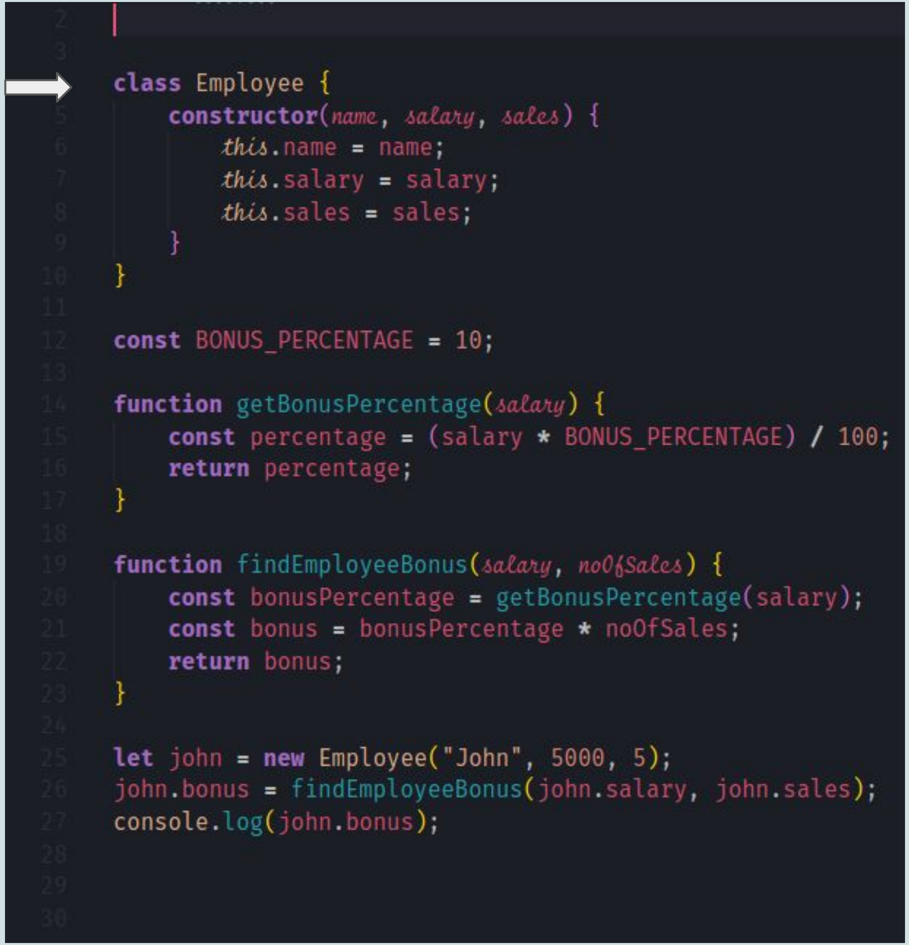
V8 Memory usage



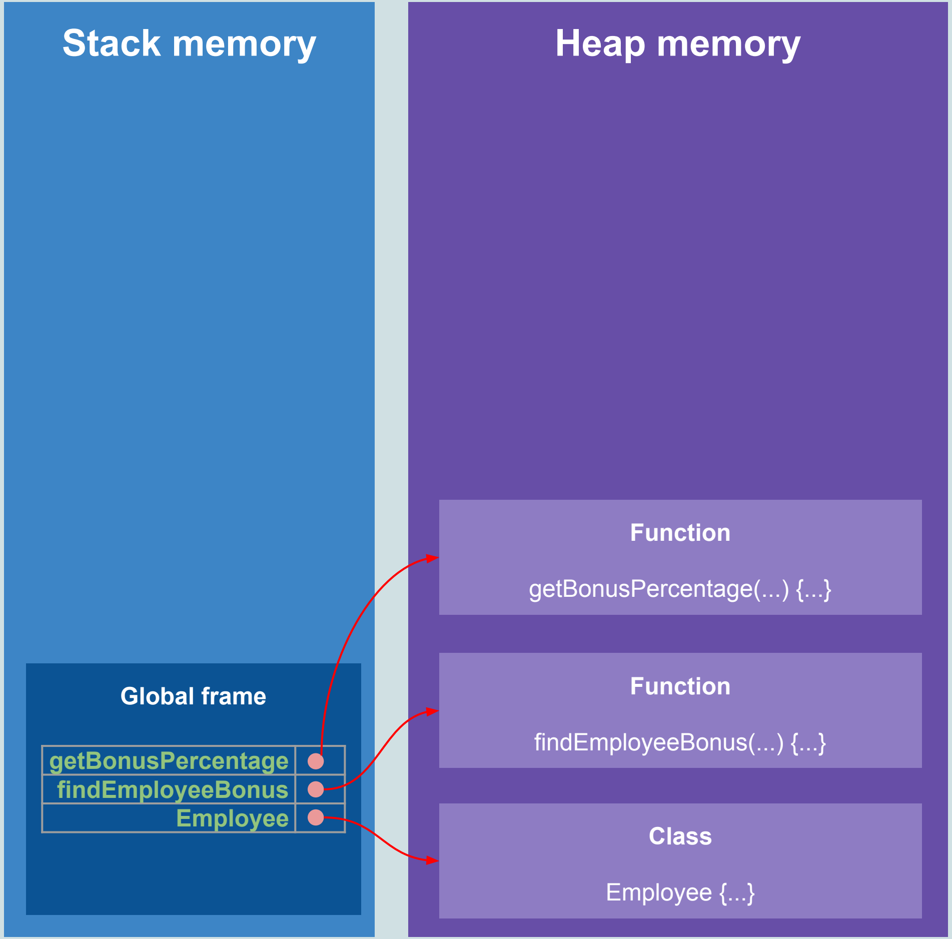
```
class Employee {
    constructor(name, salary, sales) {
        this.name = name;
        this.salary = salary;
        this.sales = sales;
    }
}

const BONUS_PERCENTAGE = 10;

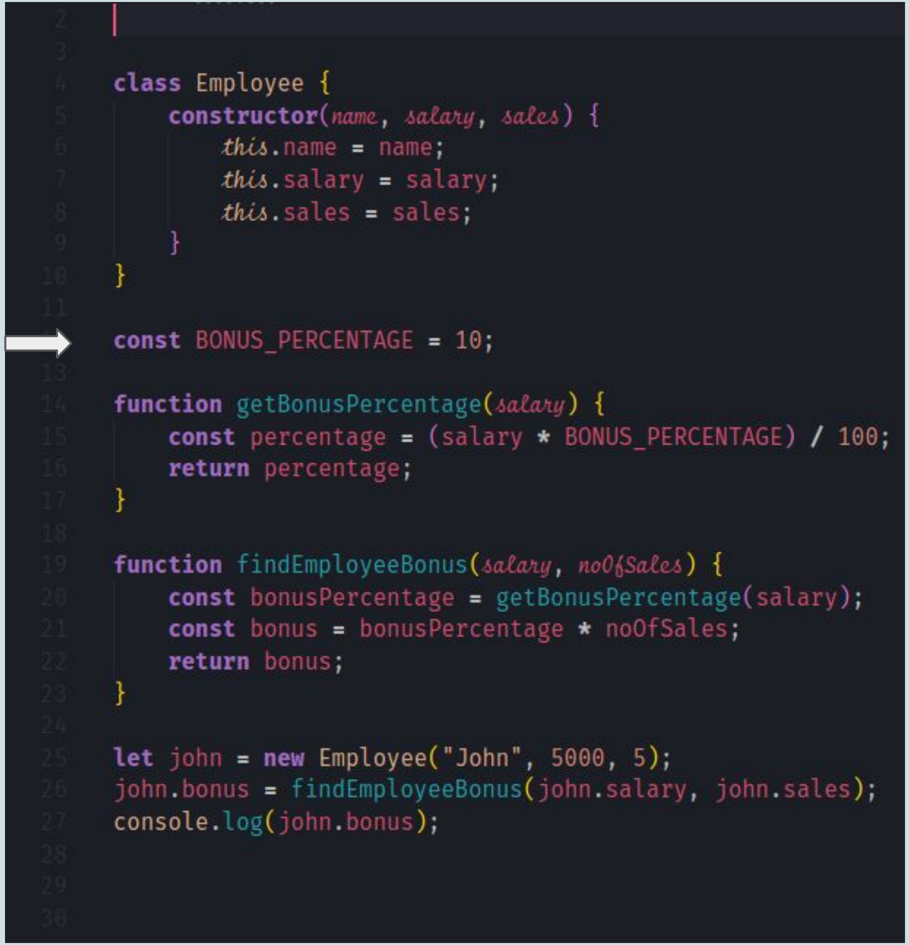
function getBonusPercentage(salary) {
    const percentage = (salary * BONUS_PERCENTAGE) / 100;
    return percentage;
}

function findEmployeeBonus(salary, noOfSales) {
    const bonusPercentage = getBonusPercentage(salary);
    const bonus = bonusPercentage * noOfSales;
    return bonus;
}

let john = new Employee("John", 5000, 5);
john.bonus = findEmployeeBonus(john.salary, john.sales);
console.log(john.bonus);
```



