

1. Global execution context

→ creation

LE { makeArmy: fn  
outer: null } ID2  
army

→ execution:

LE { makeArmy: fn  
outer: null }

LE for makeArmy → creation:

LE { outer: Global } args: {0, length: 0} ID2  
shooters  
i

execution:

LE { shooters: [], i: 0, args: {0, length: 0}  
outer: Global }

LE for while loop, when i=0, creation

LE { outer: makeArmy } ID2  
shooter

## # Execution

LE { shooter: fn { start(i) }  
outer: makeArmy }

note: Here  $i$  value has been increased that is not found in 'while LE', so it looks up in outer environment 'makeArmy'. ' $i$ ' is present in makeArmy LE, and hence set the value of  $i=1$  there. Similarly shooters will be as [shooterfn]

## # while when $i=1$ , creation

LE {  
outer: makeArmy } top2  
shooter

## execution

LE { shooter: fn  
outer: makeArmy }

⇒ like in loop 1, in this execution, the LE of makeArmy will be as  
shooters: [fn(i), fn(i)]  
 $i=2$ .

# LE for army[0], creation

LE { free variable = i }

execution

LE { i = 2  
free variable = 2. }

# After fixing the LE of while loop will be changed as below

when i = 0, creation

LE {  
outer: makeArmy } TD2  
X  
shooter

execution:

LE { x: 1, shooter: fn.  
outer: makeArmy }

when,  $j=1$ , creation

IF	{		}	<u>TDZ</u>
		outer: makeArmy		$x$
				Shooter

execution:

IF	{	$x:1$ , shooter: fn.	}
		outer: makeArmy	