1. ­In your own words, state what you think what the thing-a-ma-jig is supposed to do.

**When the size == 0 and thunk when size == 1 and clunk when facky > 0. This is looped 10 times from 0-9 while decrementing size and num while incrementing clunkCounter. The clunkCounter is logged on every loop and set to 0.**

1. What is the purpose of the variable, facky? Why do we multiply facky by size?

**We multiply facky by the size to make it equal to the size. We then decrement the size which makes facky equal to the original size.**

1. Compare and contrast global variables in JavaScript. What is the scope of each?

Show me an example in code of both a global variable and a local variable.

**Global variables are able to be used throughout the whole file while local variables can only be used in its scope. For example**

**Global: var gbl; function fn(gbl){…}**

**Local: function loc() { var x = 0;}**

1. What happens to the scope of a variable if you leave off “var” when declaring it?

**It becomes almost like a global variable.**

1. What gets returned from a function without a return statement?

**Nothing. It is undefined**

1. What happens to the global and local variables when you press the reload button in the browser?

**The global variables reset until defined again. I assume it does the same with local variables.**

1. What is meant when a local variable shadows a global variable?

**When a var is declared with the same name as the global variable.**

1. Is it dangerous to use all global variables in a program? Why or why not?

**Yes. Their values can easily be changed by any function called. This may mess up the results if called by any other function later.**

1. What happens to the third argument when you pass 3 arguments into a function with 2 parameters?

**It is not used and it gives no warning or error.**

1. When would you use a function that has no parameters?

**When the parameters are not needed. Could be used for global variables or functions that are already embedded within Javascript.**