// STEP 2: Wrap the entire contents of SpeakHello.js inside of an IIFE

// See Lecture 52, part 2

// STEP 3: Create an object, called 'helloSpeaker' to which you will attach

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

// See Lecture 52, part 1

// var helloSpeaker =

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

var speakWord = "Hello";

// STEP 4: Rewrite the 'speak' function such that it is attached to the

// helloSpeaker object instead of being a standalone function.

// See Lecture 52, part 2

function speak(name) {

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

}

// STEP 5: Expose the 'helloSpeaker' object to the global scope. Name it

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

// See Lecture 52, part 2

// (Note, Step 6 will be done in the SpeakGoodBye.js file.)

// xxxx.xxxx = helloSpeaker;