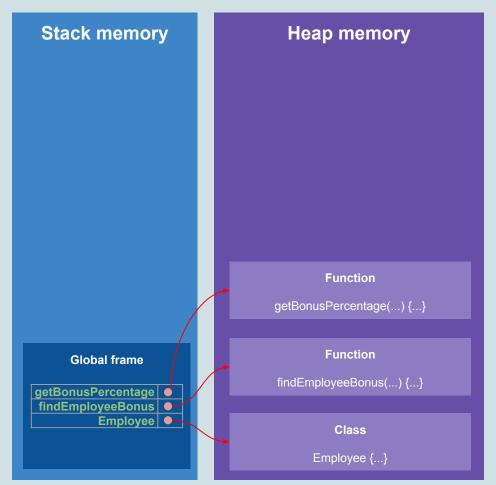
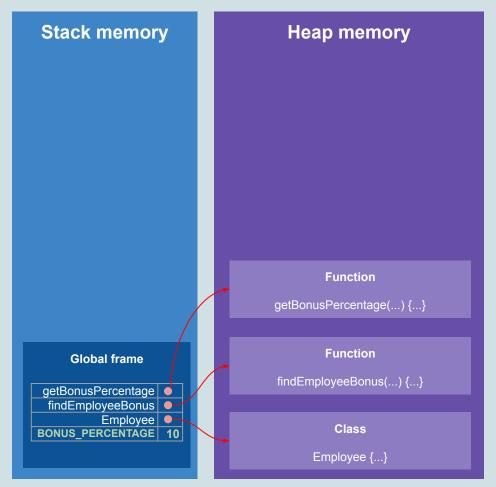
```
class Employee {
    constructor(name, salary, sales) {
        this.name = name;
        this.salary = salary;
        this.sales = sales;
const BONUS PERCENTAGE = 10;
function getBonusPercentage(salary) {
    const percentage = (salary * BONUS_PERCENTAGE) / 100;
    return percentage;
function findEmployeeBonus(salary, noOfSales) {
    const bonusPercentage = getBonusPercentage(salary);
    const bonus = bonusPercentage * noOfSales;
    return bonus;
let john = new Employee("John", 5000, 5);
john.bonus = findEmployeeBonus(john.salary, john.sales);
console.log(john.bonus);
```

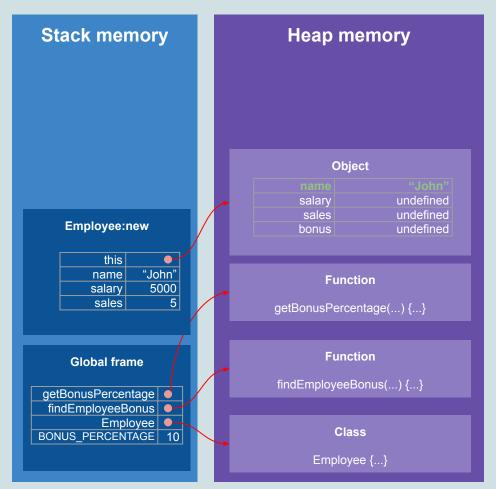


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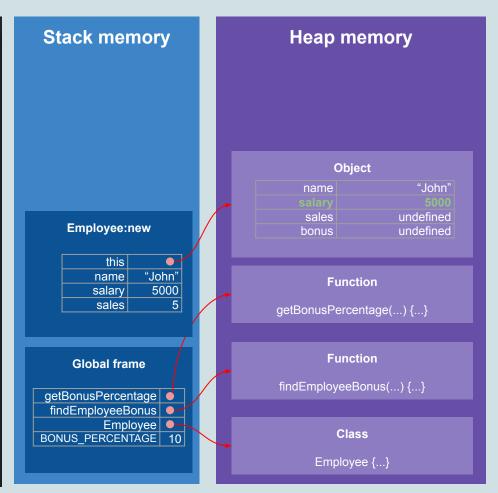


```
Stack memory
                                                                                                        Heap memory
class Employee {
    constructor(name, salary, sales) {
        this.name = name;
        this.salary = salary;
        this.sales = sales:
const BONUS PERCENTAGE = 10;
                                                                                                              Object
function getBonusPercentage(salary) {
                                                                      Employee:new
    const percentage = (salary * BONUS_PERCENTAGE) / 100;
    return percentage;
                                                                           this
                                                                                "John"
                                                                          name
                                                                                                             Function
                                                                                   5000
                                                                         salary
function findEmployeeBonus(salary, noOfSales) {
                                                                          sales
                                                                                                      getBonusPercentage(...) {...}
    const bonusPercentage = getBonusPercentage(salary);
    const bonus = bonusPercentage * noOfSales;
    return bonus;
                                                                                                             Function
                                                                       Global frame
                                                                                                      findEmployeeBonus(...) {...}
let john = new Employee("John", 5000, 5);
                                                                  getBonusPercentage •
john.bonus = findEmployeeBonus(john.salary, john.sales);
                                                                   findEmployeeBonus •
console.log(john.bonus);
                                                                           Employee •
                                                                                                               Class
                                                                  BONUS PERCENTAGE 10
                                                                                                            Employee {...}
```

