

```
var a = 123;  
var b = a;  
a++;
```

變量名	變量值
b	123
a	123++

棧內存

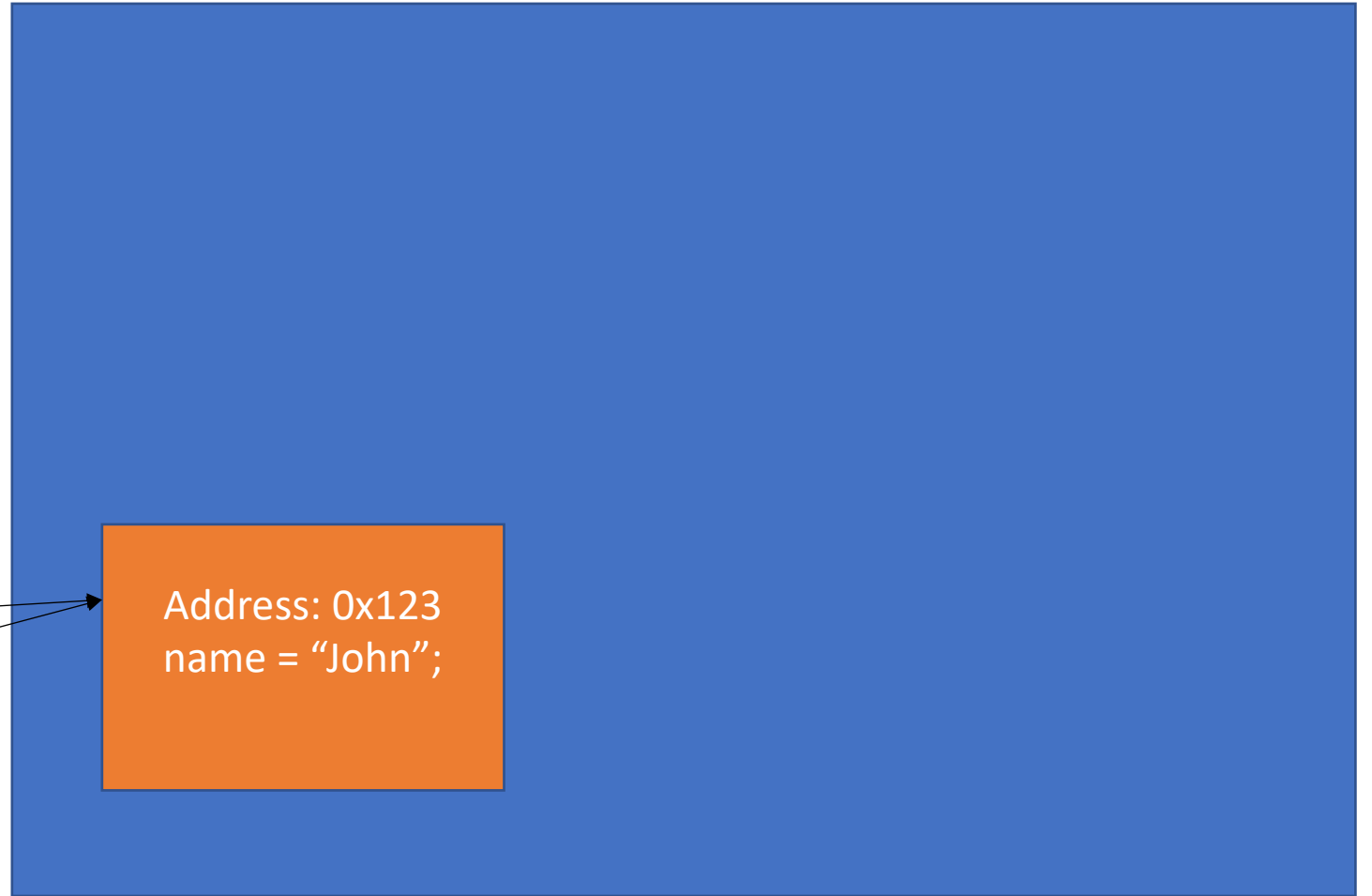


堆內存

```
var obj = new Object();  
obj.name = "Tom"  
var obj2 = obj;  
obj.name = "John"
```

