

WEB 230 – Javascript

Assignment 3: Anonymous Functions

1. Add your JavaScript code to the provided `script.js` file. Include your name in the comment at the beginning of the file.
2. Make two variables, `dog` and `duck`. Create two anonymous functions - store one in each of your two variables.
3. In the anonymous `duck` function, create a variable called `sound` and assign it the value "quack". In the anonymous `dog` function, create a variable with the same name - `sound` - and assign it the value "woof".
4. From each function, return the string "The animal says", with the sound string concatenated at the end.
5. Call your anonymous `dog` and `duck` functions with the following code:
`console.log(dog(), duck());`
6. Now turn your functions into Immediately-Invoked Function Expressions. Try doing `console.log(dog(), duck());` again. You'll see that `dog` and `duck` aren't functions anymore. If you run `console.log(dog, duck);` with no parenthesis, you'll see that `dog` and `duck` now hold the values returned from calling your functions immediately.

This assignment will be marked in class.