V8 Memory usage



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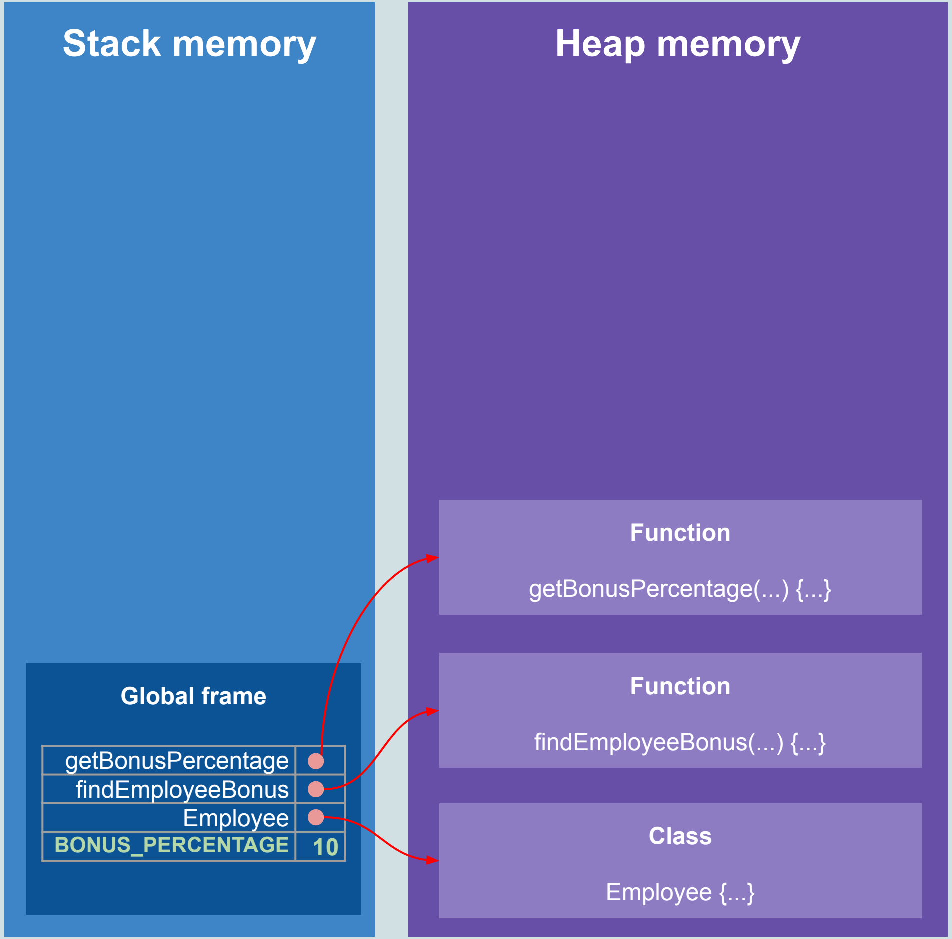


