

Globalne i lokalne
promenljive, hoisting

F1.

```
function f(a, b) {  
    var result = a + b;  
}
```

```
console.log(f(2, 1));
```

F2.

```
var a = 10;

function f(a, b) {
  a++;
  b--;
  console.log(a, b);
}

f(a, 2);

console.log(a);
```

F3.

```
console.log(console.log('JS'));
```

F4.

```
var input = 12;  
  
function f() {  
  input = 15;  
}  
  
console.log(input);
```

F5.

```
var input = 12;  
  
function f() {  
  input = 15;  
}  
  
f;  
  
console.log(input);
```

F6.

```
var input = 12;
```

```
function f() {  
  input = 15;  
}
```

```
f();
```

```
console.log(input);
```

F7.

```
var result;  
  
function add(a, b) {  
    return a + b;  
}  
result = add(2);  
  
console.log(add);
```


F8.

```
var a = 12;  
var b = 3;  
var result;  
  
function add(a, b) {  
    return a + b;  
}  
  
result = add();  
  
console.log(result);
```

F9.

```
var a = 12;  
var b = 3;  
var result;  
  
function add() {  
    return a + b;  
}  
  
result = add(2, 11);  
  
console.log(result);
```

H1.

```
console.log(n);  
var n = 5;
```

H2.

```
var a = 20;

function f(n) {
  var result = a + n;
  var a = 30;
  return result;
}

console.log(f(5));
```

H3.

```
console.log(sum(2, 3));
```

```
function sum(x, y) {  
  |   return x + y + 1;  
}
```

H4.

```
console.log(mul(2, 3));  
  
var mul = function (x, y) {  
  |   return x * y;  
  }  
}
```

S1.

```
'use strict';
```

```
var x = 1;
```

```
function f() {  
  |   return x * 2;  
}
```

```
f(4);
```

```
console.log(x);
```

S2.

```
'use strict';
```

```
var x = 1;
```

```
function f() {  
  y = 3;  
  return x * y;  
}
```

```
f(4);
```

```
console.log(x);
```


VR1.

```
var a = [3, 4, 1, 2];
```

```
function addOne(array) {  
  for (var i = 0; i < array.length; i++) {  
    array[i] += 1;  
  }  
}
```

```
addOne(a);
```

```
console.log(a);
```