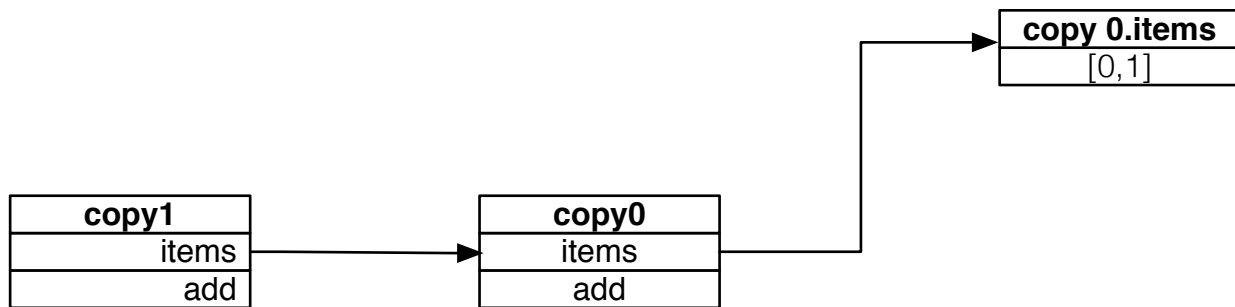```
function createObj(_items) {
    myObj = Object.create(proto);
    myObj.items = _items;
    return myObj;
}
copy0 = createObj([0,1]);
copy1 = createObj(copy0.items);
```

| **copy1** |
|---|
| items |
| add |

| **copy0** |
|---|
| items |
| add |

| **copy 0.items** |
|---|
| [0,1] |

```
function createObj(_items) {
    myObj = Object.create(proto);
    myObj.items = _items.slice(0);
    return  myObj;
}
copy0 = createObj([0,1]);
copy1 = createObj(copy0.items);
```

copy0
items
add

copy0.items
[0,1]

copy1
items
add

copy 1 of original.items
[0,1]