Stack memory

Global frame

getBonusPercentage	●
findEmployeeBonus	●
Employee	●
BONUS_PERCENTAGE	10

Heap memory

Function

getBonusPercentage(...) {...}

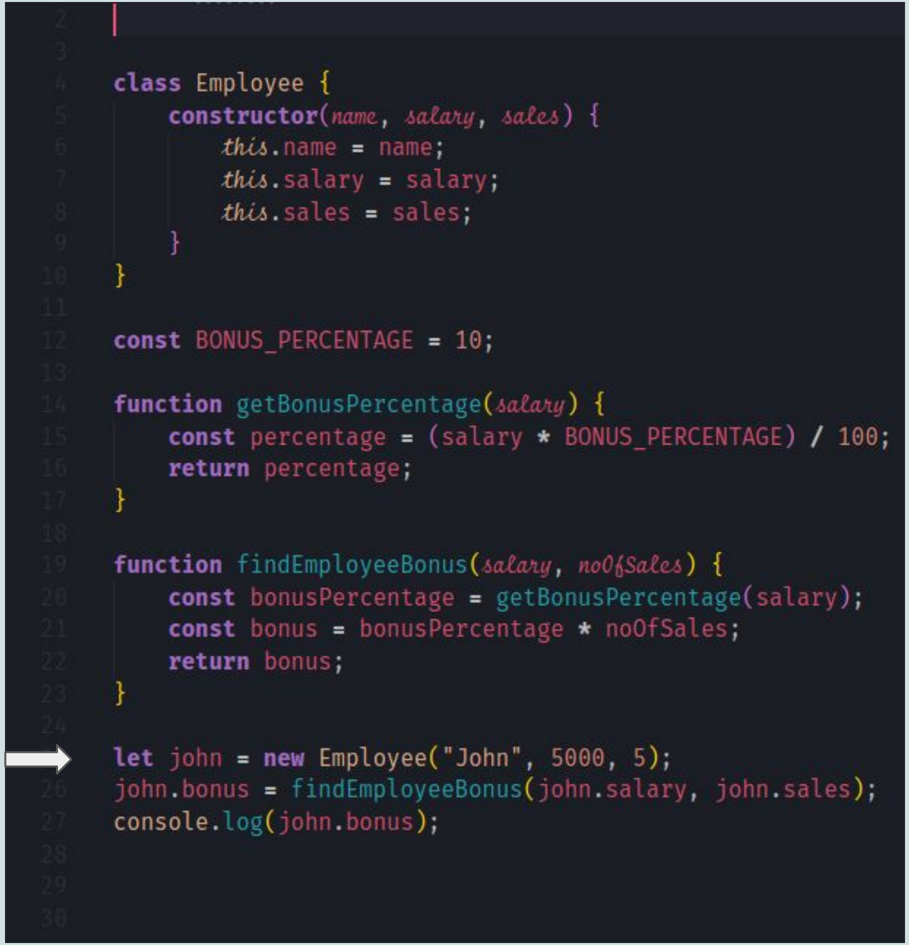
Function

findEmployeeBonus(...) {...}

Class

Employee {...}

V8 Memory usage



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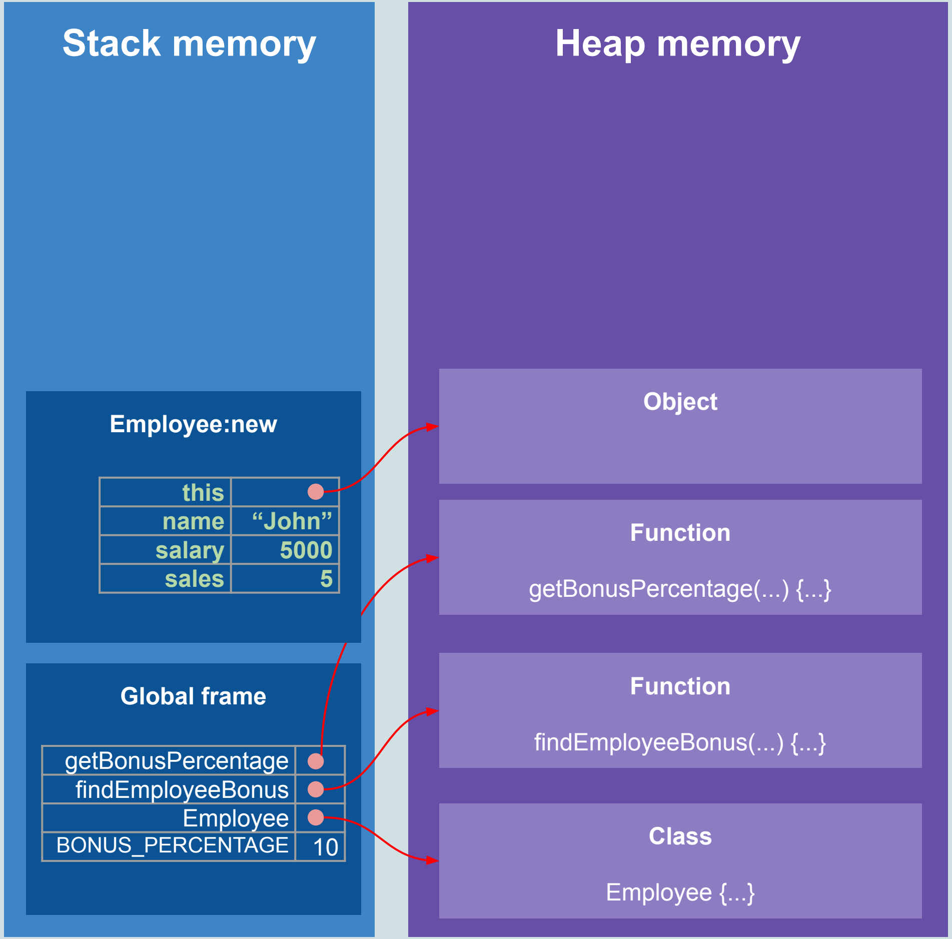


