



```
let a = 10;  
let b = a;  
b = 20;  
console.log(a, b);
```



```
let obj1 = { name: "Tom" };  
let obj2 = obj1;  
obj2.name = "Jerry";  
console.log(obj1.name);
```



```
let person = {};  
person.age = 25;  
console.log(person.age);
```



```
let num = 10;  
num.prop = "test";  
console.log(num.prop);
```



```
let arr1 = [1, 2, 3];  
let arr2 = arr1;  
arr2.push(4);  
console.log(arr1);
```



```
function add(num) {  
  num += 5;  
}  
let count = 10;  
add(count);  
console.log(count);
```



```
function setName(obj) {  
  obj.name = "Alice";  
}  
let user = {};  
setName(user);  
console.log(user.name);
```



```
function reset(obj) {  
  obj = { name: "Bob" };  
}  
let user = { name: "Alice" };  
reset(user);  
console.log(user.name);
```



```
var color = "blue";  
function changeColor() {  
  var color = "red";  
  console.log(color);  
}  
changeColor();  
console.log(color);
```



```
var a = 1;  
function outer() {  
  var b = 2;  
  function inner() {  
    console.log(a, b);  
  }  
  inner();  
}  
outer();
```



```
console.log(x);  
var x = 5;
```



```
var x;  
console.log(x);  
x = 5;
```



```
sayHello();  
function sayHello() {  
  console.log("Hi");  
}
```



```
sayHi();  
var sayHi = function() {  
  console.log("Hello");  
};
```



```
console.log(a);  
let a = 10;
```



```
const PI = 3.14;  
PI = 3.15;
```



```
const obj = { name: "Tom" };  
obj.name = "Jerry";  
console.log(obj.name);
```



```
let str = "abc";  
str.len = 3;  
console.log(str.len);
```



```
function outer() {  
  let x = 10;  
  return function inner() {  
    return x + 5;  
  }  
}  
let fn = outer();  
console.log(fn());
```



```
for (var i = 0; i < 3; i++) {}  
console.log(i);
```



```
for (let j = 0; j < 3; j++) {}  
console.log(j);
```