

OOPS

Date

~~(V.IMP)~~ this

→ this behaves different in Node

→ this behaves different in Browsers

There are 2 modes in Javascript

Strict
mode

Non Strict
mode

Note:-

by default, the Javascript runs on non-strict mode.

eg

a = 2

cal. log(a)

o/p →

| |
|---|
| 2 |
|---|

To use "strict mode", we have to use →

eg

"use strict";

a = 2

cal. log(a)

o/p →

| |
|-------|
| Error |
|-------|

Note: → There are only these 4 conditions, where "this" keyword is used.

- 1) console.log
- 2) Inside a function
- 3) object - function
- 4) object - function - function

(used in React)

NON-STRICT

STRICT

console.log(this) → Empty obj {}

console.log(this) → Empty object {}

Inside a fn → Global object

Inside a fn → undefined

object - function → Object Itself

object - function → object itself

object - function - function → Global object

object - fn - fn → undefined

Node

console.log(this) → window object

console.log(this) → window object

Inside a fn → window object

Inside a fn → undefined

object - fn → object itself

object - fn → object itself

object - fn - fn → window object

object - fn - fn → window object

Browser