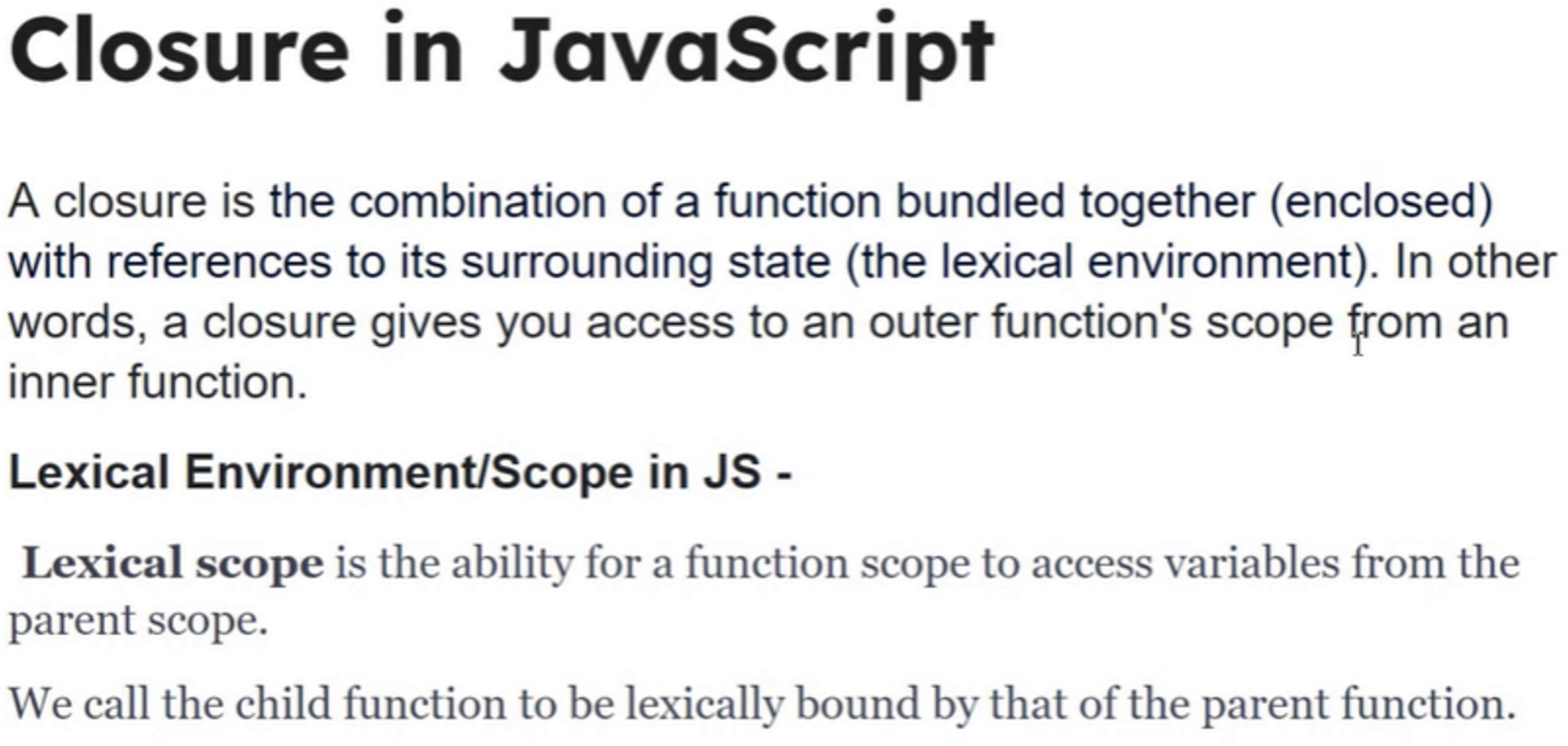
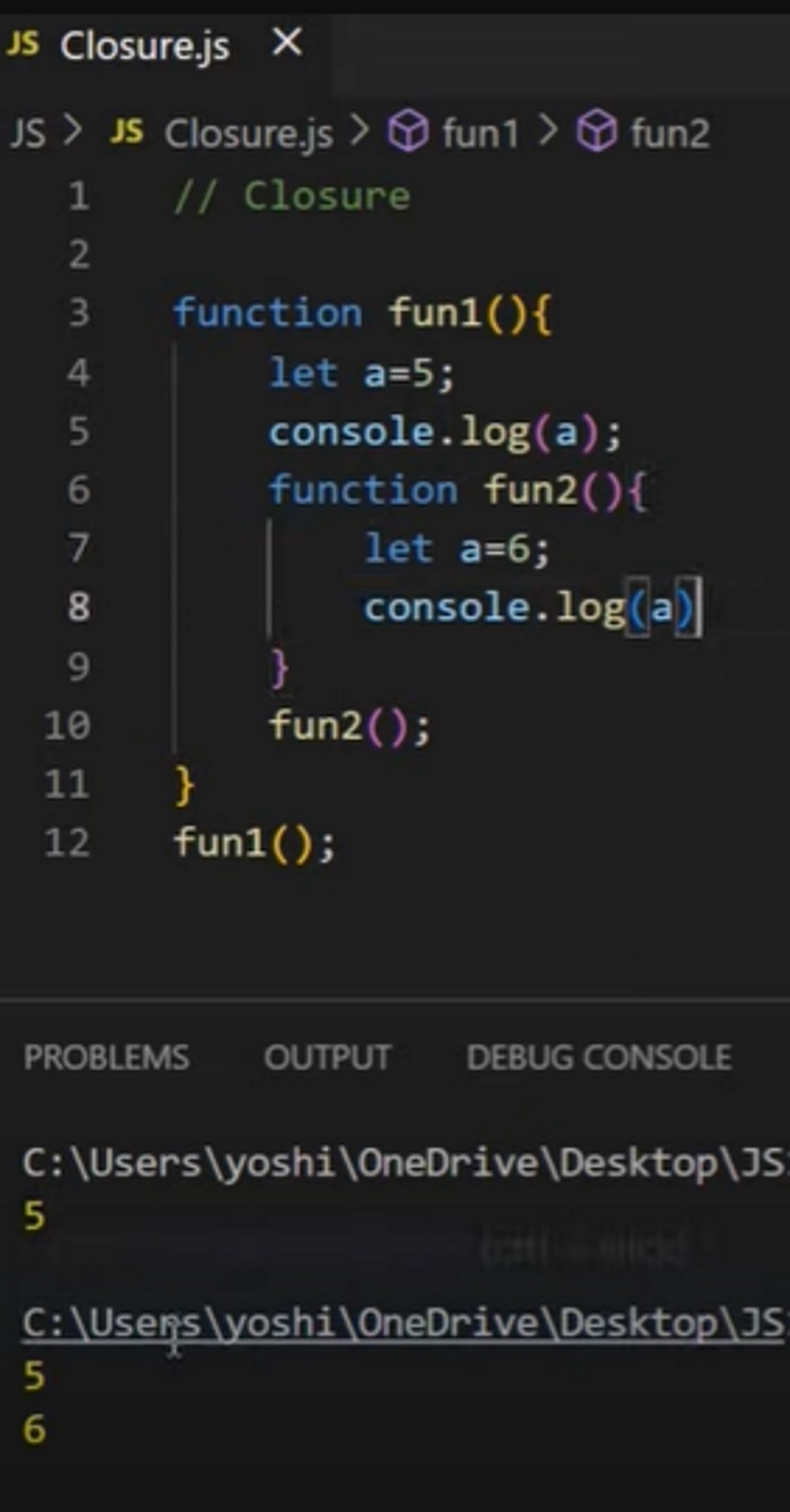