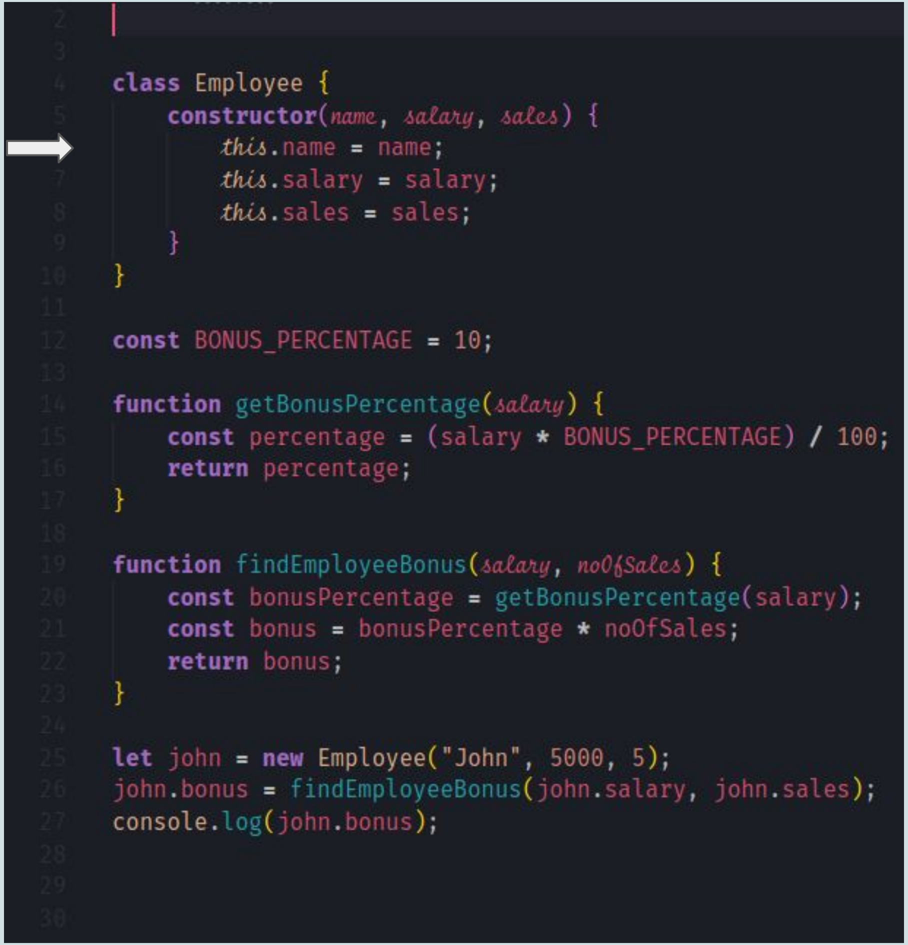
Employee:new

this	●
name	“John”
salary	5000
sales	5

Global frame

getBonusPercentage	●
findEmployeeBonus	●
Employee	●
BONUS_PERCENTAGE	10

V8 Memory usage



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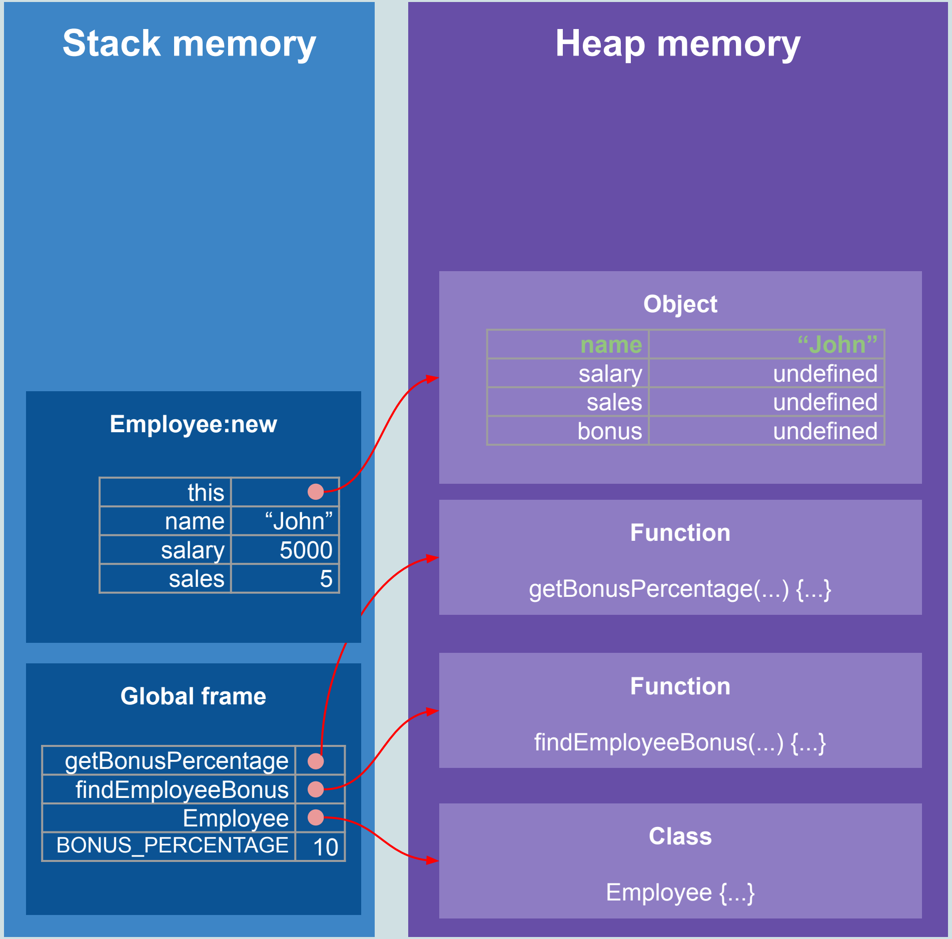


