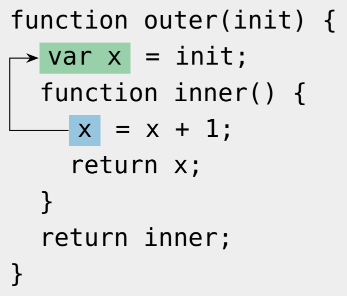
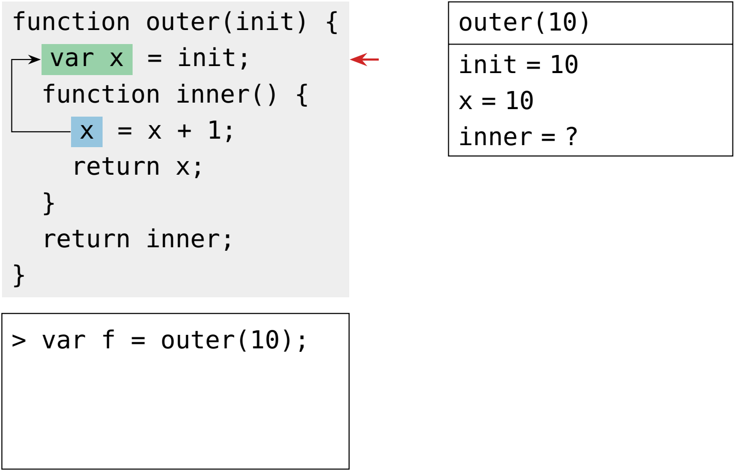


```
function outer(init) {
  var x = init;
  function inner() {
    x = x + 1;
    return x;
  }
  return inner;
}
```



```
function outer(init) {
  var x = init;
  function inner() {
    x = x + 1;
    return x;
  }
  return inner;
}
```

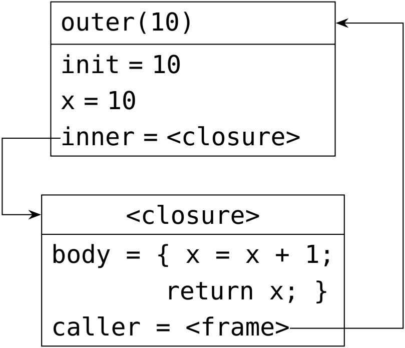
```
> var f = outer(10);
```

outer(10)

init = 10
x = 10
inner = ?

```
function outer(init) {
  var x = init;
  function inner() {
    x = x + 1;
    return x;
  }
  return inner;
}
```

```
> var f = outer(10);
```



outer(10)

init = 10

x = 10

inner = <closure>

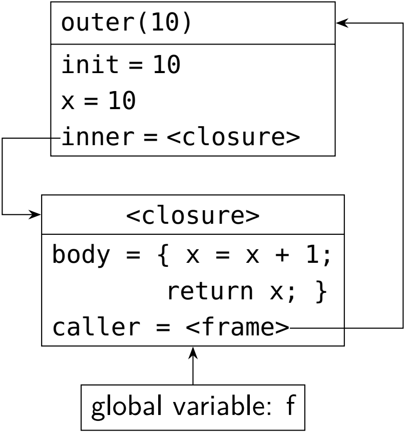
<closure>

body = { x = x + 1;
         return x; }

caller = <frame>

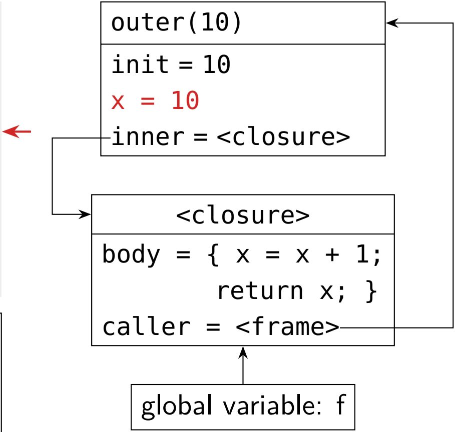
```
function outer(init) {
  var x = init;
  function inner() {
    x = x + 1;
    return x;
  }
  return inner;
}
```

```
> var f = outer(10);
<closure>
>
```



```
function outer(init) {
  var x = init;
  function inner() {
    x = x + 1;
    return x;
  }
  return inner;
}
```

```
> var f = outer(10);
<closure>
>[f(), f(), f()]
```



outer(10)