變量名	變量值
obj2	0x123
obj	0x123

棧內存

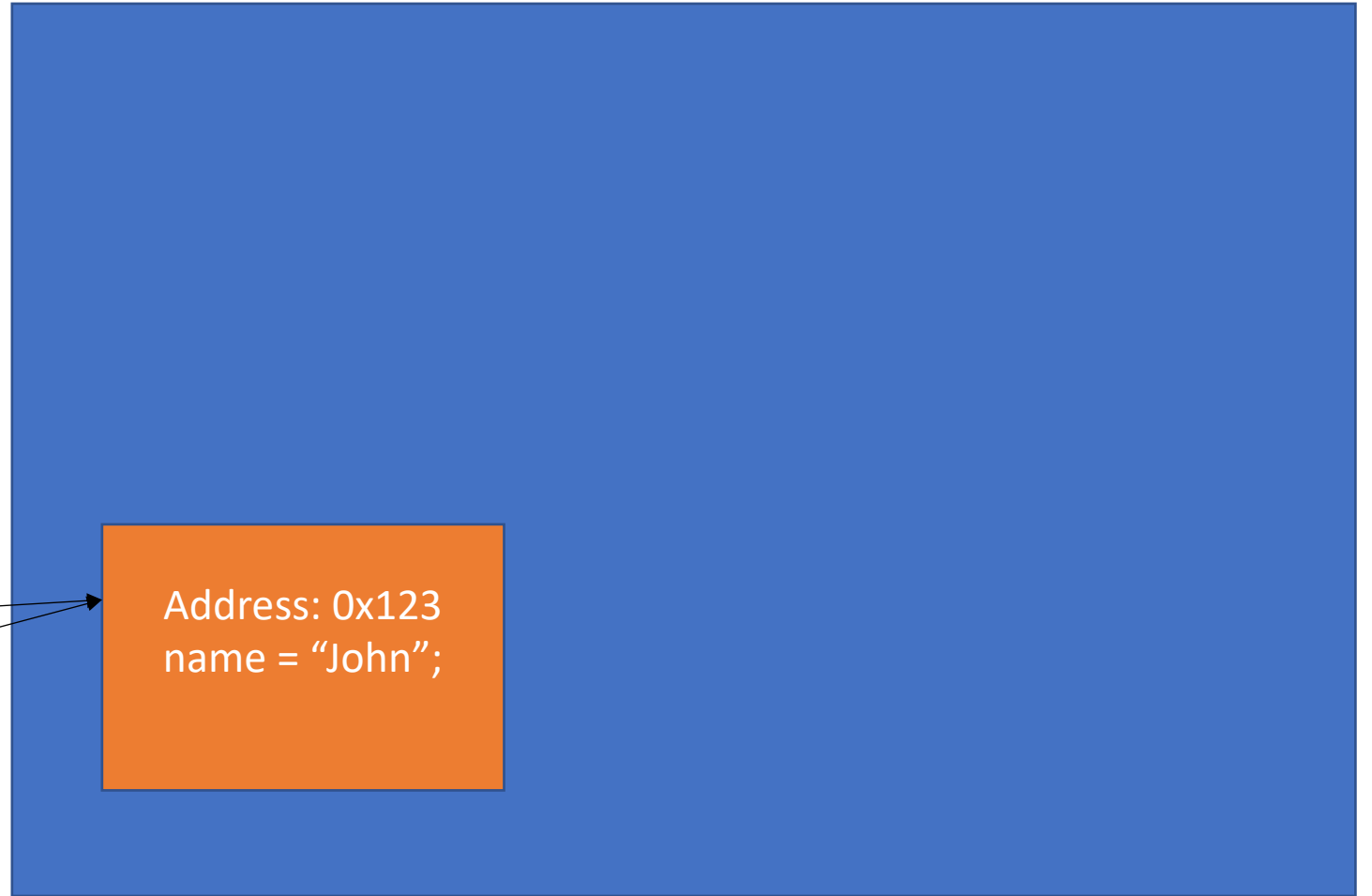


堆內存

```
var obj = new Object();  
obj.name = "Tom"  
var obj2 = obj;  
obj.name = "John"  
obj2 = null;
```

變量名	變量值
obj2	null
obj	0x123

棧內存



堆內存

```
var obj3 = new Object();  
var obj4 = new Object();  
obj3.name = "Amy";  
obj3.name = "Amy";
```

變量名	變量值
obj4	0x124
obj3	0x123

棧內存



堆內存