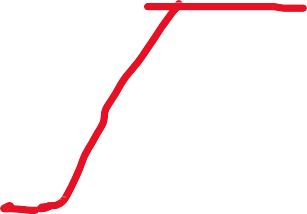
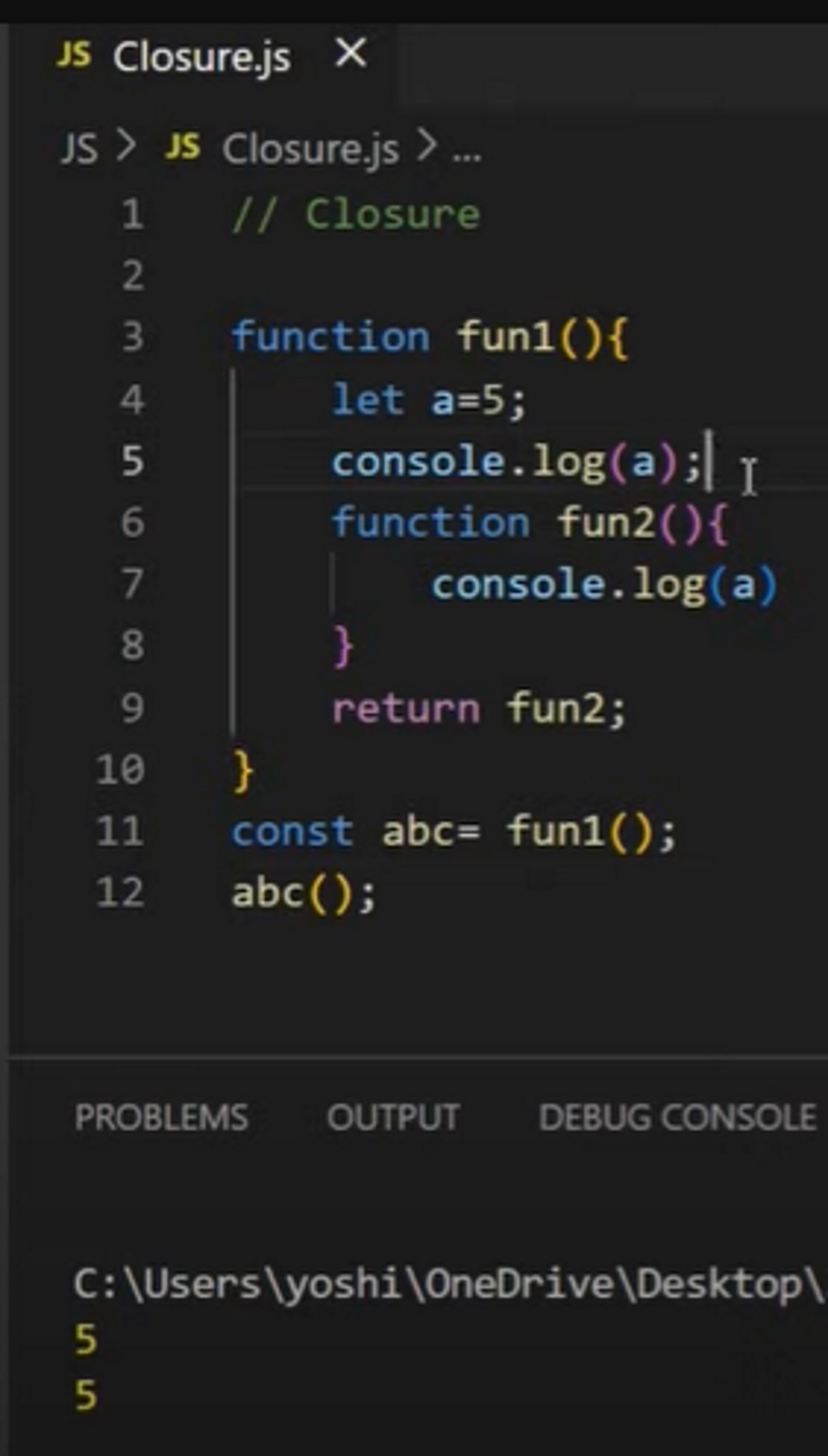
Closure & Lexical Env.

