

24.1 Who Is Stronger

```
const hero = {
  health: 5,
  power: 68,
  getStrength: function(){
    if (this.health <= 5){
      return this.power - 10;
    } else return this.power;
  }
}

function whoIsStronger(getStrength){
  const myStrength = 82;
  if (getStrength() < myStrength){
    return "I am stronger";
  } else return "You are stronger";
}

whoIsStronger(hero.getStrength);
```

The code returns "You are stronger" , even though logically it should return "I am stronger" and that's because the function `whoIsStronger` takes a function from `hero` object which relies on the property `power` inside it. So, when it's called from the global scope, it looks for that property there and doesn't find it; it's `undefined` .

To fix the problem, the function `getStrength` should be bound to the object `hero` when passed to function `whoIsStronger` . So, the last line of the code would be `whoIsStronger(hero.getStrength.bind(hero));` .