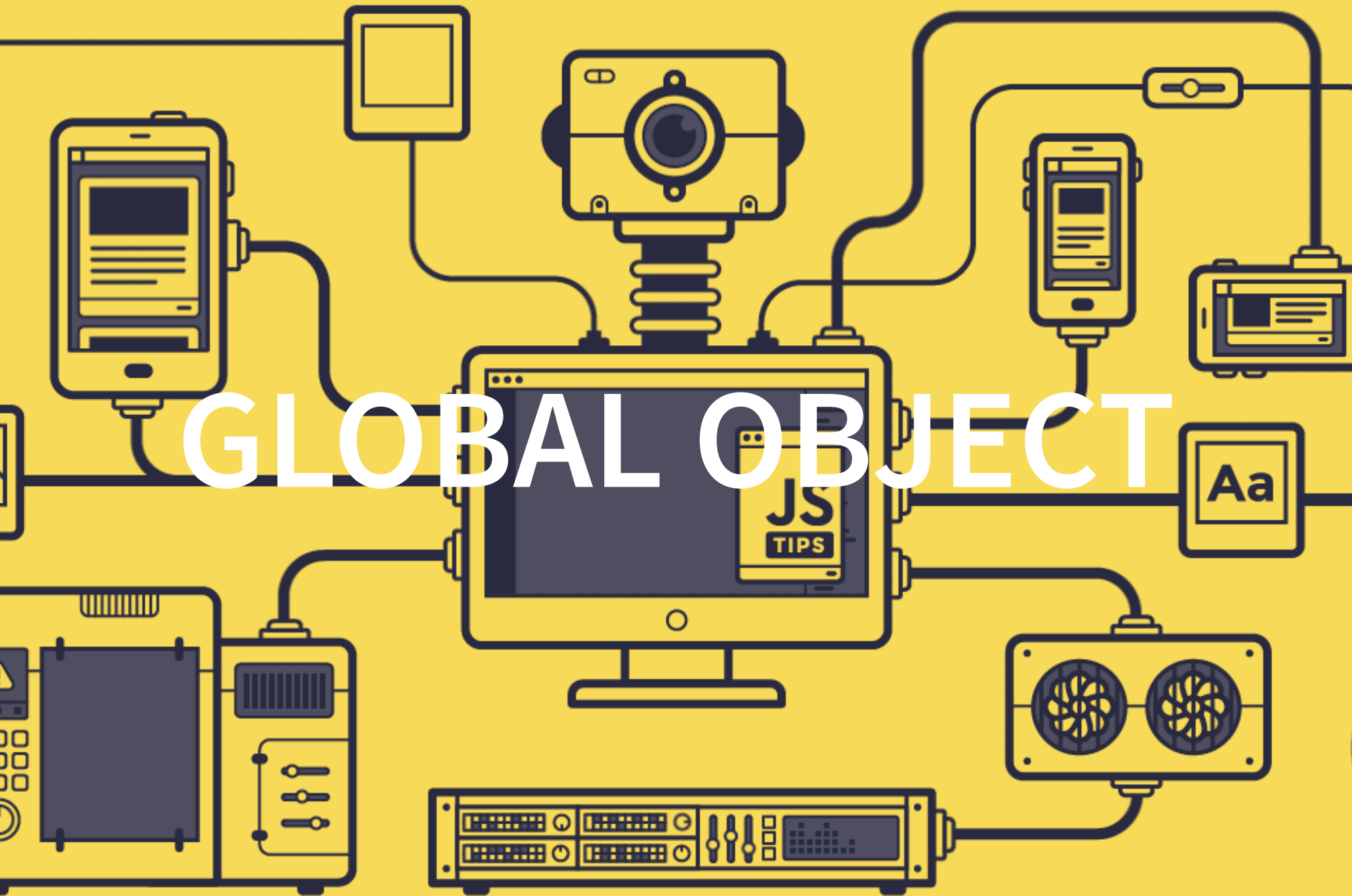


# GLOBAL OBJECT



# WHAT IS IT?

Object accessible from any place

Browser Window = global object

Worker WorkerGlobalScope = global object.

Node.js global = global object.

Browser **Window** = global object

Worker WorkerGlobalScope = global object.

Node.js global = global object.

Browser **Window** = global object

Worker **WorkerGlobalScope** = global object.

Node.js global = global object.

Browser **Window** = global object

Worker **WorkerGlobalScope** = global object.

Node.js **global** = global object.

```
1 function func (...rest) {  
2     console.log(rest);  
3 }  
4  
5 window.func === func // true
```

```
1 function func () {  
2     console.log(abc); // 123  
3     console.log(__config__); // {}  
4 }  
5  
6 window.abc = 123;  
7 __config__ = {};  
8 func();
```



## With 'use strict';

```
1  (function () {  
2      'use strict';  
3      function func () {  
4          console.log(abc); // 123  
5          console.log(__config__); // ReferenceError  
6      }  
7  
8      window.abc = 123;  
9      __config__ = {};  
10     func();  
11 })();
```

## With 'use strict';

```
1  (function () {  
2      'use strict';  
3      function func () {  
4          console.log(abc); // 123  
5          console.log(__config__); // ReferenceError  
6      }  
7  
8      window.abc = 123;  
9      __config__ = {};  
10     func();  
11 })();
```

## With 'use strict';

```
1  (function () {  
2      'use strict';  
3      function func () {  
4          console.log(abc); // 123  
5          console.log(__config__); // ReferenceError  
6      }  
7  
8      window.abc = 123;  
9      __config__ = {};  
10     func();  
11 })();
```

```
1 let a = 1;
2 const b = 2;
3 window.a === undefined; // true
4 window.b === undefined; // true
```

# WHY TO USE?

- Access built-in methods and props e.g. `setTimeout/setInterval`
- Create Polyfills
- To store some initial public data like SSRed config

globalThis

**BOTTOM OBJECT**

Object.prototype



Traverse deep starting from window you will end up in  
`Object.prototype`

# Why does it matter?

```
Object.prototype.PMAcademy = 'The best one!';  
window.PMAcademy // 'The best one!'  
Array.PMAcademy // 'The best one!'  
document.getElementById('theme').PMAcademy // 'The best one!'  
'How is that Parimatch Academy?'.PMAcademy // 'The best one!'
```