

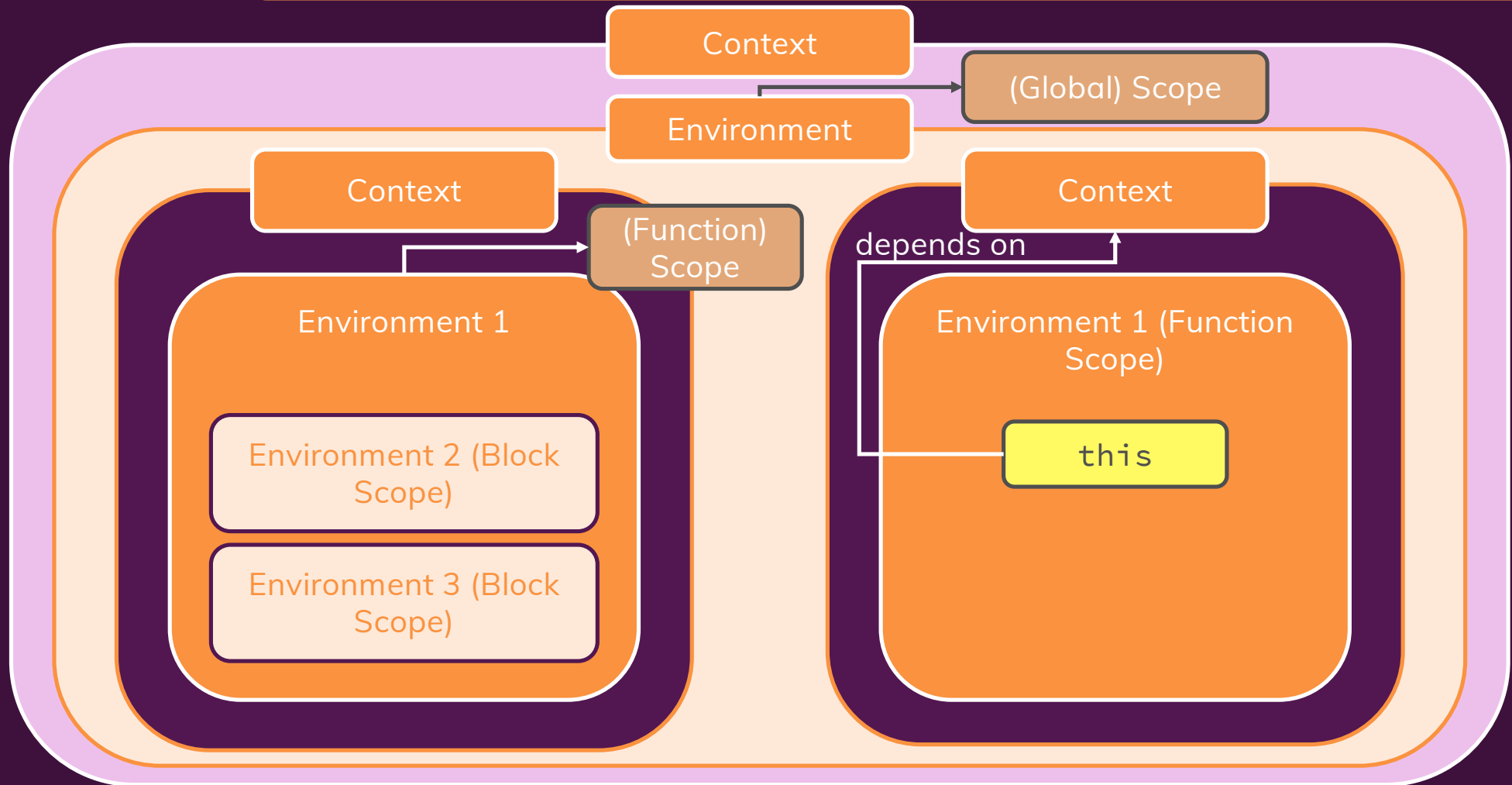
What's "this" All About?

this refers to the object on which a function (method) is called – hence this is defined by the **execution context**.



The value this refers to is **affected by strict mode** and **can also be changed manually** (e.g. via `bind()`).

Environment, Context, Scope & “this”



Summary – “this”

this refers to the object on which a function (method) is called – hence this is defined by the **execution context**.

The value of this really depends **on how (and where)** a function is called.

- In the **main script**: Global object
- In a **method of an object**: The object
- In a **“nested” function** in a method: Global object
- In a **indirectly executed function**: Depends on “who” executes the function thereafter

this can be **controlled** with **three main techniques**:

- **Helper variable/const** (const that = this)
- **bind(), call(), apply()**
- **Arrow functions** (as they don’t “care” about this)

To understand what this refers to, always think about **how and on which object** a function or method is called. For **indirectly executed functions**, **console.log(this)** can help you understand the value that will be assigned.