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**COLD CLOSURES COVE**

# ADDING A PASSENGER TRACKER


Closure functions can even modify bound variables in the background

```
function buildCoveTicketMaker( transport ) {  
    return function ( name ) {  
        alert("Here is your transportation ticket via the " + transport + ".\n" +  
            "Welcome to the Cold Closures Cove, " + name + "!");  
    }  
}
```



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```
function buildCoveTicketMaker( transport ) {  
  var passengerNumber = 0;  We'll start every ticket maker's  
  return function ( name ) {  
    alert("Here is your transportation ticket via the " + transport + ".\n" +  
      "Welcome to the Cold Closures Cove, " + name + "!" +  
      );  
  }  
}
```

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```
function buildCoveTicketMaker( transport ) {  
  var passengerNumber = 0;  
  return function ( name ) {  
    passengerNumber++;  
    alert("Here is your transportation ticket via the " + transport + ".\n" +  
          "Welcome to the Cold Closures Cove, " + name + "!" +  
          );  
  }  
}
```

When a particular ticket maker is called, we know a new passenger should be added, so we'll increase the tracker.

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```
function buildCoveTicketMaker( transport ) {  
  var passengerNumber = 0;  
  return function ( name ) {  
    passengerNumber++;  
    alert("Here is your transportation ticket via the " + transport + ".\n" +  
      "Welcome to the Cold Closures Cove, " + name + "!" +  
      "You are passenger #" + passengerNumber + ".");  
  }  
}
```



Each time a ticket is "printed," this **passengerNumber** will contain the precise amount of times this kind of ticket has been given.

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```
function buildCoveTicketMaker( transport ) {  
  var passengerNumber = 0;  
  return function ( name ) {  
    passengerNumber++;  
    alert("Here is your transportation ticket via the " + transport + ".\n" +  
          "Welcome to the Cold Closures Cove, " + name + "!" +  
          "You are passenger #" + passengerNumber + ".");  
  }  
}
```

```
var getSubmarineTicket = buildCoveTicketMaker("Submarine");  
getSubmarineTicket;
```

```
function (name) {  
  passengerNumber++;  
  alert("Here is your transportation ticket via the " + transport + ".\n" +  
        "Welcome to the Cold Closures Cove, " + name + "!\n" +  
        "You are passenger #" + passengerNumber + ".");  
}
```



Notice that no initial value for **passengerNumber** is evident in our new function. It's value starts at **0** and is adjusted with each call to **getSubmarineTicket**.

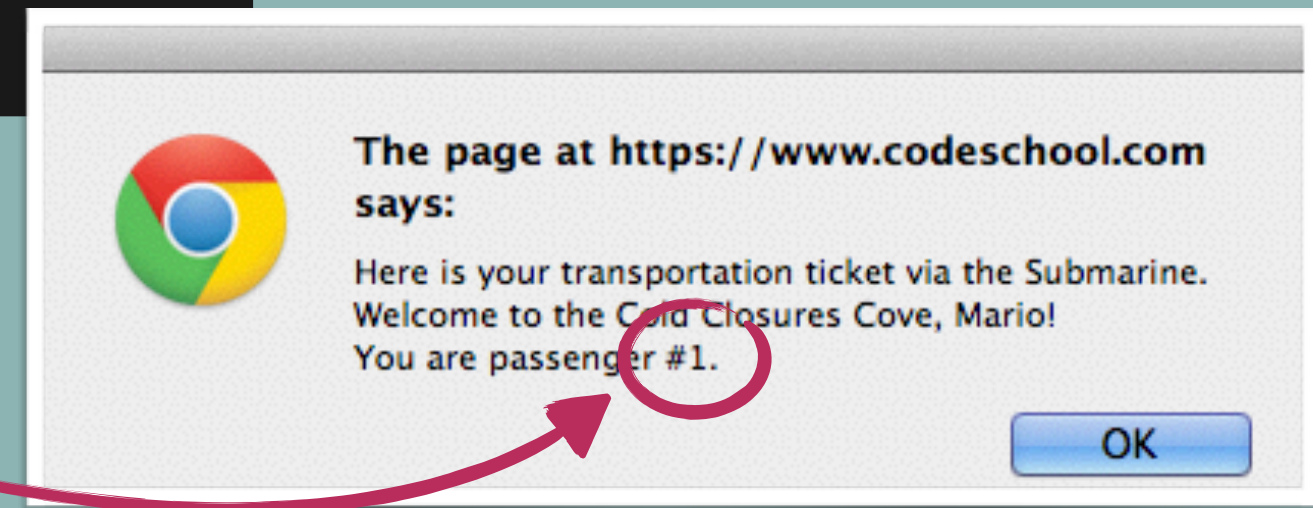
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```
function buildCoveTicketMaker( transport ) {  
  var passengerNumber = 0;  
  return function ( name ) {  
    passengerNumber++;  
    alert("Here is your transportation ticket via the " + transport + ".\n" +  
      "Welcome to the Cold Closures Cove, " + name + "!" +  
      "You are passenger #" + passengerNumber + ".");  
  }  
}
```

