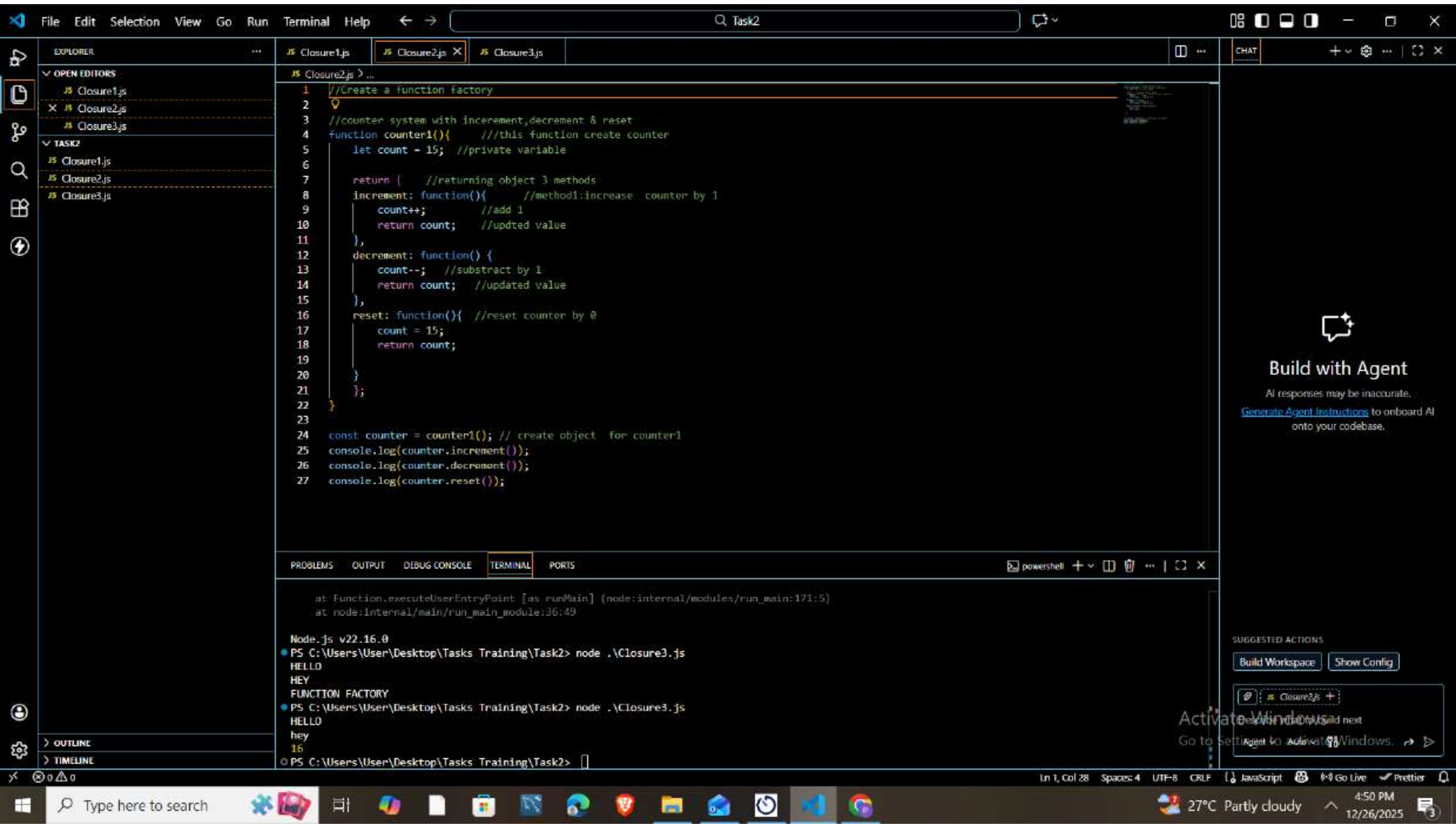


```javascript
//closure-based counter
 //we create a private variable counter
function createCounter(){
    let count = 0;          //private variables

return function (){   //this inner function can access count
    count++;      //increase  by 1
    return count   //return update value
    //count is remebered even after createcounter  is finished
    //this remebering called closure

};
}

const counter = createCounter();  //create a counter
console.log(counter());
console.log(counter());


```

```
    at Function.executeUserEntryPoint [as runMain] (node:internal/modules/run_main:171:5)
    at node:internal/main/run_main_module:36:49

Node.js v22.16.0
PS C:\Users\User\Desktop\Tasks Training\Task2> node .\Closure3.js
HELLO
HEY
FUNCTION FACTORY
PS C:\Users\User\Desktop\Tasks Training\Task2> node .\Closure3.js
HELLO
hey
16
PS C:\Users\User\Desktop\Tasks Training\Task2> 
```

AI responses may be inaccurate.