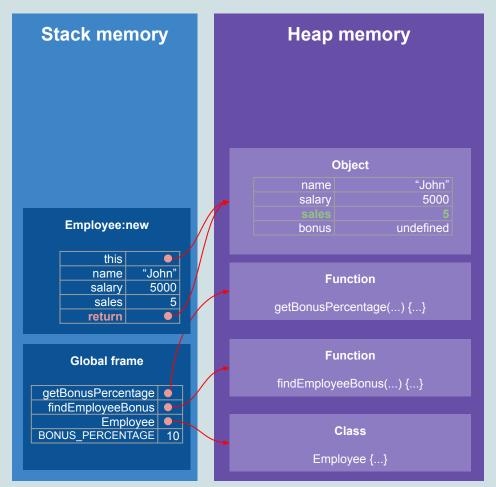
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john.bonus = findEmployeeBonus(john.salary, john.sales);
console.log(john.bonus);
```

# **Stack memory Heap memory Object** "John" name salary 5000 sales undefined bonus **Function** getBonusPercentage(...) {...} **Function Global frame** findEmployeeBonus(...) {...} getBonusPercentage • findEmployeeBonus • Employee • Class BONUS PERCENTAGE 10 john 🕒 Employee {...}

```
class Employee {
    constructor(name, salary, sales) {
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let john = new Employee("John", 5000, 5);
john.bonus = findEmployeeBonus(john.salary, john.sales);
console.log(john.bonus);
```

# Stack memory

### findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	undefined
bonus	undefined

### **Global frame**

getBonusPercentage	
findEmployeeBonus	
Employee	•
BONUS_PERCENTAGE	10
john	

## **Heap memory**

I	Object
"John"	name
5000	salary
5	sales
undefined	bonus

### **Function**

getBonusPercentage(...) {...}

### **Function**

findEmployeeBonus(...) {...}

#### Class

```
class Employee {
    constructor(name, salary, sales) {
        this.name = name;
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const BONUS PERCENTAGE = 10;
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let john = new Employee("John", 5000, 5);
john.bonus = findEmployeeBonus(john.salary, john.sales);
console.log(john.bonus);
```

# **Stack memory**

### getBonusPercentage

	salary	5000
ŗ	ercentage	undefined

### findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	undefined
bonus	undefined

### **Global frame**

getBonusPercentage	
findEmployeeBonus	•
Employee	•
BONUS_PERCENTAGE	10
john	

## **Heap memory**

Object		
	"John"	name
)	5000	salary
5	5	sales
1	undefined	bonus

### **Function**

getBonusPercentage(...) {...}

### **Function**

findEmployeeBonus(...) {...}

#### Class

```
class Employee {
    constructor(name, salary, sales) {
        this.name = name;
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john.bonus = findEmployeeBonus(john.salary, john.sales);
console.log(john.bonus);
```

# Stack memory

### getBonusPercentage

salary	5000
percentage	500

### findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	undefined
bonus	undefined

### **Global frame**

getBonusPercentage	•	
findEmployeeBonus	•	-
Employee	•	
BONUS_PERCENTAGE	1	0
john	•	7

# **Heap memory**

U	DJe	ect		

Harric	301111
salary	5000
sales	5
bonus	undefined

### Function

getBonusPercentage(...) {...}

### **Function**

findEmployeeBonus(...) {...}

#### Class

```
class Employee {
    constructor(name, salary, sales) {
        this.name = name;
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let john = new Employee("John", 5000, 5);
john.bonus = findEmployeeBonus(john.salary, john.sales);
console.log(john.bonus);
```

# **Stack memory**

### getBonusPercentage

salary	5000
percentage	500
return	500

### findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	undefined
bonus	undefined

### **Global frame**

getBonusPercentage	•	
findEmployeeBonus	•	
Employee	•	
BONUS_PERCENTAGE	1	0
john	•	7

## **Heap memory**

Object	
е	"Joh
	FOC

salary	5000
sales	5
bonus	undefined

### **Function**

name

getBonusPercentage(...) {...}

### Function

findEmployeeBonus(...) {...}

#### Class

```
class Employee {
    constructor(name, salary, sales) {
        this.name = name;
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console.log(john.bonus);
```

# Stack memory

### findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	500
bonus	undefined

### **Global frame**

getBonusPercentage	•	
findEmployeeBonus	•	-
Employee	•	
BONUS_PERCENTAGE	10	)
john	•	

# **Heap memory**

Object		
n"	"John"	name
00	5000	salary
5	Ę	sales
d	undefined	bonus

### **Function**

getBonusPercentage(...) {...}

### Function

findEmployeeBonus(...) {...}

#### Class

```
class Employee {
    constructor(name, salary, sales) {
        this.name = name;
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john.bonus = findEmployeeBonus(john.salary, john.sales);
console.log(john.bonus);
```

# **Stack memory**

### findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	500
bonus	2500

### Global frame

getBonusPercentage	•	
findEmployeeBonus	•	-
Employee	•	
BONUS_PERCENTAGE	1	0
john	•	

## **Heap memory**

Object		
name	"John"	
salary	5000	
sales	5	
bonus	undefined	

# Function

 $getBonusPercentage(...)~\{...\}$ 

### Function

findEmployeeBonus(...) {...}

### Class

```
class Employee {
    constructor(name, salary, sales) {
        this.name = name;
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let john = new Employee("John", 5000, 5);
john.bonus = findEmployeeBonus(john.salary, john.sales);
console.log(john.bonus);
```

# **Stack memory**

### findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	500
bonus	2500
return	2500

### Global frame

getBonusPercentage findEmployeeBonus Employee BONUS\_PERCENTAGE 10 john

# **Heap memory**

Object	
"John	name
5000	salary
ξ	sales
undefined	bonus

### **Function**

getBonusPercentage(...) {...}

### Function

findEmployeeBonus(...) {...}

#### Class

```
class Employee {
    constructor(name, salary, sales) {
        this.name = name;
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# **Stack memory Heap memory Object** "John" name salary 5000 sales **Function** getBonusPercentage(...) {...} **Function Global frame** findEmployeeBonus(...) {...} getBonusPercentage • findEmployeeBonus • Employee • Class BONUS PERCENTAGE 10 john 🕒 Employee {...}