

```
1. var count = (function () {  
  var counter = 0;  
  function add() {  
    return counter += 1;  
  }  
  function reset() {  
    counter = 0;  
  }  
  return {  
    addCount: add,  
    resetCount: reset  
  }  
})();
```

2. counter is free variable in the definition of the add() function in the code for the question 1. Free variables are the variables which are neither locally declared nor passed as parameter.

```
3. var make_adder = (function(){  
  var counter = 0;  
  return function(inc){  
    return counter += inc;  
  }  
})();
```

4. Using the Revealing Module Pattern, we can remove all the function and variable names from the global namespace.

```
5. let employee = (function () {  
  let name;  
  let age;  
  let salary;  
  function getName() {  
    return name;  
  }  
  function getAge() {  
    return age;  
  }  
  function getSalary() {  
    return salary;  
  }  
  function setName(eName) {  
    name = eName;  
  }  
});
```

```

    }
    function setAge(eAge) {
        age = eAge;
    }
    function setSalary(eSalary) {
        salary = eSalary;
    }
    function increaseSalary(percentage) {
        getSalary() + getSalary * percentage;
    }
    function incrementAge(age) {
        getAge() + age;
    }
    return {
        eSetName: setName,
        eSetAge: setAge,
        eSetSalary: setSalary,
        eIncreaseSalary: increaseSalary,
        eIncrementAge: incrementAge
    }
})();

```

```

6. employee.setAddress = function(address){
    employee.address = address;
}
employee.getAddress = function(){
    return employee.address;
}

```

7. JS fiddle question answer

```

var me = {
    first: 'Josh',
    last: 'Splinter',
    getFullName: function() {
        return this.first + ' ' + this.last;
    }
};

```

```

var you = {
    first: 'William',

```

```
    last: 'Smith'  
  };
```

```
console.log(me.getFullName.call(you));  
let meBind = me.getFullName.bind(you);  
console.log(meBind());
```