

1: 1) Calling a function refers to telling JavaScript temporary jump to the function and continue executing out program from there.

2: 2) Parameters are place holder variables, that get filled in when the function is called. They allow use to make our functions more generic.

3: 3) The function call evaluates to the value of the expression after the 'return'

4:

5: 4) doubleOrTriple(40) is 120

6: doubleOrTriple(doubleOrTriple(40)) is 240,

7: -doubleOrTriple is evaluated first to give us

8: doubleOrTriple(120), which gives use the answer 240.

9: 5) The code draws a star, it draws it centered at any x and y coordinate that we give it.

10: 6) a(10) is 39

11: b(10) is 38

12: c(10) is 31

13:

14: Even though all the functions return x+y+z, each function refers to a different x, y, and z.

15: for the function a(10), x is the parameter while for b(10) x is the global variable x.