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.