init = 10

x = 10

inner = <closure>

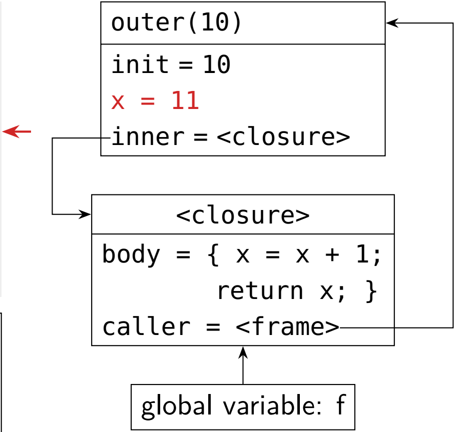
<closure>

```
body = { x = x + 1;
         return x; }
caller = <frame>
```

global variable: f

```
function outer(init) {
  var x = init;
  function inner() {
    x = x + 1;
    return x;
  }
  return inner;
}
```

```
> var f = outer(10);
<closure>
>[f(), f(), f()]
```



outer(10)

init = 10

x = 11

inner = <closure>

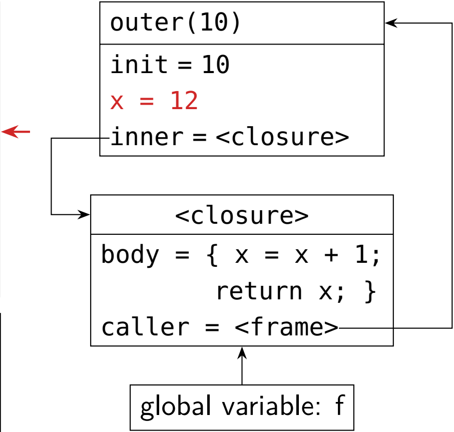
<closure>

```
body = { x = x + 1;
         return x; }
caller = <frame>
```

global variable: f

```
function outer(init) {
  var x = init;
  function inner() {
    x = x + 1;
    return x;
  }
  return inner;
}
```

```
> var f = outer(10);
<closure>
>[f(), f(), f()]
```



outer(10)

init = 10

x = 12

inner = <closure>

<closure>

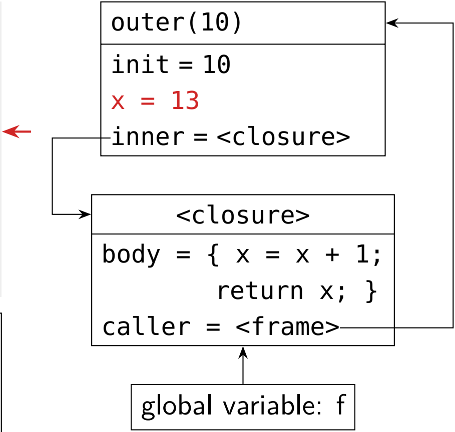
body = { x = x + 1;
return x; }

caller = <frame>

global variable: f

```
function outer(init) {
  var x = init;
  function inner() {
    x = x + 1;
    return x;
  }
  return inner;
}
```

```
> var f = outer(10);
<closure>
>[f(), f(), f()]
```



outer(10)

init = 10

x = 13

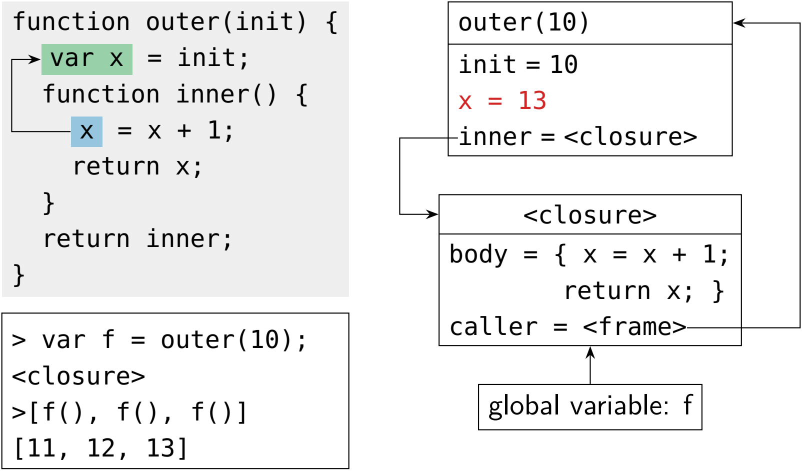
inner = <closure>

<closure>

body = { x = x + 1;
         return x; }

caller = <frame>

global variable: f



```
function outer(init) {
  var x = init;
  function inner() {
    x = x + 1;
    return x;
  }
  return inner;
}
```

```
> var f = outer(10);
<closure>
>[f(), f(), f()]
[11, 12, 13]
```

outer(10)

init = 10

x = 13

inner = <closure>

<closure>

```
body = { x = x + 1;
         return x; }
caller = <frame>
```

global variable: f