

Global

Global EC: creation	TDZ
LE: { makeArmy: fn, outer: null } this: window	army

Global EC: creation → execution	TDZ
LE: { makeArmy: fn, army: [fn, fn], outer: null } makeArmy() army[0] = function() { alert('c')}	army

makeArmy

makeArmy functional EC: creation	TDZ
LE: { arguments: { length: 0 }, outer: global }	shooters i

makeArmy functional EC: creation → execution	TDZ
LE: { arguments: { length: 0 }, shooters: [fn, fn], i: 2, outer: global } while-loop: i = 0 while-loop: i = 1	shooters i

while-loop

while-loop EC: creation	TDZ
i = 0 LE: { outer: makeArmy }	shooter

while-loop EC: creation → execution	TDZ
i = 0 LE: { shooter: function() { alert(i) }, outer: makeArmy } shooters.push(shooter) i++	shooter

while-loop EC: creation $i = 1$ $LE: \{outer: makeArmy\}$	TD2 shooter
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while-loop EC: creation \rightarrow execution $i = 1$ $LE: \{shooter: function() \{alert(i)\}, outer: makeArmy\}$ $shooters.push(shooter)$ $i++$	TD2 shooter
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army[0]()

closure scope $shooters: [Fn, Fn]$ $i = 2$ $outer: global$	TD2
army[0] functional EC: creation $LE: \{arguments: \{length: 0\}, outer: closure scope\}$	

closure scope $shooters: [Fn, Fn]$ $i = 2$ $outer: global$	TD2
army[0] functional EC: creation \rightarrow execution $LE: \{arguments: \{length: 0\}, outer: closure scope\}$ $alert(i)$	

⊗ The output of $army[0]() = 2$

After fixing the code

makeArmy

makeArmy functional EC: creation LE: {arguments: {length: 0}, outer: global}	TD? Shooter
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makeArmy functional EC: creation → execution LE: {arguments: {length: 0}, shooters: [fn, fn], outer: global} for-loop: i = 0 for-loop: i = 1	TD? Shooter
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for-loop

for-loop EC: creation i = 0 LE: {outer: makeArmy}	TD? i Shooter
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for-loop EC: creation → execution i = 0 LE: {i: 0, shooter: function() {alert(i)}}, outer: makeArmy shooters.push(shooter)	TD? i Shooter
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for-loop EC: creation i = 1 LE: {outer: makeArmy}	TD? i Shooter
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for-loop EC: creation → execution i = 1 LE: {i: 1, shooter: function() {alert(i)}}, outer: makeArmy shooters.push(shooter)	TD? i Shooter
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army[0](i)

closure scope

i: 0

shooter: function(c) { alert(c); }

outer: makeArmy

army[0] functional EC: creation

LE: { arguments: { length: 0 }, outer: closure scope

TDA

closure scope

i: 0

shooter: function(c) { (i); }

outer: makeArmy

army[0] function EC: creation → execution

LE: { arguments: { length: 0 }, outer: closure scope

alert(i)

TDA