a = 10;

(function () {

var a = 5;

var x = {

a: 3,

method: function foo(arg1, arg2) {

console.log(this.a);

console.log(arg1);

console.log(arguments.slice(1, 2));

}

};

var foo = x.method;

foo(1, 2);

x.method(1, 2);

})();

function createMessages() {

var i = 0, messagesFuncs = [];

for (i = 0 ; i <= 3 ; i++) {

messagesFuncs.push(function() {

console.log(i);

});

}

return messagesFuncs;

}

messages = createMessages();

messages[0]();

messages[1]();

messages[2]();

var Dog = {

run: function () {

console.log('I run!');

},

bark: function () {

console.log('Hau! Hau!');

}

};

var dog = .................

dog.run(); // I run!

dog.bark(); // Hau! Hau!

var SmallDog = ...............

SmallDog.bark = function () {

console.log('pi pi pi');

}

var smallDog = Object.create(SmallDog);

smallDog.run(); // I run!

smallDog.bark(); // Pi pi pi