

## ## W03 - Object Methods: this ##

Objects represent entities

```
let user = {  
  name: "John",  
  age: 30  
};
```

A function that is a property of an object is a *method*.

```
user = {  
  sayHi() {  
    alert("Hello");  
  }  
}
```

"this" in methods ← used to access information stored in object

```
let user = {  
  name: "John",  
  age: 30,  
  sayHi() {  
    alert(this.name);  
  }  
};  
  
user.sayHi(); // John
```

"this" is not bound to the object

```
let user = { name: "John" };  
let admin = { name: "Admin" };  
  
function sayHi() {  
  alert(this.name);  
}
```

unbound "this" allows the function to be reused for different objects.

```
user.f = sayHi;  
admin.f = sayHi;  
user.f(); // alert is "John"  
admin.f(); // alert is "Admin"
```

Arrow functions do not have their own "this"