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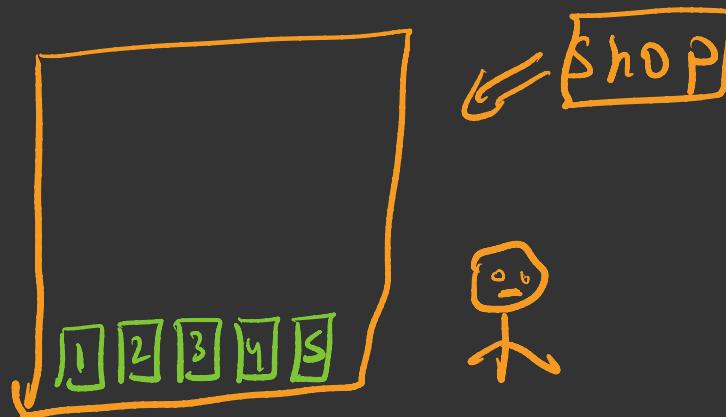
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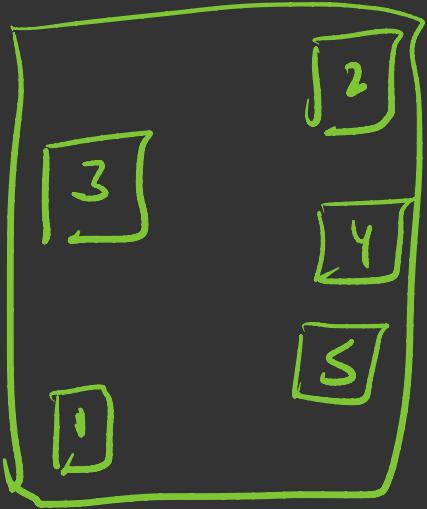
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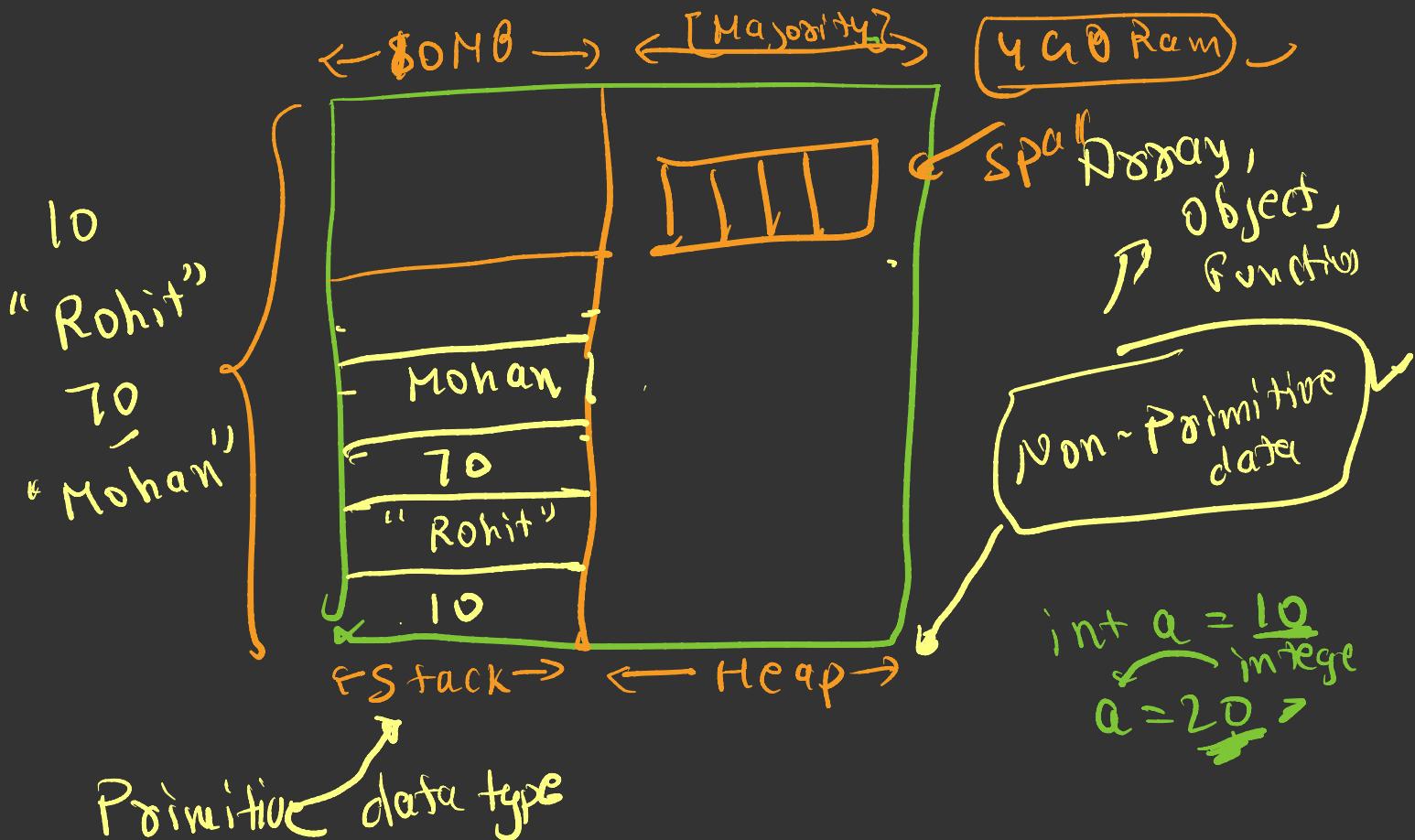


