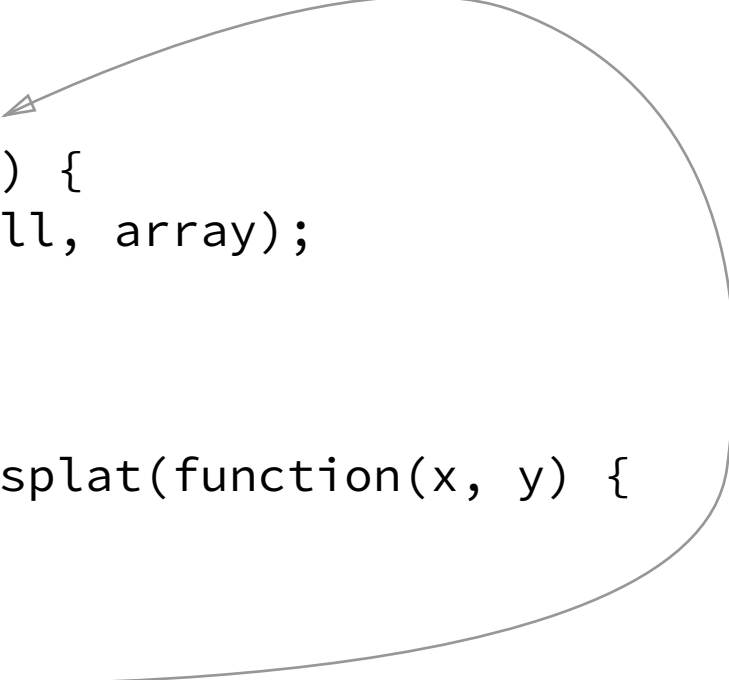


```
function splat(fun) {  
  return function(array) {  
    return fun.apply(null, array);  
  };  
}
```



```
var addArrayElements = splat(function(x, y) {  
  return x + y;  
});
```

```
addArrayElements([1, 2]); //=> 3
```