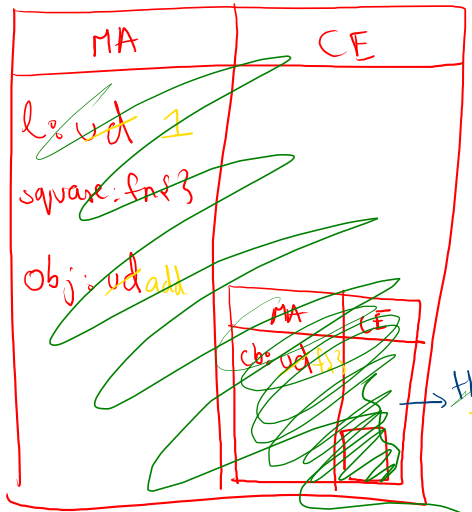


```

0 var length = 1; ✓ ✓
1 function square() {
2   console.log(this); ✓
3   let cb = function () {
4     console.log(this.length * this.length);
5   };
6   setTimeout(cb, 2000);
7 }
8
9 var obj = {
10   length: 3,
11   square
12 }
13 obj.square(); ✓
14

```



JS load

add: {  
 l: 3  
 sq: fn  
}

