1. setTimeout(booyah,2000) is the right way to write a setTimeout example. The function ‘booyah’ is invoked after 2 seconds.

setTimeout(booyah(),2000) this can also run well but the function booyah is invoked immediately, rather than waiting the 2000ms

1. Both of them can execute and give us a result of 6 .
2. function booyah1(){

    alert("BOOYAH!");

};

function helper(){

    alert("BOOYAH!");}

function booyah2(){

    setTimeout(helper,2000);

};

setTimeout(booyah1,2000);

setTimeout(booyah2(),2000);

1. Unobtrusive JavaScript is a programming approach that advocates separating JavaScript functionality from the HTML markup and CSS styling of a web page. The idea is to keep the code that controls the behavior of the page separate from the presentation of the page, so that changes to one don't require changes to the other.

The practical application of unobtrusive JavaScript is to make web pages more accessible, maintainable, and scalable. By separating JavaScript functionality from the markup and styling, it becomes easier to:

* Update the styling of a page without affecting the JavaScript functionality.
* Update the JavaScript functionality of a page without affecting the markup or styling.
* Make the page more accessible to users who have disabled JavaScript or are using assistive technologies.
* Optimize the performance of the page by reducing the amount of JavaScript code that needs to be downloaded and executed.

The reasons for using unobtrusive JavaScript include:

* Separation of concerns: It allows developers to separate the concerns of presentation, behavior, and content, making it easier to maintain and update a web page.
* Accessibility: It ensures that the page is accessible to all users, regardless of their device, browser, or assistive technology.
* Performance: It reduces the amount of code that needs to be downloaded and executed, improving the performance of the page.
* Compatibility: It ensures that the page is compatible with a wider range of browsers and devices, reducing the risk of errors and conflicts.