1. A representation of a ‘fixed value’ in source code.
2. for…in loop on the object ( for(key in carObj) { … } )
3. for…in loops are for looping through properties of an object whereas for…of loops are for looping through collections
4. String, Number, Boolean
5. Function, Object, Array
6. Sealing an object prevents the object from gaining any more properties
7. Freezing an object also prevents new properties, but also makes current properties immutable
8. The use of ‘var’  
   Old function definitions

But what’s wrong is the absence of the *this* keyword

1. x is 2, y is 1
2. both x and y will be [1, 2, 3, 4, 5]
3. x = “fred”

y = ERROR cannot change constant variable

z = ERROR cannot change constant variable