**This keyword**

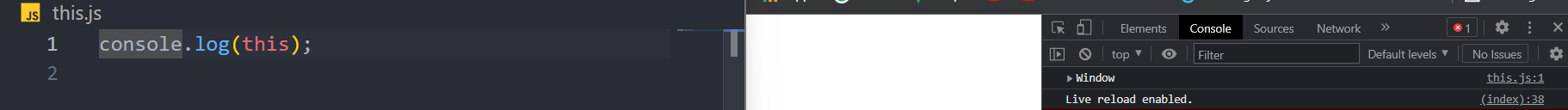
**This keyword/variable:** Special variable that is created for every execution context (every function). Takes the value of (points to) the “owner” of the function in which the ***this*** keyword is used.

This is **not** static. It depends on **how** the function is called, and its value is only assigned when the function **is actually called**

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***this* in the global scope – points to window object**

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***this* in the function declaration scope (NOT strict mode) – points to window object still!**

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***this* in the function declaration scope (strict mode) – points to undefined**

This function call **isn’t attached to any object**, so that why this is undefined

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***this* in the arrow function scope – points to**

The arrow function does **not have access to its own this keyword**. It uses the **lexical this keyword**, the this that comes from its **parent function/scope**

In this case, the lexical this keyword comes from the window object, as it’s the parent scope of the function

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***this* in a method call from an object – points to the object that called the method**

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***This***is pointing to the harley object, as **harley object called the method.** Harley is the **“owner”** of the **method**.

Proving that *this* keyword points to the **owner** of object’s method

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* Line 32 - matilda object borrows the calcAge method from harley object
* Line 36 – matilda object calls the calcAge() method – matilda is **owner** of the method
* Console.log – ***this*** now refers to matilda object, so this.year = 2017

This keyword undefined, as variable f is calling the method. There is **no object owner** of the method call

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