④ [Stack and heap memory] ✓  
sugar



②





let a = 10; Primitive  
let b = 30; Immutable

let c = a;

Can't be changed

Obj2.id=30

Stack

Address Heap

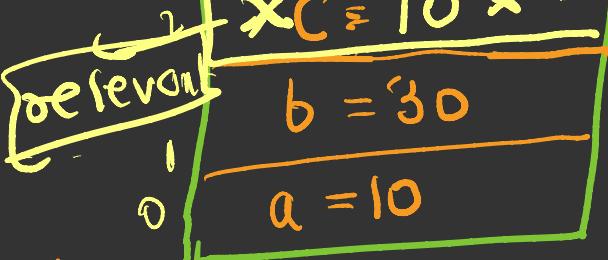
zindabagd id: 30, name: "rohit"

6382

8 byte

(Call by value)

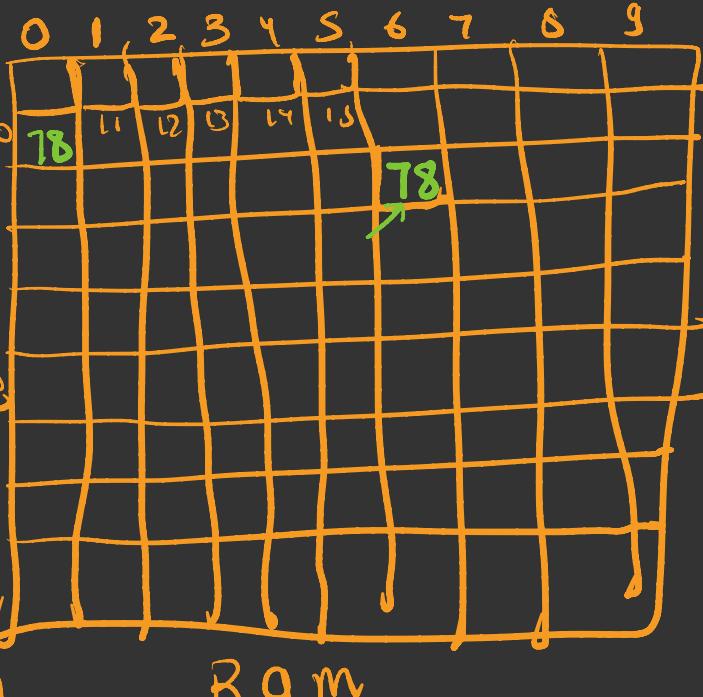
let Obj1 = {  
id: 20,  
name: "rohit",  
h:  
let Obj2 = Obj1;



