// NOTE! The steps in this file are basically identical to the ones you

// performed in the SpeakHello.js file.

// STEP 6: Wrap the entire contents of SpeakGoodBye.js inside of an IIFE

// See Lecture 52, part 2

// STEP 7: Create an object, called 'byeSpeaker' to which you will attach

// the "speak" method and which you will expose to the global context

// See Lecture 52, part 1

// var byeSpeaker =

// DO NOT attach the speakWord variable to the 'byeSpeaker' object.

// STEP 8: Rewrite the 'speak' function such that it is attached to the

// byeSpeaker object instead of being a standalone function.

// See Lecture 52, part 2

// STEP 9: Expose the 'byeSpeaker' object to the global scope. Name it

// 'byeSpeaker' on the global scope as well.

// xxxx.xxxx = byeSpeaker;

(function(window) {

var speakWord = "Good Bye";

var byeSpeaker = function (name) {

console.log(speakWord + " " + name);

}

window.byeSpeaker = byeSpeaker;

})(window);