Stack memory

Employee:new

this	●
name	“John”
salary	5000
sales	5

Global frame

getBonusPercentage	●
findEmployeeBonus	●
Employee	●
BONUS_PERCENTAGE	10

Heap memory

Object

name	“John”
salary	undefined
sales	undefined
bonus	undefined

Function

getBonusPercentage(...) {...}

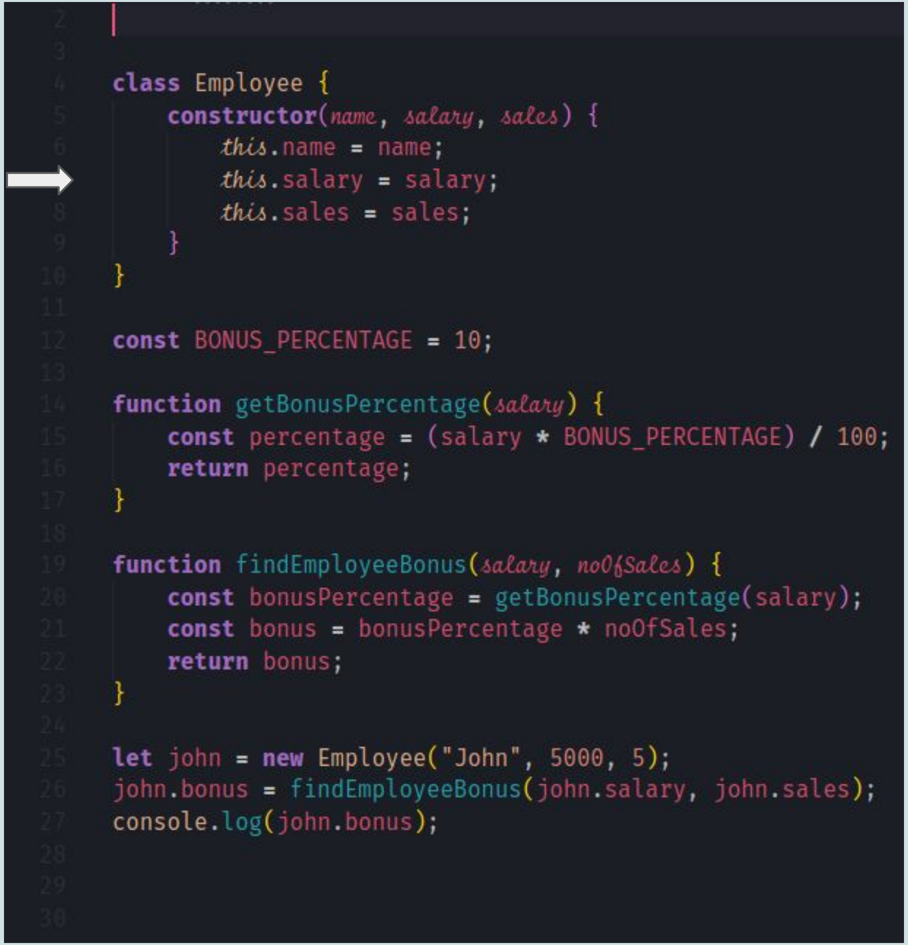
Function

findEmployeeBonus(...) {...}

Class

Employee {...}

V8 Memory usage



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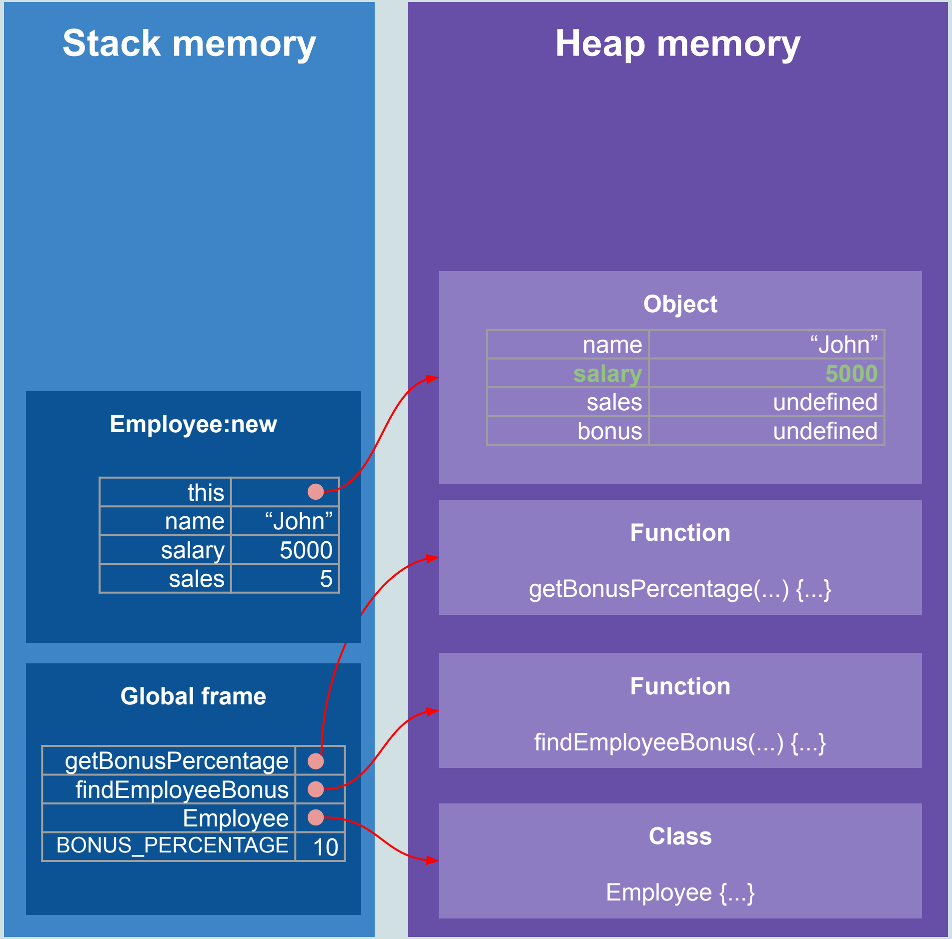