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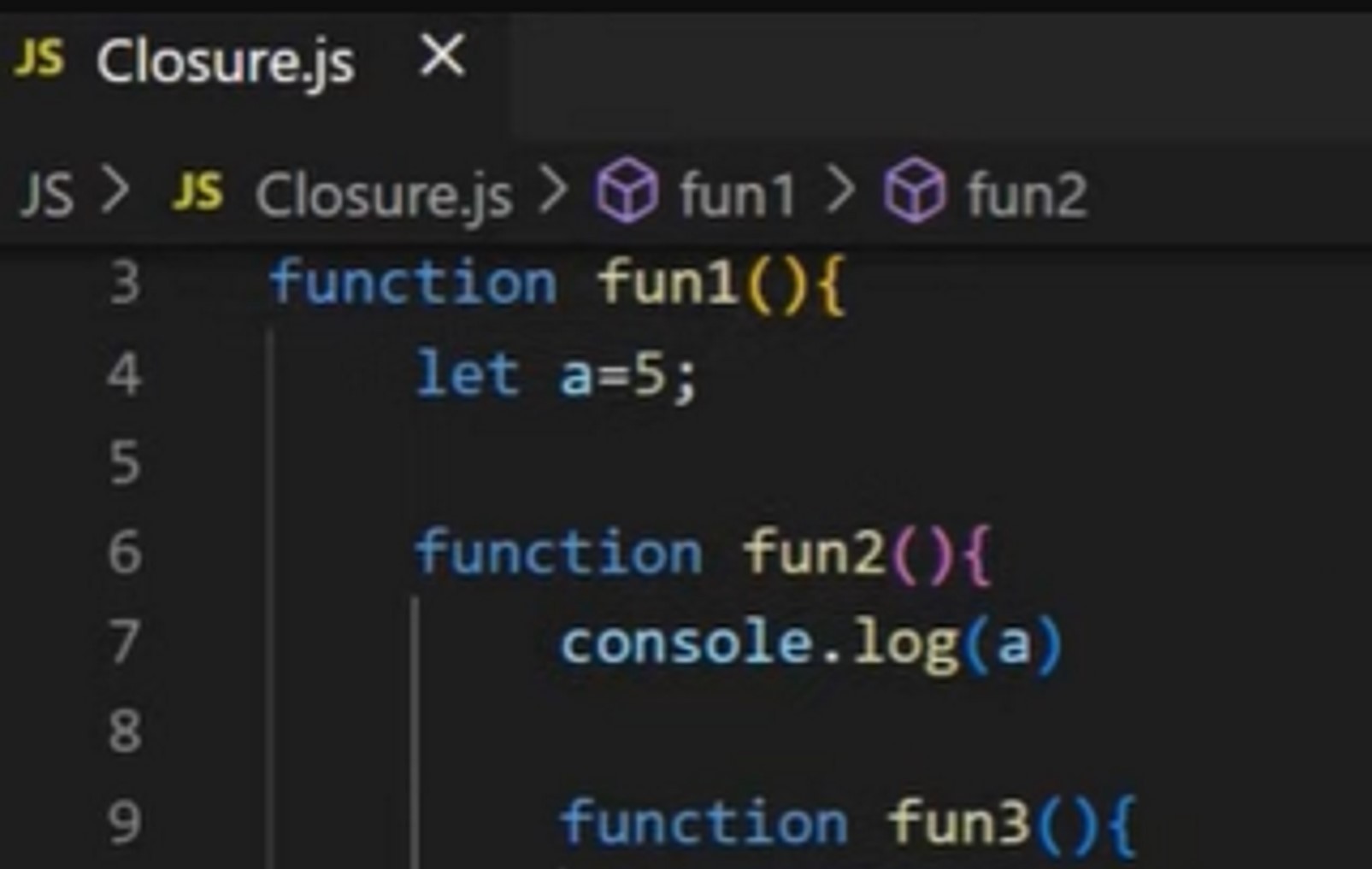


