


# JavaScript "this" Keyword

In Detail

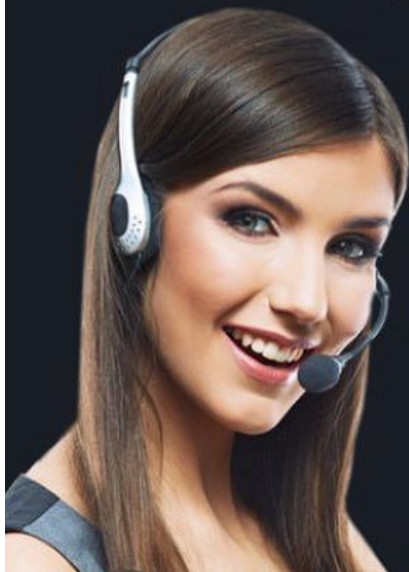
The JavaScript logo, consisting of the letters "JS" in a bold, black, sans-serif font, centered within a bright yellow square. The square is located in the bottom right corner of the image.

JS

The "this" keyword in JavaScript is used to **refer the object it belongs to**. Refers to different objects depending on how/where it is used or called.



Hi, my name  
is **"this"**



My work is to refer diff  
data for diffrent clients

My clients are methods,  
events & functions etc...

# JS **"this"** Keyword

- in **method**, "this" refers to **owner object**.
- **Alone**, & in **function** "this" refers to the **global object**
- in function, in **strict mode**, "this" is **undefined**
- In an **event**, "this" refers to the **element** that recieved the event



# JS "this" In Method

- in **method**, "this" refers to **owner object**.



```
const person = {  
  name: "CodeBustler",  
  year: 2023,  
  greet: function() {  
    console.log(`Hello, ${this.name}`);  
  }  
};  
  
person.greet();  
  
// 'Hello CodeBustler'
```

# JS "this" In Function

- **Alone & in function** "this" refers to the **global object**

 object window



```
function sayHello() {  
  console.log(`Hello, ${this}!`);  
}
```

```
sayHello();
```

```
// Output: Hello, [object Window]!
```

- The global object is typically referred to as **window**



# In Function "use strict"

- in function, in **strict mode**, "this" is **undefined**

```
if("use strict")  
  
'use strict';  
  
function sayHello() {  
    console.log(`Hello, ${this}!`);  
}  
  
sayHello();  
  
// Output: undefined
```

 = undefined


# JS "this" In an Event

- In an **event**, "this" refers to the **element** that recieved the event

Event

Element

```
<button onclick="showMessage()">Click me</button>
```



```
<script>
  function showMessage() {
    console.log(`Button clicked by ${this.innerText}`);
  }
</script>
```

<!-- Output : Button clicked by Click Me -->

The diagram illustrates the relationship between an event and an element. An arrow labeled "Event" points to the `onclick="showMessage()"` attribute of the `<button>` element. Another arrow points from the `showMessage()` function call to the `showMessage()` function definition in the script block. A third arrow points from the `this` property access in the `console.log` statement to the `showMessage()` function definition. The output shows that the button's inner text, "Click Me", is logged, demonstrating that `this` refers to the button element.