Stack memory

Employee:new

this	●
name	“John”
salary	5000
sales	5

Global frame

getBonusPercentage	●
findEmployeeBonus	●
Employee	●
BONUS_PERCENTAGE	10

Heap memory

Object

name	“John”
salary	5000
sales	undefined
bonus	undefined

Function

getBonusPercentage(...) {...}

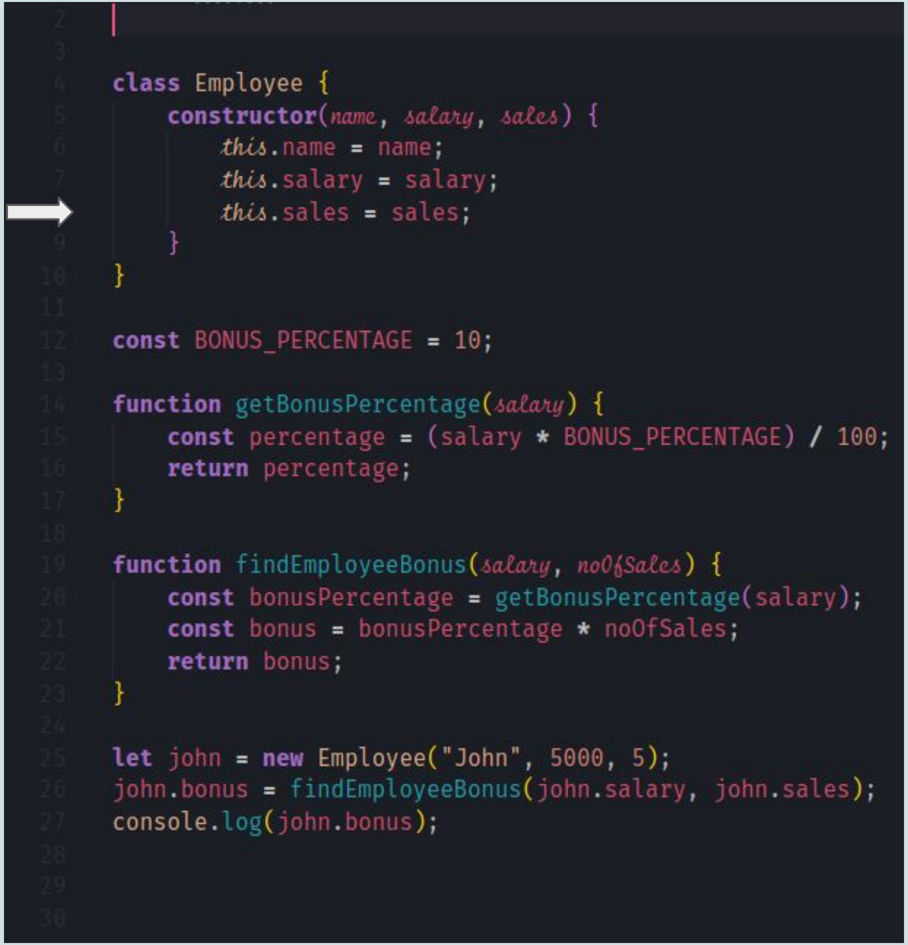
Function

findEmployeeBonus(...) {...}

Class

Employee {...}

V8 Memory usage



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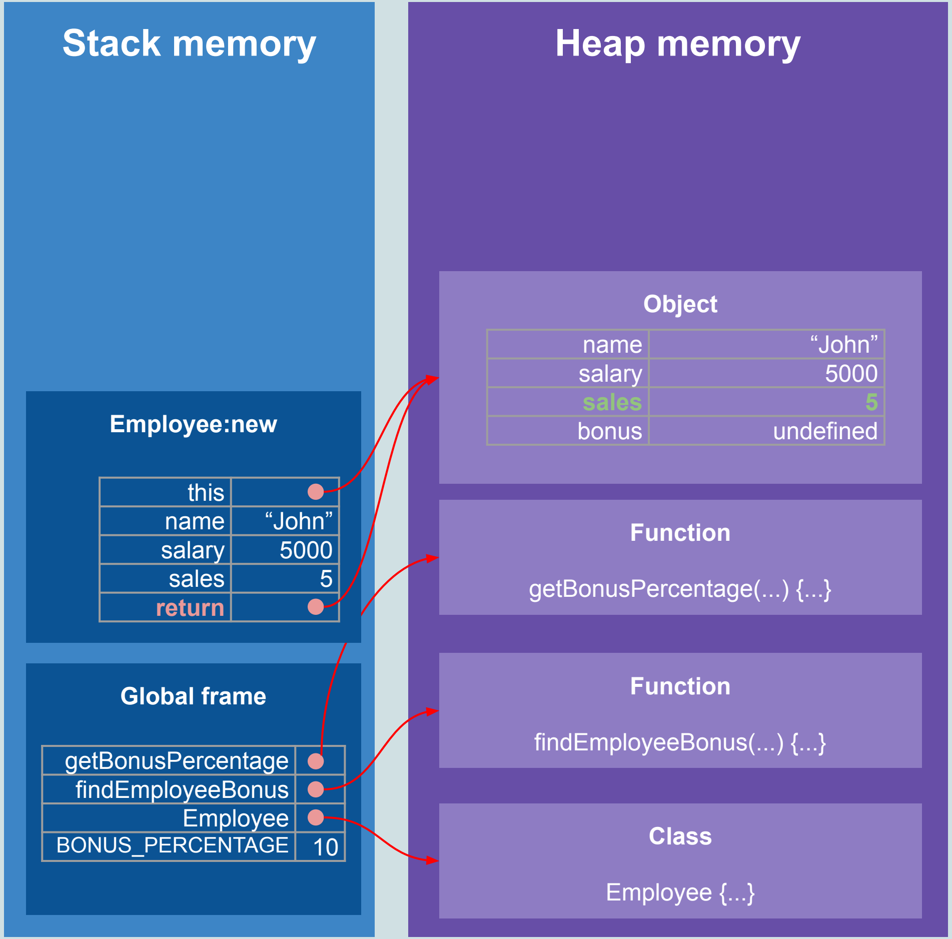


