

1. Undefined
2. Any declaration outside function is in global scope while all declarations inside a function are locally scoped.
3. (a) Do statements in Scope A have access to variables defined in Scope B and C? **NO**
 (b) Do statements in Scope B have access to variables defined in Scope A? **YES**
 (c) Do statements in Scope B have access to variables defined in Scope C? **NO**
 (d) Do statements in Scope C have access to variables defined in Scope A? **YES**
 (e) Do statements in Scope C have access to variables defined in Scope B? **YES**

4, 8125

5, 10

```
6, var count = (function(){
    var counter =0;
    return {
        add: function(){
            return counter += 1;
        },
        reset: function(){
            return counter = 0;
        }
    }
})();
```

```
console.log(count.add());
```

7, A free variable is a variable used within a function, which is neither a formal parameter to the function nor defined in the function's body (and in scope at the point of the variable's use). Counter is free variable in add.

```
8, add5 = make_adder(5);
    add5( ); add5( ); add5( );
    add7 = make_adder(7);
    add7( ); add7( ); add7( );
    var count = (function(){
        var counter =0;
        return {
            add: function(){
                return counter += 1;
            },
            reset: function(){
                return counter = 0;
            },
            make_adder : function(inc){
                return function(){ return counter +=inc;}
            }
        }
    })();

    var add5 = count.make_addr(5);
    console.log(add5());
```

9, Use either of Module Patterns or Object Literals.

10,

```
var employee =
    (function() {
        //fields
        let name;
        let age;
        let salary;
        //getter & setter methods
        let setAge = function(newAge){this.age = newAge};
        let setSalary = function(newSalary){this.salary =
newSalary};

        let setName = function(newName){this.name = newName};
        let getAge = function(){return this.age;};
        let getSalary = function(){return this.salary;};
        let getName = function(){return this.name;};

        //extra methods
        let increaseSalary = function(percentage){

setSalary(getSalary()+(getSalary()*percentage))
        };
        let incrementAge = function(){setAge(getAge()+1)};
        return {
            setName : setName,
            setAge : setAge,
            setSalary: setSalary,
            increaseSalary : increaseSalary,
            incrementAge: incrementAge
        };
    })();
```

11,

```
var employee =
    (function() {
        //fields
        let name;
        let age;
        let salary;
        //getter & setter methods
        let getAge = function(){return age;};
        let getSalary = function(){return salary;};
        let getName = function(){return name;};
        return {
            setName : function(newName){name = newName},
            setAge : function(newAge){age = newAge},
            setSalary: function(newSalary){salary = newSalary},
            increaseSalary : function(percentage){salary =
getSalary() + (getSalary()*percentage/100);},
            incrementAge: function(){age =getAge()+1;}
        };
    })();
```

12,

```
var employee =
  (function() {
    //fields
    let name;
    let age;
    let salary;
    //getter and setter methods
    let getAge = function() {return age;};
    let getSalary = function() {return salary;};
    let getName = function() {return name;};
    let empO = {};
    empO.setName = function(newName) {name = newName};
    empO.setAge = function(newAge) {age = newAge};
    empO.setSalary = function(newSalary) {salary = newSalary};
    empO.increaseSalary = function(percentage) {salary =
getSalary() + (getSalary()*percentage/100);};
    empO.incrementAge = function() {age =getAge()+1;};
    return empO;
  }) ();
```

13,

```
employee.address = "";
employee.setAddress = function(newAddress) {this.address = newAddress;};
employee.getAddress = function() {return this.address;};
```

14, Error: Hattori

15, Success: Hattori

16, success error