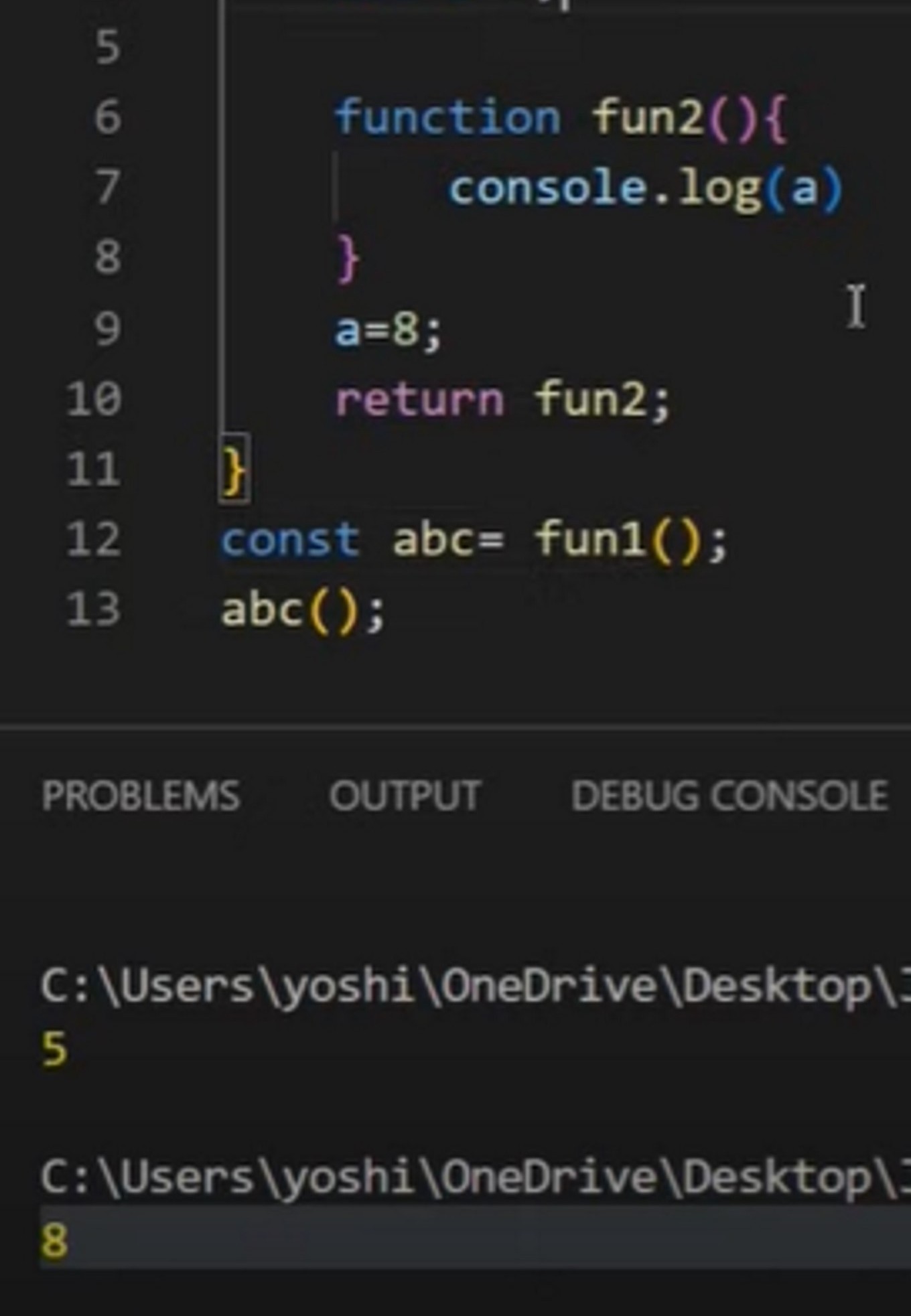


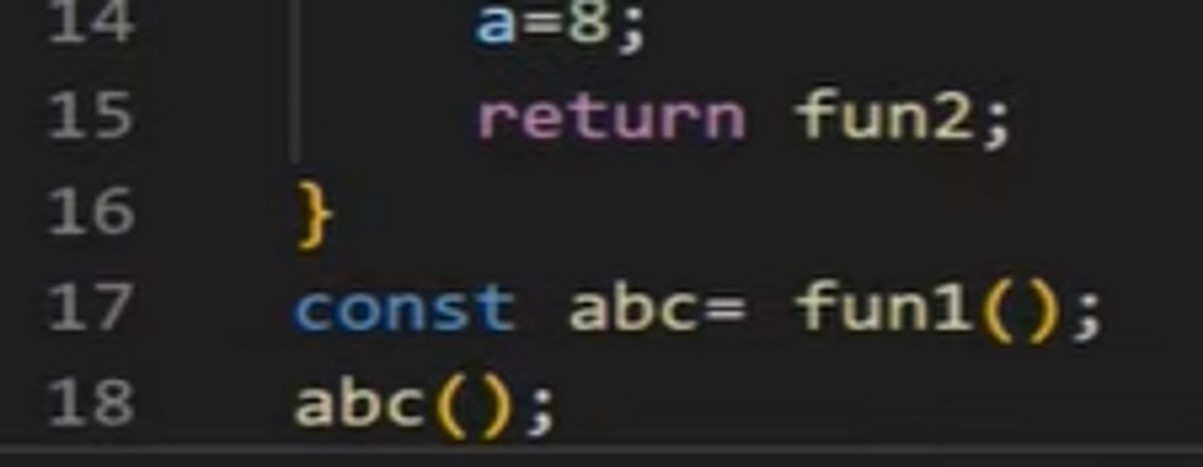
