functions are first class citizens in Is

- (1) We can assign functions to variables var sayHello = function() & }
- ② We can pass functions as arguments

 function sayHello (message) {
 message() accepting function as an argument
 3
 sayHello (function() { console. log ("Hello") })

 passing function as an argument
 - 3 Return functions from another function

 function sayHello () {

 return function message() { console.log("Hey") }

 }
- (1) Has the return

 Value of say Hello
- The returned value is a function and we want to call that function that is returned.

We're able to achieve all this because, well functions are just objects night? And we can pass objects to as arguments, return them etc

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Higher order functions acodewithsimmen

A function that takes a function as an argument, returns a function, or both

Let's say we want to multiply 2 numbers, but before that we want to check if they're numbers

function multiply (num1, num2)

E if (num1 && num2 && typeof num1 = = = 'number')

return actual Multiplication (num1, num1);

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So basically instead of doing everything in mutiply we first check if arguments are valid and then call the multiplication method.

Now let's say we decide that we want to add both the numbers, will we write another function doing the same check? Can we pass add or multiply as arguments? [Cassume add & multiply exist]

function operation (num1, num2, perform Operation)

E if (check If Valid (num1, num2)) & pasically checks

Perform Operation (num1, num2)

operation (5,2, multiply) // we can now pass a func operation (5,2, add) as argument to decide what operation (5,2, add) we want to do at runtime





GLOSURES

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Closures allow functions to access variables from the enclosing scope even after it leaves the scope in which it was declared.
Confusing right?

```
function first () {
      let breakfast = 'breakfast'
       return function secondus
              let lunch = 'lunch'
               Let random = 'xyz'
               return function third () {
                       let clinner = 'clinner'
                       return '$ Ebreakfast 3 > $ Elunch 3 >
                                               ${dinner}'
```

z

first()()();

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-> breakfast -> lunch -> dinner

- 1) When we called first() -> it returned second > first got pushed on the call stack and when it returned the result, it got popped off the stack
 - 2) We invoked the result of first (I [which is a function] by first ()() so second got invoked
 - -> Second was pushed on the call stack and returned function three. So second is popped off the Stack





3) We finally invoked function three by first ()()()

Function third printed breakfast, lunch and dinner But wait!! How did function third get access to breakfast and which when the functions owning them were popped off the stack?

Well, the magic lies in closures @codewithsimman Closures is actually a feature by Javascript

Let's say we have a closure box somewhere, when JE sees that breakfast in accessed somewhere down the line, it puts breakfast

into the closure box

- * Even though first is done executing, it keeps variable breakfast in the clusure box
- * Similally it sees lunch is being accessed later, and puts it in closure box
- * Function third will now get access to breakfast and lunch from closure box

lunch breakfast Well, we also declared a variable called random inside second.

Why is it not in the closure box?

Because it's not being referenced

collector:)

Collector:)

Collector:

So what enables this features? @codewithsiman

- 1) Functions are first Class citizens
 function can be returned from another function
- 2) Lexical supe what variables we have access to depends on where the function was declared.

So using the concept of higher order functions and scope chaining, we can enable closures Note

- O first and second are both higher order functions as they both return functions.
- 3 Before we actually execute the code, the JE knows what variables your code has access to

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