```
var getSubmarineTicket = buildCoveTicketMaker("Submarine");  
getSubmarineTicket("Mario");
```

On our first call to the new `getSubmarineTicket`, `passengerNumber` is incremented to 1.



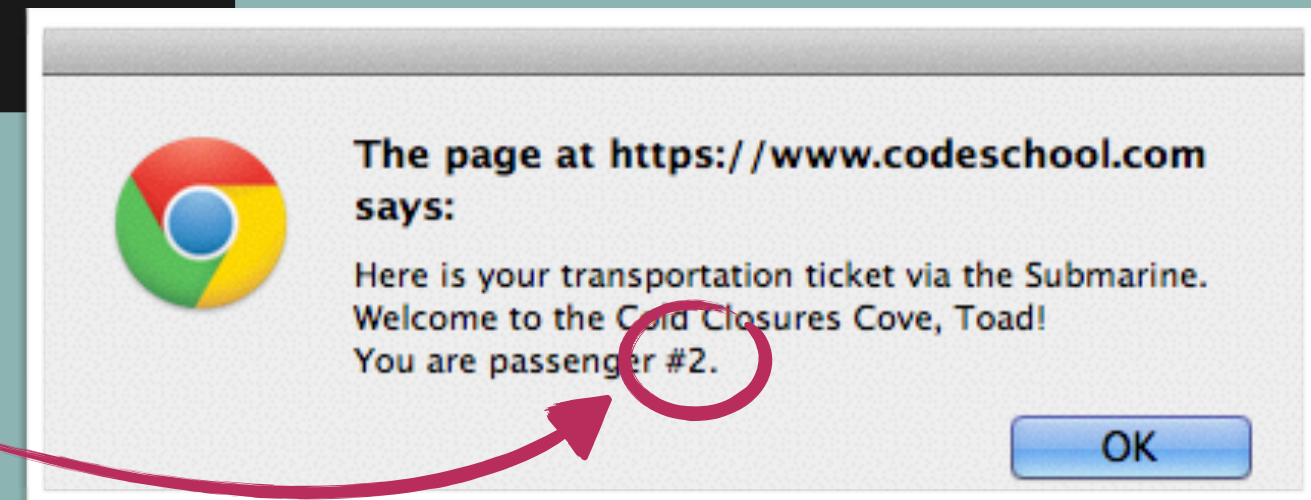
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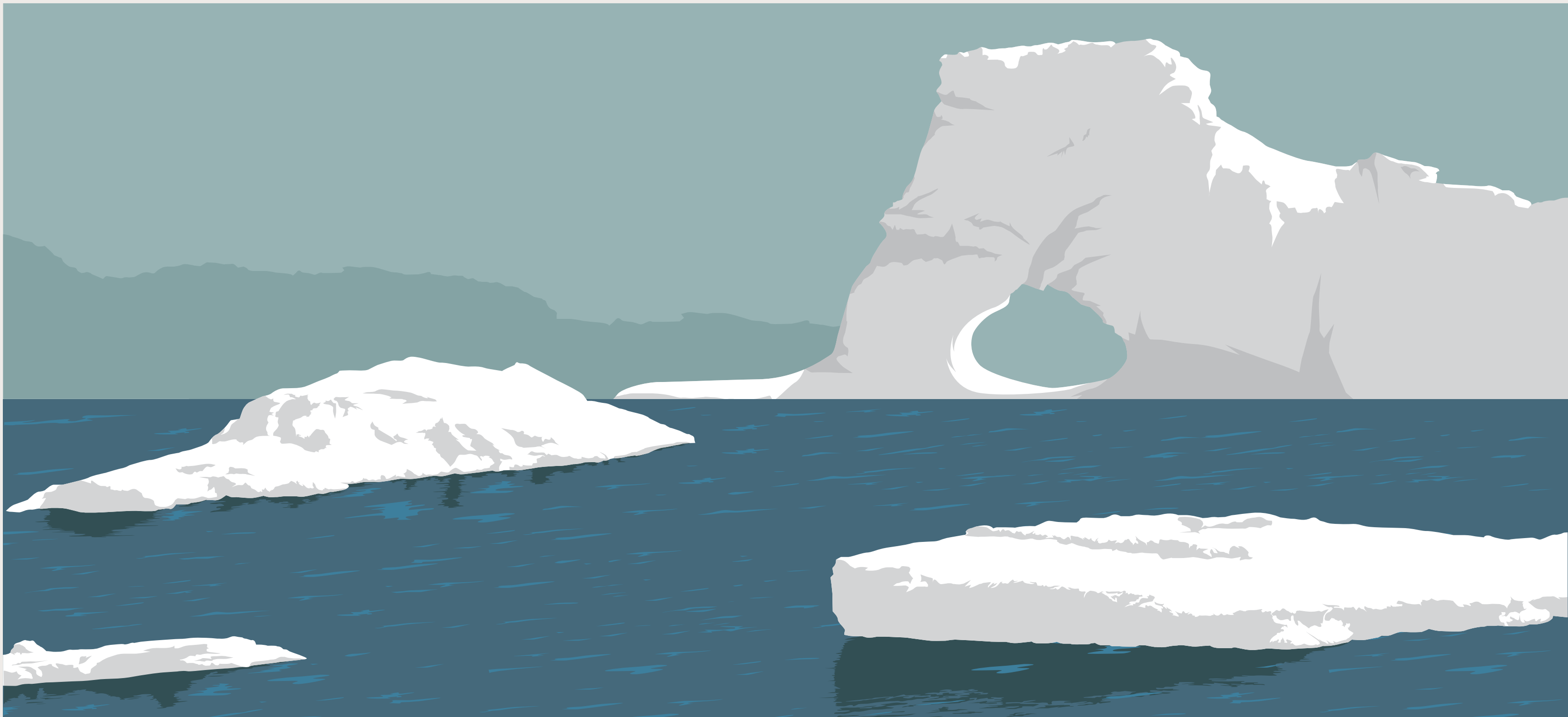
```
function buildCoveTicketMaker( transport ) {  
  var passengerNumber = 0;  
  return function ( name ) {  
    passengerNumber++;  
    alert("Here is your transportation ticket via the " + transport + ".\n" +  
      "Welcome to the Cold Closures Cove, " + name + "!" +  
      "You are passenger #" + passengerNumber + ".");  
  }  
}
```

```
var getSubmarineTicket = buildCoveTicketMaker("Submarine");  
getSubmarineTicket("Toad");
```

Another call to `getSubmarineTicket` has `passengerNumber` incremented to **2**! Wow, even though the function's local scope disappeared after Mario's ticket, it KEPT the progress of `passengerNumber`!







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