

- \* Window is a global object which is created along with the global execution context.
- \* At the global level or at the base level of global Execution context this == window
- \* Whenever we create an execution context, a this is created along with it, even for functional execution context & global execution context.
- \* At global level this points to the global object i.e window in case of browser.
- \*
 

```

var a = 10
function b() {
  var x = 10;
}
console.log(window.a); → returns 10 (present in global space)
console.log(this.a); → ""
console.log(a); → ""
console.log(x); → undefined not present in global scope.
      
```

\* Shortest JS program → empty JS file.