

→ The shortest JS program is an **empty file**.

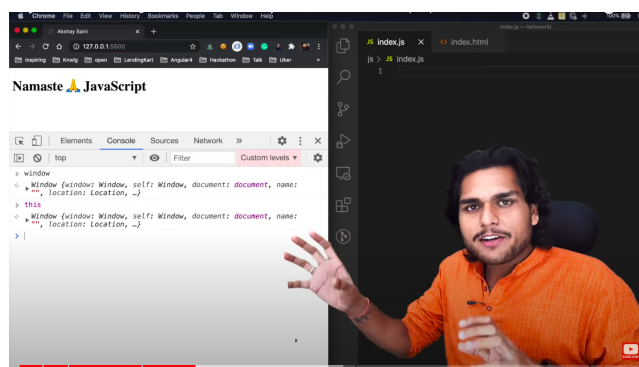
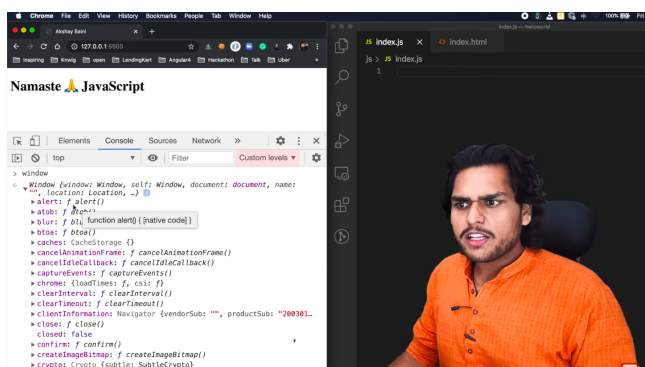
Q: What is the 'window' object?

ans. window object is a global object that is created along with the global execution context.

So whenever a JS program is executed a global object is created along with the global EC.

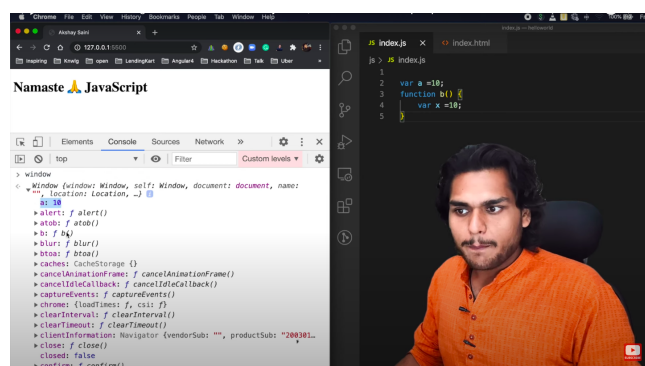
→ Also, whenever a JS program is executed a 'this' object is also created which points to the 'window' object in the global memory.

→ Whatever f's and variables are present inside the window object can be accessed anywhere inside the JS program. These f's and variables are created by the JS engine which is the V8 engine.

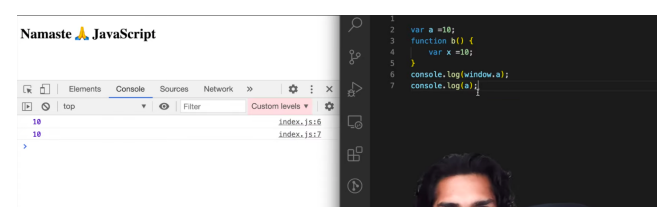


→ At the global level, **this === window** (gives us true)

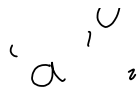
Note: Anything that is declared inside a fⁿ is in local space otherwise its in the global space.



→ Whatever we declare inside the global space attaches itself to the window object (in this case it is variable 'a' and fⁿ b()).



→ We can access global variables using 'window.a' or simply by using



Note: If we do `console.log(this.a)`, then also it print 10.

Note: If we do `console.log(x)` below line 7, then it will give us reference error: `x` is not defined because by default it searches for `x` in the global scope.