```javascript
//第一题
function sayHi(){
    console.log('Hello,', this.name);
}
var person = {
    name: 'Person姓名',
    sayHi: sayHi
}
var name = '全局变量';
var Hi = person.sayHi;
Hi();
//第二题
function sayHi(){
    console.log('Hello,', this.name);
}
var person1 = {
    name: 'Person1的值',
    sayHi: function(){
        setTimeout(function(){
            console.log('Hello,',this.name);
        })
    }
}
var person2 = {
    name: 'Person2的值',
    sayHi: sayHi
}
var name='全局变量name';
person1.sayHi();
setTimeout(person2.sayHi,100);
setTimeout(function(){
    person2.sayHi();
},200);
//第三题
function sayHi(){
    console.log('Hello,', this.name);
}
var person = {
    name: 'Person名字',
    sayHi: sayHi
}
var name = '全局名字';
var Hi = person.sayHi;
Hi.call(person);
//第四题
function sayHi(){
```

```javascript
        console.log('Hello,', this.name);
}
var person = {
    name: 'Person的值',
    sayHi: sayHi
}
var name = '全局的名字';
var Hi = function(fn) {
    fn();
}
Hi.call(person, person.sayHi);
//第五题
function sayHi(){
    console.log('Hello,', this.name);
}
var person = {
    name: 'Person的题',
    sayHi: sayHi
}
var name = '全局变量的值';
var Hi = function(fn) {
    fn.call(this);
}
Hi.call(person, person.sayHi);
//第六题
var obj = {
    hi: function(){
        console.log(this);
        return ()=>{
            console.log(this);
        }
    },
    sayHi: function(){
        return function() {
            console.log(this);
            return ()=>{
                console.log(this);
            }
        }
    },
    say: ()=>{
        console.log(this);
    }
}
let hi = obj.hi();
hi();
let sayHi = obj.sayHi();
let fun1 = sayHi();
fun1();
```

```js
obj.say();
//第七题
var obj = {
    hi: function(){
        console.log(this);
        return ()=>{
            console.log(this);
        }
    },
    sayHi: function(){
        return function() {
            console.log(this);
            return ()=>{
                console.log(this);
            }
        }
    },
    say: ()=>{
        console.log(this);
    }
}
let sayHi = obj.sayHi();
let fun1 = sayHi();
fun1();
let fun2 = sayHi.bind(obj)();
fun2();
```