```
funtion  makeArmy () {
    let  shooters = [];
    let  i = 0;
    while (i < 2) {
        let shooter = function() {
              alert(i);
        };
        shooters. push(shooter);
            i ++;
    }
    return  shooters;
}

let  army = makeArmy();
army[0];
```

i = 0
outer: global

army [ ] EC: creation → Execution
LE: { i:0 , arguments: {0:0, length: 1 }
outer : fn
        funtion(){alert(0)}

TD2
shooter

while-loop   EC: Creation → Execution
LE: { outer: makeArmy(), i: 1,
    shooter : fn , Shooters: [fn(), fn()]

alert (i);
i++

TD2
shooter

while_loop code-block EC: Creation → Execution
LE: { outer: makeArmy(), i:0,
    shooter : fn , Shooters : [fn()] }

alert (i);
i ++

popped
out

TD2
shooter

makeArmy() EC: Creation → Execution
LE: { arguments: {length:0}, outer: global,
shooters: {}, i :0   }
this: window
Return shooters

popped
out

TD2
shooters
i
shooter

paused
resume

popped
out

Global EC: Creation → Execution
LE: { makeArmy: fn , outer: null
        army : [fn()]   }
this : window
makeArmy () = [funtion(){
                        alert(0)) funtion(){
army [0]   alert()]

paused
resume

TD2
army

popped
out