1. Create an object and assign it to a variable "spinner". The object should exhibit the following behavior.

var spinner = ?

spinner.up() // => returns 1

spinner.up() // => returns 2

spinner.up() // => returns 3

spinner.down() // => returns 2

spinner.down() // => returns 1

spinner.down() // => returns 0

spinner.down() // => returns -1

Make sure the variable used in the object to track the value is not accessible from outside.

2. Create a class in javascript to represent an "Employee". The objects of "Employee" class should be able to be initialized with "id", "name" and "salary". There should also be a "display()" method which when invoked will display the id, name and salary of the employee.

3. Create a function to find if the given number is a prime number or not. The function should be written in such a way that it should not run the "prime finding" algorithm for the same number twice. It should try to remember the result if the given number was processed once.

4. Given the following:

function whoAmI(){

console.log("I am " + this.name);

}

var emp = {

name : "Suresh"

}

Invoke the function "whoAmI" such that it prints "I am Suresh" without making changes to the "emp" object