C = {  
"Rohit Bhaiya Zindabagd"  
20 byte}

$$1 \text{ byte} = 8 \text{ bit}$$

Byte address



$$1 \text{ GB} = 1024 \text{ MB} \\ = 2^{10} \text{ MB}$$

$$1 \text{ MB} = 2^{10} \text{ kB}$$

$$1 \text{ kB} = 2^{10} \text{ Byte}$$

$$1 \text{ aB} = 2^{30} \text{ Byte}$$

$$8 \text{ aB} = \boxed{2^{33} \text{ Byte}}$$

Ram  
8 aB Ram  
 $2^{33}$  addressable

Word!  
2048

8 byte

8 byte

addresses

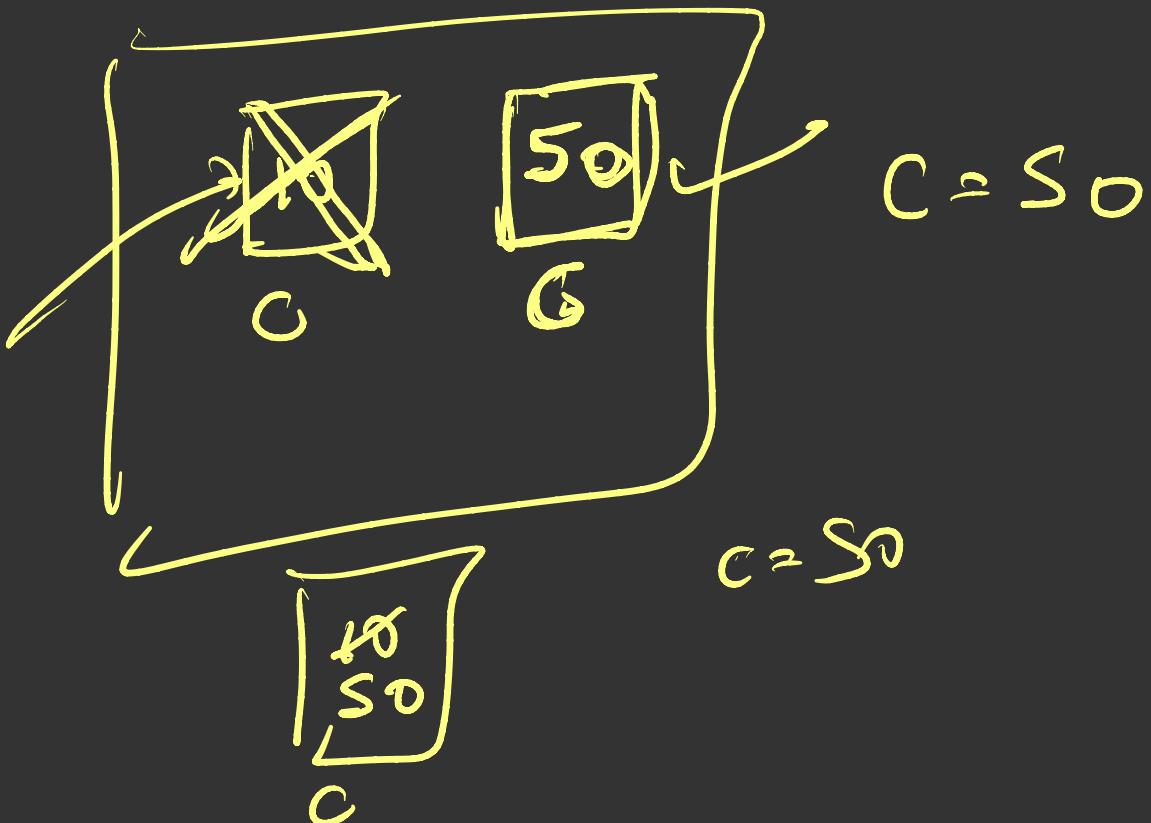
0      □  
1      □  
2      □  
3      □  
4      □  
5      □  
6      □  
7      □  
8      □  
9      □  
10     □  
11     □  
12     □  
13     □  
14     □  
15     □