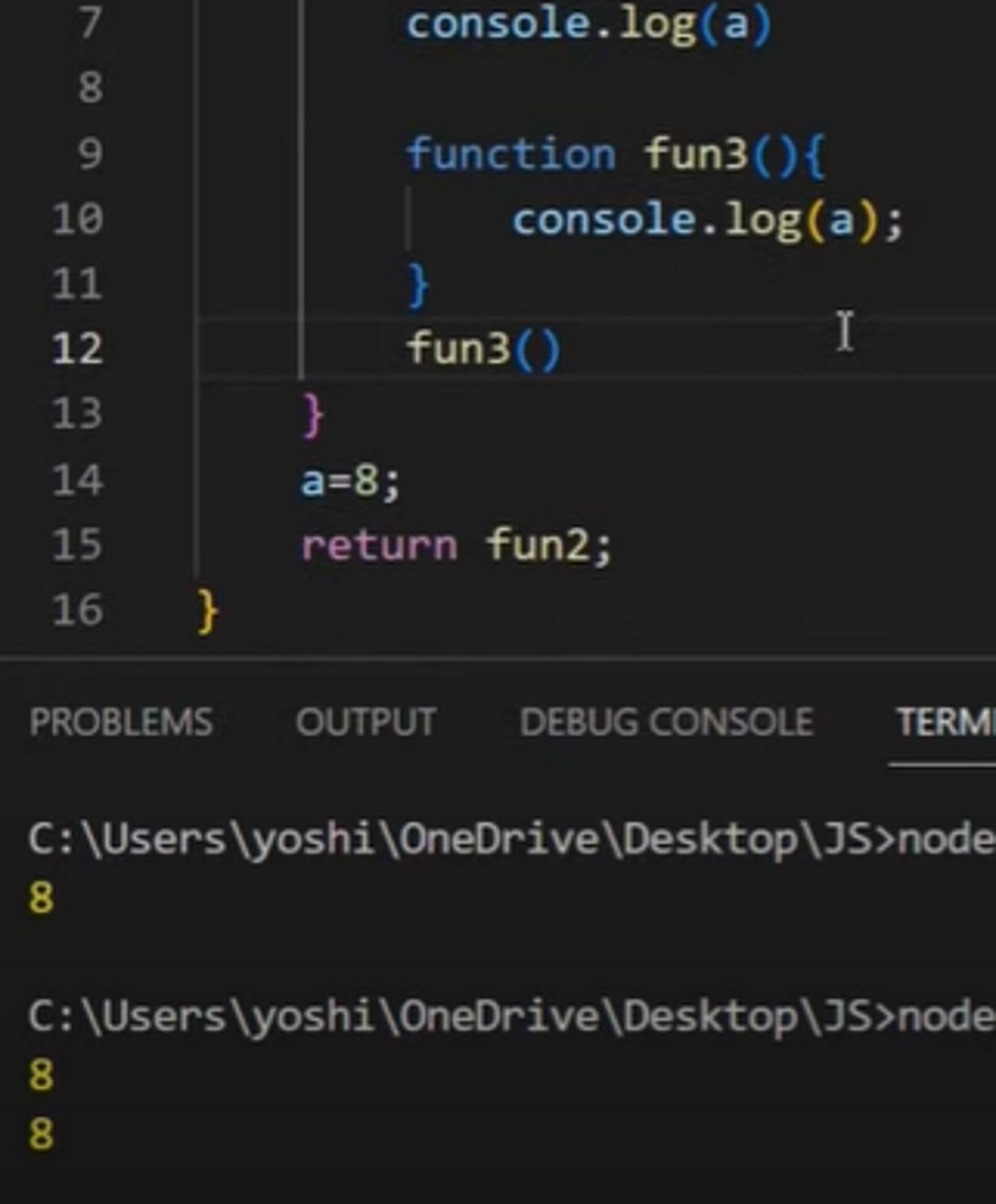


Due to closure

Return-> fun()+lex. env.

