

How to ~~draw an owl~~  
functional programming

1.



$f(x) = x$

1. ~~Draw some circles~~

2.



write the rest of  
the fucking program

2. ~~Draw the rest of the fucking owl~~

# function curry(fn)

```
function curry(fn) {  
  const arity = fn.length;  
  return function curried(...args) {  
    if (args.length < arity) {  
      return curried.bind(null, ...args);  
    }  
  
    return fn.call(null, ...args);  
  };  
}
```