64 address  
8x8 = 64 bit

= 8 add

8 bytes  
→ 8 bit addressable

64 bit



deref

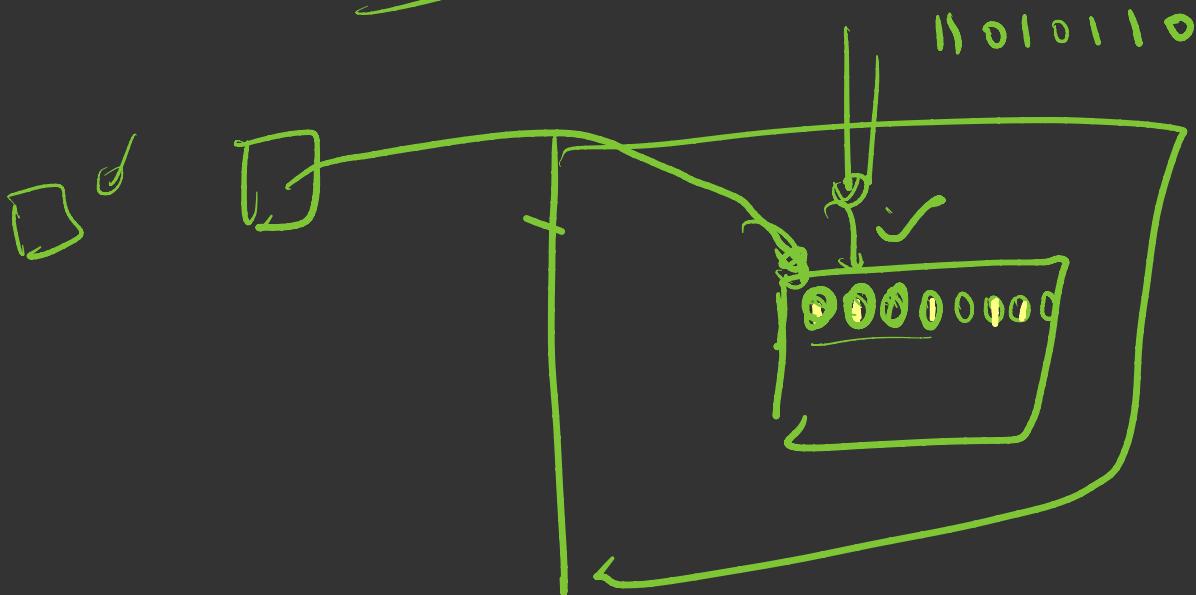


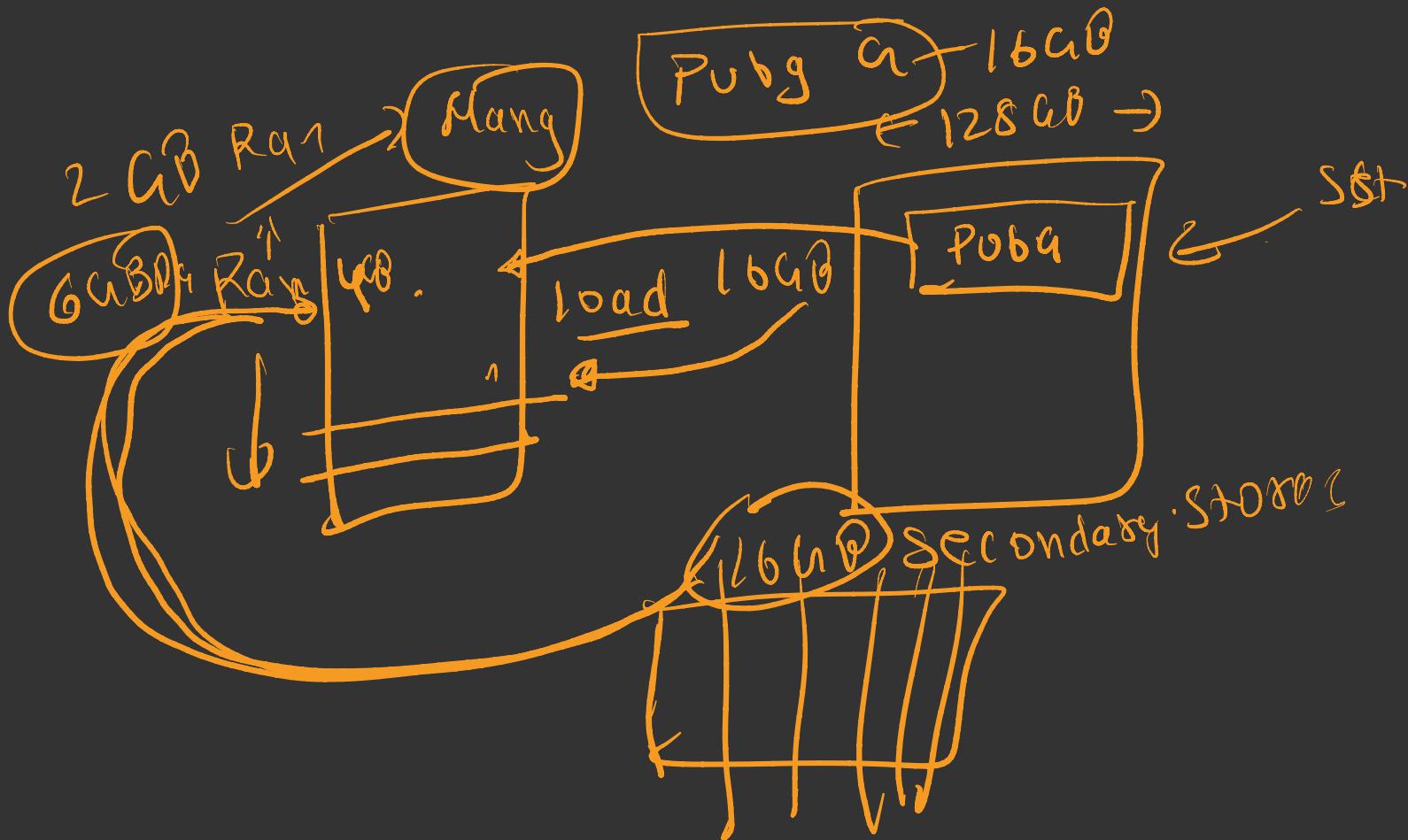
$\downarrow \text{ca} \theta$

$01010101010$

Override

1 Movie = 100  
↓







0	1	2	3	4	5	6
1	2	3	4	5	6	
2	3	4	5	6		
3	4	5	6			
4	5	6				
5	6					
6						

3D addde

