

**EXAMPLE 30: OBJECTS AND ARRAYS ARE
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STRINGS - ARE PASSED IN "AS-IS" TO FUNCTIONS

SO THE FUNCTION WORKS WITH
THE ORIGINAL - NOT A COPY

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SO THE FUNCTION WORKS

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function modifyX(rectangle, weekdays) {  
  rectangle.length = rectangle.length * 2;  
  weekdays.push('Manic Mondays!!');  
}
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BUT

```
function reassignX(rectangle, weekdays) {  
  rectangle = new Rectangle(5,5,"Red");  
  weekdays = ['Sat', 'Sun'];  
}
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function modifyX(rectangle, weekdays) {  
  console.log("Before modifying (inside function) - variables have values = "  
    + rectangle.length + " and " + weekdays);  
  rectangle.length = rectangle.length * 2;  
  weekdays.push('Manic Mondays!!');  
  console.log("After modifying (inside function) - variables have values = "  
    + rectangle.length + " and " + weekdays);  
}
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function reassignX(rectangle, weekdays) {  
  console.log("Before re-assigning (inside function) - variables have values "  
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var weekDays = ['Sun', 'Mon', 'Tue', 'Wed', 'Thu', 'Fri'];
console.log("Initial values (in calling function) : " + rectangle1.length
+ " and " + weekDays);
modifyX(rectangle1, weekDays);
console.log("Final values (in calling function) : " + rectangle1.length +
" and " + weekDays);

console.log("Initial values (in calling function) : " + rectangle1.length
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Before modifying (inside function) – variables have values = 5 and Sun,Mon,Tue,Wed,Thu,Fri

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