

build unknown

# globals

*Global identifiers from different JavaScript environments*

Extracted from [JSHint](#) and [ESLint](#) and merged.

It's just a [JSON file](#), so use it in whatever environment you like.

**This module [no longer accepts](#) new environments. If you need it for ESLint, just [create a plugin](#).**

## Install

```
$ npm install globals
```

## Usage

```
const globals = require('globals');

console.log(globals.browser);

/*
{
  addEventListener: false,
  applicationCache: false,
  ArrayBuffer: false,
  atob: false,
  ...
}
*/
```

Each global is given a value of `true` or `false`. A value of `true` indicates that the variable may be overwritten. A value of `false` indicates that the variable should be considered read-only. This information is used by static analysis tools to flag incorrect behavior. We assume all variables should be `false` unless we hear otherwise.

## License

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