

1. Write a function that would allow you to do this.

```
Var add = function1(6)
add(10)
add(21)
```

2. What is wrong with the output of the following code. Fix the code and also explain.

```
For (var i=0; i<5; i++) {
```

```
    SetTimeout (function() {
        Console.log(i);
    }, 3000);
```

3. Write a function that takes a callback which handles the error messages if any error occurs while executing the function. ( You have to write a javascript code to implement a error first call back )

4.

```
ex1.html
<!DOCTYPE html>
<html>
<head>
<title>Exercise 1</title>
</head>
<body>
<h1>Exercise 1</h1>
<script src="ex1.js"></script>
</body>
</html>
```

ex1.js

A();

```
function C() {  
    console.log("OOPS!");  
}
```

```
function E(f) {  
    console.log("E");  
    f();  
    var f = F;  
}
```

```
var A = function() {  
    console.log("A");  
    B();  
};
```

```
var C;
```

```
function G() {  
    console.log("G");  
    H();  
}
```

```
    var H = function() {  
        console.log("H");  
        I();  
    };  
}
```

```
var D = d;
```

```
function d() {  
    console.log("D");  
    E();  
}
```

```

function I() {
    console.log("I");
    J();
    J();
}

B = function() {
    console.log("B");
    C();
};

var F = function() {
    console.log("F");
    G();
};

var rest = "KLMNOPQRSTUVWXYZ".split("");
for (var i=0; i<rest.length; i++) {
    (function(i){
        // define the current function
        window[rest[i]] = function() {
            console.log(rest[i]);
            if (i < (rest.length-1)) {
                // TODO: call the next function
            }
        };
    })(i);
}

var J = function() {
    J = function() {
        console.log("J");
        K();
    };
};

C = function() {
    console.log("C");
    D();
};

```

1. Fix the code so it prints out the alphabet A-Z in the console.

2. Cannot:

- Have **any** global variables at all
- Delete or combine any function declarations
- Create any new functions (except IIFEs -- hint!)
- Rearrange the order of declarations

3. Can/must:

- Declare extra variables (as long as they're not global)
- Modify (in-place) function declaration/initialization
- Add/remove statements/expressions (IIFEs, return, params, etc)
- Make the fewest changes possible

5. )

**Write the solution for the following problem**

**There is a button on an HTML page and we want to show users information about how many times the button was clicked. We could write the following code to implement this functionality:**