

Please attach a PDF file or word file with the questions and the answers together.

- 1. In your own words, state what you think the thing-a-ma-jig is supposed to do.**

I believe that the Thing-a-ma-Jig is producing “crank” if size is 0, “thunk” if size is 1, and “crank” n! times or a factorial number of times based on size’s value and when size is greater than 1.

- 2. What is the purpose of the variable, facky? Why do we multiply facky by size?**

The purpose of the variable facky is to display clunk n! times or as factorial in a way. We multiply facky by size in order to get the value of “times” to pass into the clunk(); function.

- 3. Compare and contrast global variables with local variables in JavaScript. What is the scope of each? Show me an example in code of both a global variable and a local variable.**

Global variables can be used throughout your page and live as long as the page. Local variables on the other hand, live only as long as the function calling it and can only be used within the function and not throughout your page.

Example: “author” is our global variable while “classPeriod” is our local variable.

```
var author = "Dr. Sues";

function weekReading(class) {

    var classPeriod = class;

    console.log("Hello, " + classPeriod + " this week we will be reading " +
author + ".");

}
```

- 4. What happens to the scope of a variable if you leave off “var” when declaring it?**

A variable obtains global scope when you do not declare it/ leaving off “var”.

- 5. What gets returned from a function without a return statement?**

Without the return statement, “undefined” gets returned from the function.

6. **What happens to the global and local variables when you press the reload button in the browser?**

When you reload your page/ browser, your global and local variables will get re-initialized.

7. **What happens when a local variable shadows a global variable?**

When a local variable shadows a global variable, this means that although the local variable has the same name as the global variable, the value of the local variable will be used.

8. **Is it dangerous to use all global variables in a program? Explain.**

It can be dangerous when using all global variables. It is good practice to have your variables locally for easier maintainability and use global variables only if and when necessary.

9. **What happens to the third argument when you pass 3 arguments into a function with 2 parameters?**

When passing three arguments into a function with only two parameters, JavaScript will ignore the third argument.

10. **When would you use a function that has no parameters?**

A function without parameters can be called simply to perform a task or a set of instructions that do not need input or arguments