


(this === window)

```
function abc() {  
  console.log(this);  
  // doing some stuff  
}
```

obj = { }

obj.abc = abc

→ fn. call (obj, arg1, arg2);
(this is what you do normally)

(any this key word inside call will point towards fn)

```
Function.prototype.call = function(obj, arg1, arg2){  
  obj.tempFunction = this;  
  return obj.tempFunction(arg1, arg2);  
}
```

```
function abc(arg1, arg2){  
  return arg1 + arg2;  
}  
abc(arg1, arg2)
```

let sum = abc.call(obj, arg1, arg2);
↓
sum of
arg1 & arg2

