army[0]() will alert : 2

makeArmy() functional EC : Creation phase => execution

LE : { arguments: { length: 0}, outer: global, shooters: [ function(){ alert(i)}, function(){ alert(i)}] }

Global Execution Context : Creation phase => execution

LE : { makeArmy : fn, outer: null, army: [ fn, fn ] }

Graphical user interface, text, application

Description automatically generated