bal	TI) 2
global Ec: creation		
LE: { make Army: fn, outer: null)	arm	1
+his: window		
		197
alobal & c: creation -> execution		
LE: { maxearmy: Fn, army: [Fn, Fn], outer: nul	-cu	my
make Army ()		
army [0] = function () { aiest ()}		
akeArmy		
	TD	2
make Army Anctional &c: creation	Sheaters	
LE: { arguments: { length: 03, outer: 910601	i	
MakeArmy Functional Ec: creation - execution		TDR
LE: garguments: Stength: D? Shooper. To		Shoot
LE: {arguments: {length; D}, Shooters: [fn, fn], L:2, o	uter: 91060	71 -
while - 100p: 1=1		
nile - 100p		TDZ
While-100p EC: Creation		snooter
LE: fouter: make Army 3		
		TDZ
Contraction - expending		
while-loop Ec: Creation -> execution		Shoots
1=0	2	Shoote,
	3	5 hoot e,

```
While-100p Ec: creation

i=1

LE: {outer: make Army}

Shooter
```

```
while-loop & c: creation reaccution

LE: { shooter: Function () { alert (:) } louter: make Army

Shooters Push (shooter)

itt
```

army [D] CI

```
closure scope
shooters: [Fn.Fn]

i:2
outer: 910bal

army(o) functional Ec: creation

LE: [arguments: [length: 0], Outer: closure Scope
```

```
closure scope
shooters : [frifr]
i:2
Outer:qiobal

army[o] whichonal Ec: creation = execution
LE: [arguments:[length:0]:Outer:closure scope
alert(i)
```

@ The output of army [o] () = 2

shooters, push (shooter)

Marie Arm	TDZ
is if	shooten
Mare Army Con 12-	TDZ
make Army functional ec: Creation Desecution E: [arguments: [iength:0], shooters[fn,fn], outer: For-100p: L=0 or-100p: L=1	
r-100p	
or-loop ecicreation	TDT
-E: [outer: make Army]	Shooter
	TD7
or-loop Ec: creation -> execution	i
E: [i:0, shooter: function () {aiert(i)}, owner: make shooters. Push (shooter)	earmy? Shooter
	TD2
for-100p Ec: creation	
i = 1 i E: {ov+er: makeArmy}	Shooter
for some coloresta a some some	7
FOI-100P Ec: creation -> eaecution	

closure scope

i:0

Shooter: Eunction () { over+ (i)}

outer: make Army

7D2

army[o] Functional & c: Creation

LE: [orguments: { length: 0}, outer: closure scope

closure scope
i:0
Shooter: Function()(:)3
Outer: make Army

army[0] Function Ec: creation > execution

LE: {orguments: { lengthing}, outer: crosurescope

overt(:)