Demo — inspecting JavaScript objects
What would happen if we tried to use “this” instead of “that” in the ColoredCounter constructor?

```javascript
function ColoredCounter(name, color) {
    this.val = 0;
    this.name = name;
    this.color = color;
    // var that = this;
    window.onload = function() {
        document.getElementById(this.name).style.color = this.color;
    }
}
ColoredCounter.prototype = new Counter('x');
var blueCounter = new ColoredCounter('blueCounter', 'Blue');
```
What does f() return? What is the final value of x?

var x = 1;
function f() {
    var x = 2;
    function g() {
        x++;
    }
    return x;
}
f();
What does f() return? What is the final value of x?

```javascript
var x = 1;
function f() {
    var x = 2;
    function g() {
        x++;
    }
    return x;
}
f();
```

x has multiple values 1 globally and 2 as return from f
How would you simulate static class variables in JS?

- directly use the value on the prototype object
- add the behaviour you want to object.prototype
Last chance for questions