Closures:

 let count=0;

   function counter(){

      console.log(count+=1);

   }

Count=20; /\*By chance variable may override \*/

counter();

 counter();

 counter();

o/p:-

1

2

3

In above program there is a problem, we're defining variable in global scope, by chance it may override accidently, this is not good idea, So, we’ll go with closure.