Stack memory

Employee:new

this	●
name	“John”
salary	5000
sales	5
return	●

Global frame

getBonusPercentage	●
findEmployeeBonus	●
Employee	●
BONUS_PERCENTAGE	10

Heap memory

Object

name	“John”
salary	5000
sales	5
bonus	undefined

Function

getBonusPercentage(...) {...}

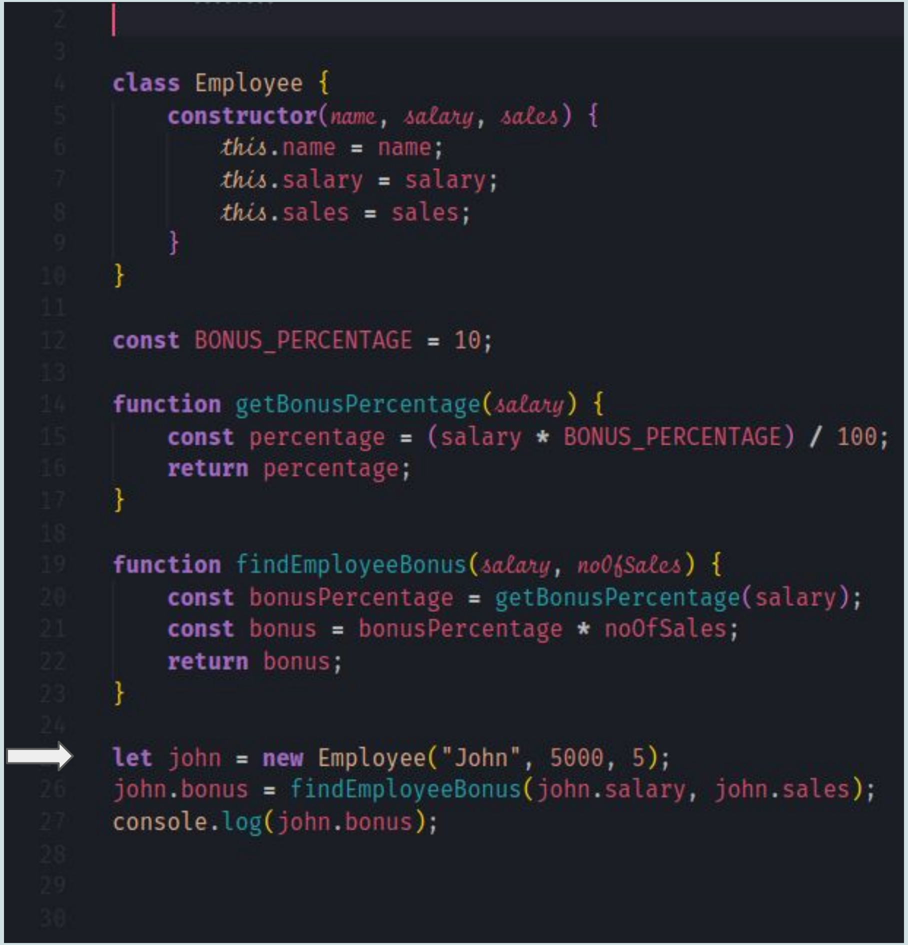
Function

findEmployeeBonus(...) {...}

Class

Employee {...}

V8 Memory usage



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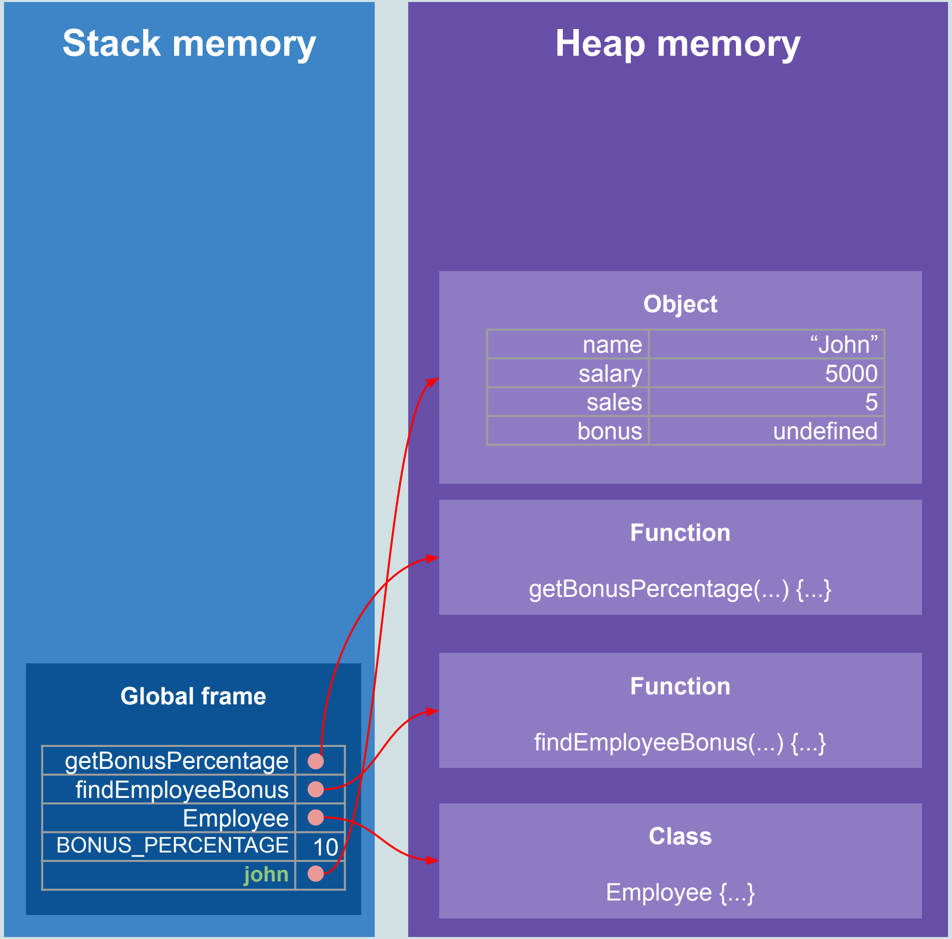


