It has different values depending on where it is used:

* In a method, this refers to the **owner object**.
* Alone, this refers to the **global object**.
* In a function, this refers to the **global object**.
* In a function, in strict mode, this is undefined.
* In an event, this refers to the **element** that received the event.
* Methods like call(), and apply() can refer this to **any object**.