**1.** **The function booyah is scheduled to be called once the delay of 2000 milliseconds has passed in the first statement, setTimeout(booyah, 2000).**

**The function booyah is instantly called by the second expression setTimeout(booyah(), 2000); and its return value is passed to setTimeout. In order to avoid doing what we often don't want to do when scheduling a function to run after a delay, the function booyah is called immediately and its return value is supplied to setTimeout.**

**2.both x and y will display 6.**

**3.var booyah = function(){**

**Alert(“booyah”);**

**};**

**Settiemout(booyah1,2000);**

**3.2 var booyah2 = () =>{ alert(“booyah”):**

**);**

**Settiemout(booyah,2000);**

**4.** **Unobtrusive JavaScript is a design strategy that seeks to decouple a web page's functionality from its display and content and lessen the impact of the JavaScript code on the user's experience. As a result, the JavaScript code is stored in separate files, loaded independently of the HTML code, and designed in a way that it can be simply disabled or disregarded without impairing the functionality of the website.**

**Unobtrusive JavaScript is used in practice to enhance a website's usability, accessibility, and maintainability. Web designers can construct websites that are more accessible to users with disabilities or older browsers that might not support JavaScript by separating the JavaScript code from the HTML code. Unobtrusive**