Generate Agent Instructions to onboard AI onto your codebase.



```javascript
//Create a function factory

//counter system with incerement,decrement & reset
function counter1(){      ///this function create counter
    let count = 15;  //private variable

    return {    //returning object 3 methods
    increment: function(){       //method1:increase  counter by 1
        count++;          //add 1
        return count;    //updted value
    },
    decrement: function() {
        count--;   //substract by 1
        return count;   //updated value
    },
    reset: function(){  //reset counter by 0
        count = 15;
        return count;

    }
    };
}

const counter = counter1(); // create object  for counter1
console.log(counter.increment());
console.log(counter.decrement());
console.log(counter.reset());
```

```
    at Function.executeUserEntryPoint [as runMain] (node:internal/modules/run_main:171:5)
    at node:internal/main/run_main_module:36:49

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```
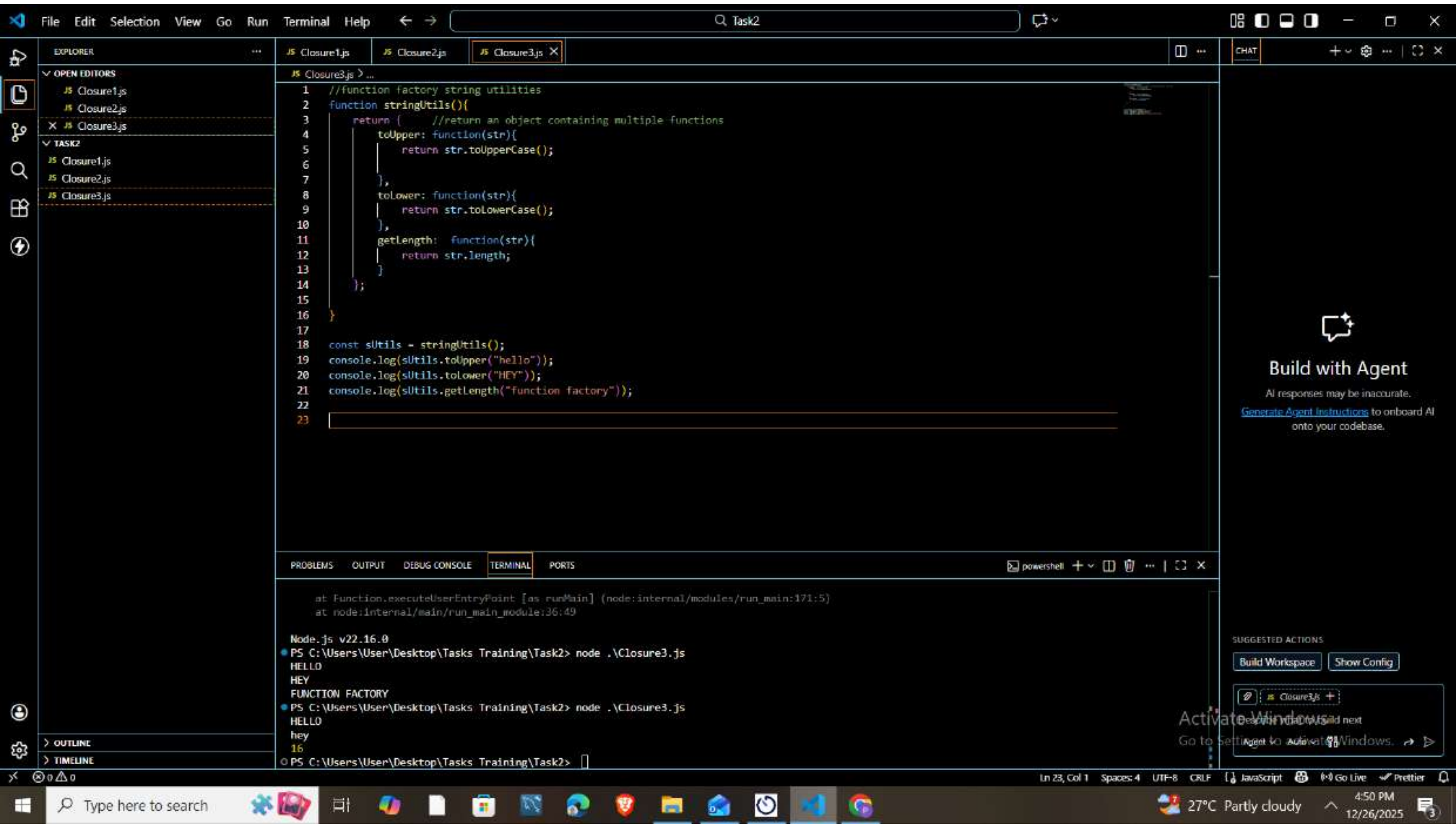

Build with Agent

AI responses may be inaccurate.

Generate Agent Instructions to onboard AI onto your codebase.



```javascript
//function factory string utilities
function stringUtils(){
    return {     //return an object containing multiple functions
        toUpper: function(str){
            return str.toUpperCase();

        },
        toLower: function(str){
            return str.toLowerCase();
        },
        getLength:  function(str){
            return str.length;
        }
    };

}

const sUtils = stringUtils();
console.log(sUtils.toUpper("hello"));
console.log(sUtils.toLower("HEY"));
console.log(sUtils.getLength("function factory"));

```

```
    at Function.executeUserEntryPoint [as runMain] (node:internal/modules/run_main:171:5)
    at node:internal/main/run_main_module:36:49

Node.js v22.16.0
PS C:\Users\User\Desktop\Tasks Training\Task2> node .\Closure3.js
HELLO
HEY
FUNCTION FACTORY
PS C:\Users\User\Desktop\Tasks Training\Task2> node .\Closure3.js
HELLO
hey
16
PS C:\Users\User\Desktop\Tasks Training\Task2>
```