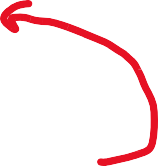
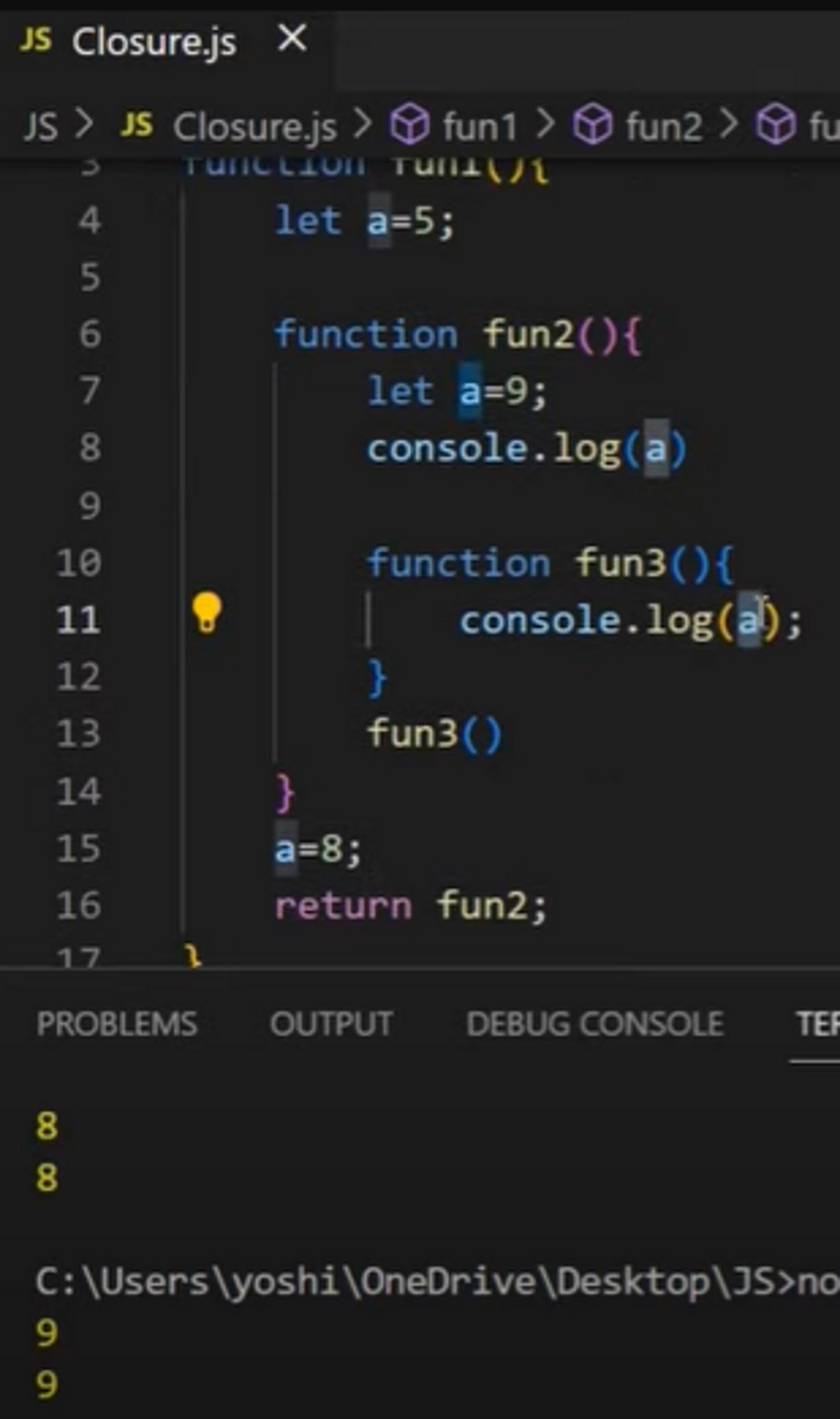






Return-> fun()+lex. env.

If it find variable found in fun()'s neareast parent, Then not go up further.



If fun() not having the variable,

Then it go to it's parents up one-by-one

Closers take the reference not value for more go throw ‘setTimeout + Closures Interview Question 🔥.doc’