1.

 <script>

            var Grades = [100 , 100 , 90 , 20 , 100];

            var Avarage = 0;

            var GradesSum = 0;

                for( var i = 0; i < Grades.length; i++) {

                    GradesSum += Grades[i];

                }

                    Avarage = GradesSum / Grades.length;

                    document.write(Avarage);

2.

the variables that can be accessed from anywhere in the program

they are declared in the main body of the source code and outside all the functions

3.

const scores = [

  [6, 3, 10, 8, 1, 5, 3, 9, 1, 8, 2, 7, 6, 2, 8, 10, 6, 4, 9],

  [10, 10, 5, 2, 8, 0, 10, 10, 7, 2, 9, 0, 10, 6, 3, 10, 8, 1],

  [9, 0, 10, 8, 2, 10, 7, 2, 6, 4, 4, 4, 10, 9, 1, 5, 5, 10],

];

for (let player = 0; player < 3; player++) {

  let playerTotalScore = 0;

  for (let frame = 0; frame < 10; frame++) {

    let frameScore = scores[player][frame];

    playerTotalScore += frameScore;

    if (frameScore == 10) {

      if (frame < 9) {

        playerTotalScore += scores[player][frame + 1] + scores[player][frame + 2];

      }

    } else if (frameScore + scores[player][frame + 1] == 10) {

      if (frame < 9) {

        playerTotalScore += scores[player][frame + 2];

      }

    }

  }

  document.write(`Player ${player+1} total score: ${playerTotalScore}`);

}

4.

A - control goes back to caller, sending along data if a value returning function

B - define a block of code, give it a name and then execute it as many times

C - in function heading, they received data from passing code

D - range of code where a variable exists (takes up memory)

E - in function call, they are the sent data

5