

Perfect. I'll now rewrite "Global Objects in JavaScript" in the same refined, mastery-level PDF style you want — simple language, internal working, clear rules, edge cases, and interview traps, fully NoteLM-friendly.

Global Objects in JavaScript — Deep but Simple (PDF-Style)

♦ 1. What is a Global Object?

Definition

A **global object** is a special object that holds all globally available variables, functions, and built-in APIs of a JavaScript runtime.

👉 Anything in **global scope**

👉 Is attached to the **global object**

One-Line Meaning

Global object = top-level container of a JS environment

Internal Perspective

- When JavaScript starts, the engine:
 - Creates a **global execution context**
 - Creates a **global object**
 - Binds global identifiers to it
- This object exists **before your code runs**

✅ Key Takeaway

Every JS environment has **exactly one global object**.

♦ 2. Names of Global Object in Different Environments

Environment	Global Object Name
Browser	<code>window</code>
Node.js	<code>global</code>
Web Workers	<code>self</code>
All modern JS	<code>globalThis</code>

Why `globalThis` Exists (ES2020)

Before ES2020:

```
js
```

```
window // browser only
global // Node.js only
```

After ES2020:

```
js

globalThis // works everywhere
```

Internal Reason

- JS runs in **multiple environments**
- A universal reference was needed
- `globalThis` points to the **current global object**

Key Takeaway

`globalThis` is the **standard global reference**.

Interview Trap

`window !== globalThis` in Node.js.

◆ 3. Global Variables & the Global Object




`var` vs `let` vs `const`

```
js

var a = 10;
let b = 20;
const c = 30;
```

Browser Behavior

```
js

window.a; // 10 
window.b; // undefined 
window.c; // undefined 
```

Internal Explanation

Keyword	Attached to Global Object?
---------	----------------------------

<code>var</code>	 Yes
------------------	---

Keyword	Attached to Global Object?
<code>let</code>	 No
<code>const</code>	 No

Why?

- `var` → becomes a **property of global object**
- `let` / `const` → stored in **global lexical environment**

✓ Key Takeaway

Only `var` creates global object properties.

⚠ Interview Trap

Global scope ≠ global object.

◆ 4. Accessing Global Variables via Global Object

Example (Browser)

```
js  
  
var name = "Tutorialspoint";  
window.name; // "Tutorialspoint"
```

🔍 Internal Flow

1. `var name` declared in global scope
2. Engine attaches it to `window`
3. Accessible everywhere

⚠ Danger

```
js  
  
var name = "abc"; // conflicts with window.name
```

✓ Key Takeaway

Using `var` globally can cause **name collisions**.

◆ 5. Global Functions & the Global Object

Example

```
js
```

```
function sum(a, b) {  
  return a + b;  
}  
  
window.sum(10, 20); // 30
```

Internal Explanation

- Function declarations in global scope:
 - Are hoisted
 - Become properties of the global object

Equivalent internally:

```
js  
  
window.sum = function(a, b) { ... }
```

Key Takeaway

Global functions live on the global object.

Interview Trap

Arrow functions assigned to `const` do NOT attach to `window`.

◆ 6. Manually Creating Global Variables (Dangerous)

Example

```
js  
  
function add(a, b) {  
  window.result = a + b;  
}  
  
add(20, 30);  
window.result; // 50
```

Internal Explanation

- You explicitly attach a property to the global object
- It becomes accessible everywhere
- It **bypasses scope safety**

Why This Is Dangerous

- Pollutes global namespace

- Causes hidden dependencies
- Hard to debug
- Memory leaks possible

✓ Key Takeaway

Avoid manually adding properties to the global object.

◆ 7. Implicit Globals (Very Important Trap)

```
js

function test() {
  x = 10; // ✗ no var/let/const
}

test();
window.x; // 10
```

🔍 Internal Explanation

- In **non-strict mode**:
 - Undeclared variables become global
- Engine attaches them to the global object

Strict Mode Fix

```
js

"use strict";
x = 10; // ✗ ReferenceError
```

✓ Key Takeaway

Always use `"use strict"` to avoid implicit globals.

⚠ Interview Trap

Implicit globals are a common cause of bugs.

◆ 8. Built-in Methods on Global Object

The global object already contains many utilities.

Examples

```
js

isNaN("Hello"); // true
parseInt("42"); // 42
```

```
decodeURI("%20"); // " "
```

Browser:

```
js  
  
window.isNaN("123");
```

Node:

```
js  
  
global.isNaN("123");
```

Internal Explanation

- These functions are **native**
- Provided by the JS runtime
- Stored directly on the global object

Key Takeaway

You usually call them **without referencing the global object explicitly**.

◆ 9. Using Global Object for Feature Detection (Polyfills)

Why Needed

- Different browsers support different features
- Need safe checks before usage

Example: Promise Support

```
js  
  
if (globalThis.Promise) {  
  // Promise supported  
} else {  
  // load polyfill  
}
```

Internal Explanation

- Checking property existence
- No execution, just detection
- Prevents runtime crashes

Key Takeaway

Global object is used for **capability detection**.

♦ 10. What Should NOT Be Stored on Global Object

- ✗ Application state
- ✗ Temporary variables
- ✗ User data
- ✗ Configuration objects

Why?

- Shared across entire app
- High risk of conflicts
- Breaks modularity

♦ 11. Global Object vs Global Scope (IMPORTANT)

Concept	Meaning
Global Scope	Where variables are visible
Global Object	Object holding some global bindings

Example

```
js  
  
let x = 10;  
globalThis.x; // undefined
```

🔍 Why?

- `let` lives in **lexical environment**
- Not added as a property

✅ Key Takeaway

Not everything global lives on the global object.

♦ 12. Best Practices (Real-World Rules)

- ✓ Prefer `let` / `const`
- ✓ Use modules (`import` / `export`)
- ✓ Avoid `var` in global scope
- ✓ Never create implicit globals
- ✓ Use `globalThis` for cross-platform code

🧠 FINAL SUMMARY (EXAM + INTERVIEW)

- Global object is the top-level JS container
- `window` (browser), `global` (Node), `globalThis` (universal)

- Only `var` attaches to global object
- `let` & `const` are global-scoped but not global-object properties
- Functions declared globally attach to global object
- Avoid polluting global object
- Use for feature detection, not data storage

NEXT (Choose One)

Reply with **one word**:

- `this-keyword`
- `execution-context`
- `scope-vs-global-object`
- `modules-vs-global`
- `js-engine-internals`

I'll continue in **the same refined PDF-style** you're building.