**Concider the following code :**

var countryCodes = {no: “+47”, us: “+1”, uk: “+44”};

var cc = '';

function getCountryCode(countryAbbreviation) {

var ret = null;

if (countryAbbreviation in countryCodes) {

ret = countryCodes[countryAbbreviation];

}

return ret;

}

cc = getCountryCode('no');

In this code snippet:

* The literal object countryCodes is global.
* cc, the variable which will hold the results is initialized with an empty string and is a global.
* countryAbbreviation is a local variable and a string.
* ret, the return variable is also a local variable and a string.

**Your Task Is:**

Draw the object Graph of the function on the stack and heap in 3 scenarios:

* Draw the object graph as it will look like before the function begins
* Draw the object graph as it will looks while the function is running
* Draw the object graph as it will lok like after the function will finish