Primitive vs Reference Values

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Two Categories of Types/ Values in
JavaScript
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Primitive Values	Reference Values
Strings, Numbers, Booleans, null, undefined, Symbol	All other objects ("more expensive to create")
Stored in memory (normally on Stack), variable stores value itself	Stored in memory (Heap), variable stores a pointer (address) to location in memory
Copying a variable (= assign to different variable) **copies the value**	Copying a variable (= assign to different variable) **copies the pointer/ reference**