```
1
    // ===== Arow # () => expression =====
2
3
    /*
4
       () => expression
5
       function fun() {
6
7
8
         return expressino
9
    */
10
11
12
       // create function
13
    let myfun = (x) => x * x;
       //call function
14
15
       console.log(myfun(5)); // 25
16
17
    // if we function body then we have to use retrun keyword
       let body = (x) \Rightarrow \{
18
          return x * x;
19
20
       };
21
       // call function
22
       console.log(body(5));
23
24
    // ===== this insde the arrow function =======
25
       let arrow = () => this;
26
27
       function normal(){
28
          return this;
29
       }
30
       // call both of them give
31
       console.log(arrow()); // window object
32
       console.log(normal()); // window object
33
       // ****** create object of both function ******
34
35
       let functions = {
36
          arrow: arrow,
37
          normal: normal,
38
          arrowTest: () => this,
39
40
       // call after assing inside the object
41
       console.log(functions.arrow()); // window object
       console.log(functions.normal()); // object itself {arrow: Ć, normal: Ć}
42
43
       console.log(functions.arrowTest()); // window object
```