**This:**

It is a keyword the refer to an abject which depends upon how “this” is being used or invoked.

**Why this:**

Key to remember **this**

**Function: Global**

**Method:** Current Object

**new: new** Created object

**arrow:** Lexical this

w3 school has best explanation of **this**

**Inside of the object:**

**Regular fun:** object

**Arrow fun:** Window

**Regular -Arrow :** object

**Arrow - Regular:** window

**Regular-Regular:** window

**Arrow-Arrow:** window