Stack memory

Global frame

getBonusPercentage	●
findEmployeeBonus	●
Employee	●
BONUS_PERCENTAGE	10
john	●

Heap memory

Object

name	“John”
salary	5000
sales	5
bonus	undefined

Function

getBonusPercentage(...) {...}

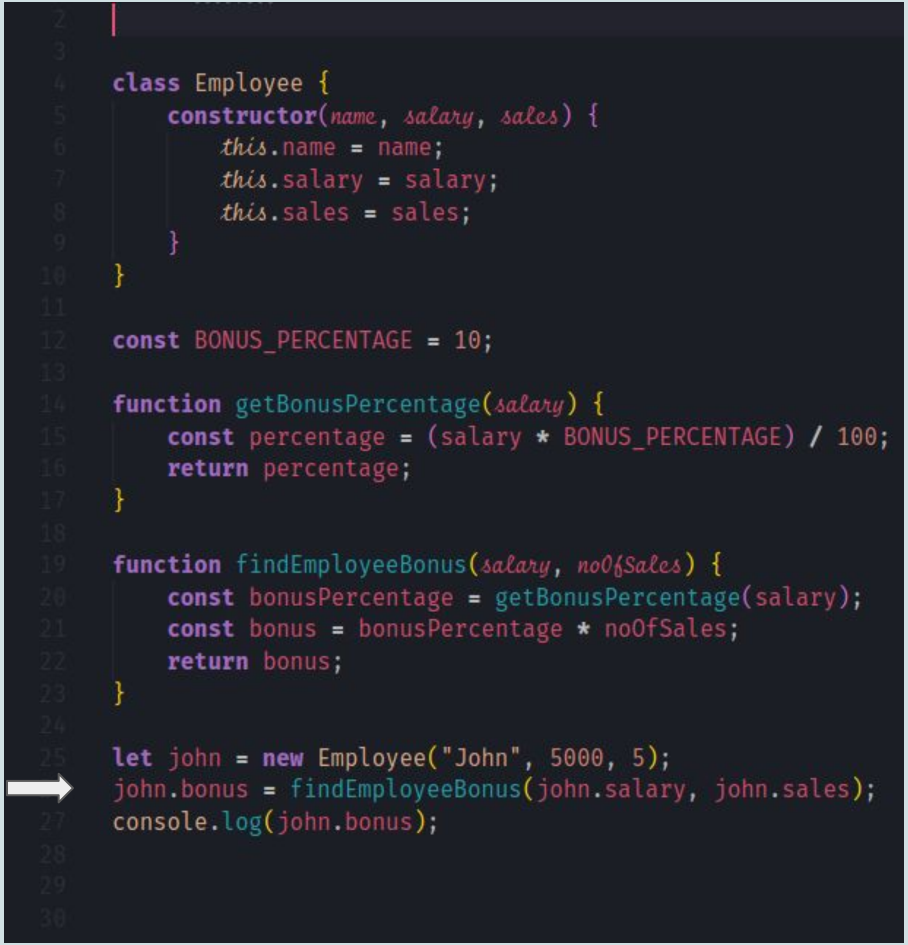
Function

findEmployeeBonus(...) {...}

Class

Employee {...}

V8 Memory usage



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console.log(john.bonus);
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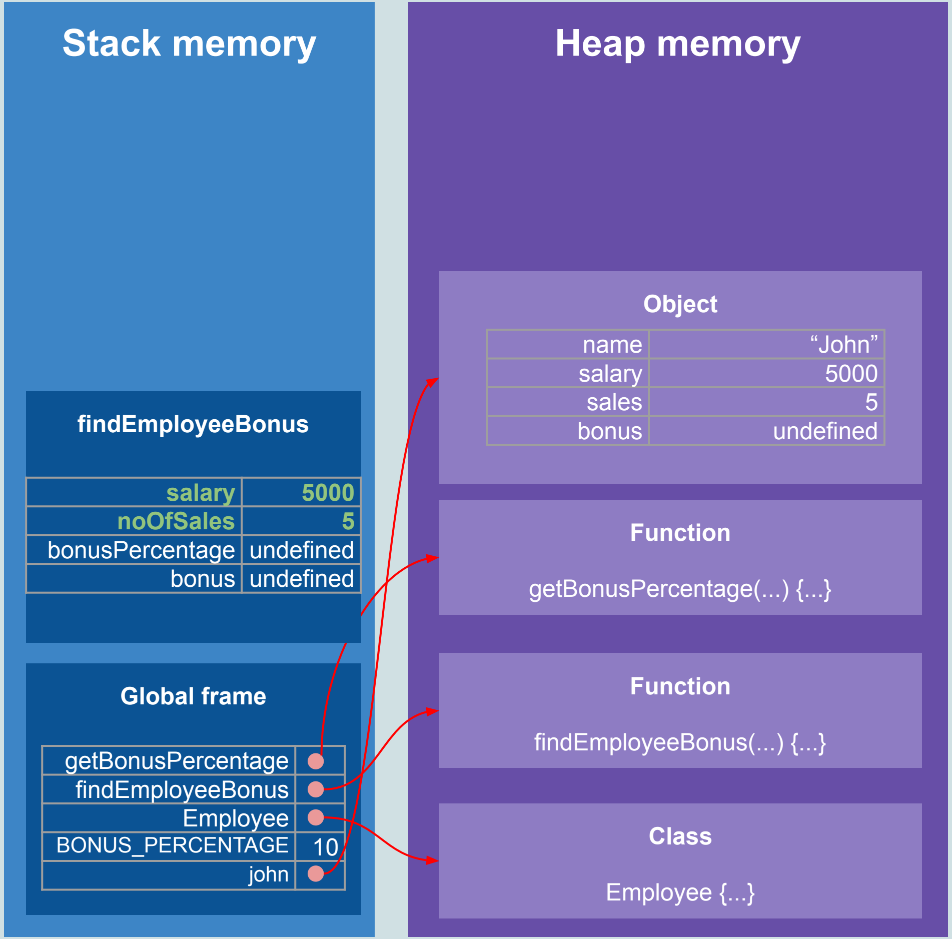


Stack memory

findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	undefined
bonus	undefined

Global frame

getBonusPercentage	●
findEmployeeBonus	●
Employee	●
BONUS_PERCENTAGE	10
john	●

Heap memory

Object

name	“John”
salary	5000
sales	5
bonus	undefined

Function

getBonusPercentage(...) {...}

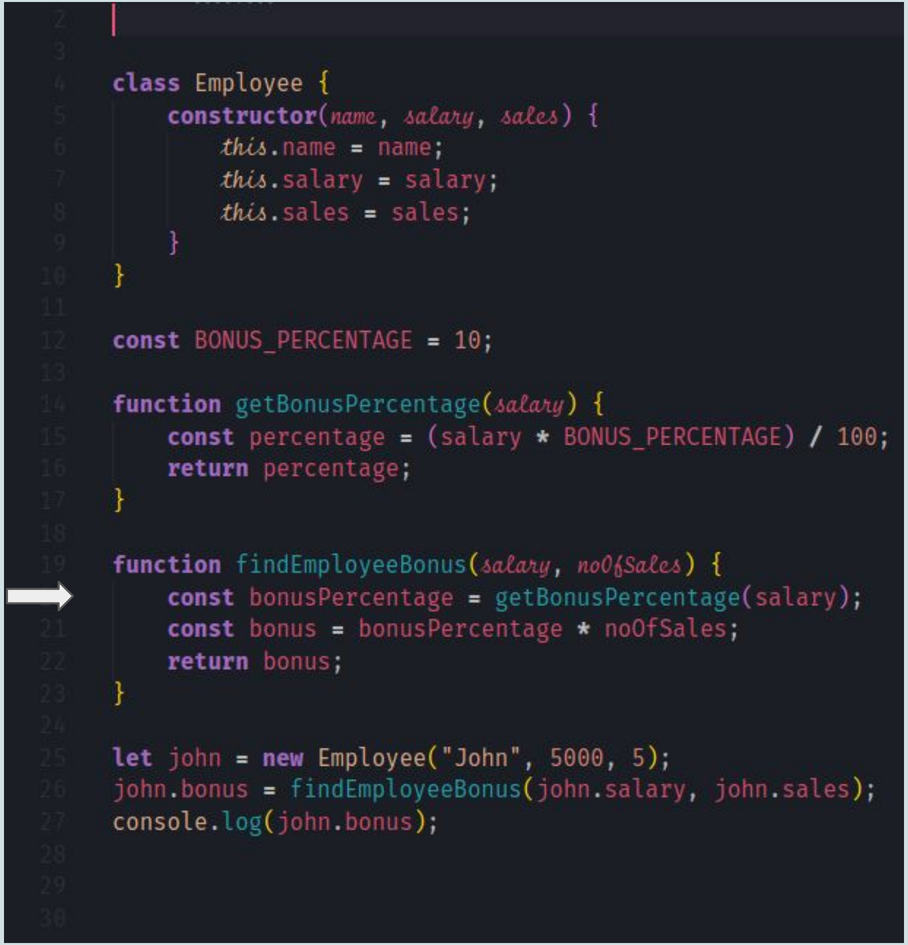
Function

findEmployeeBonus(...) {...}

Class

Employee {...}

V8 Memory usage



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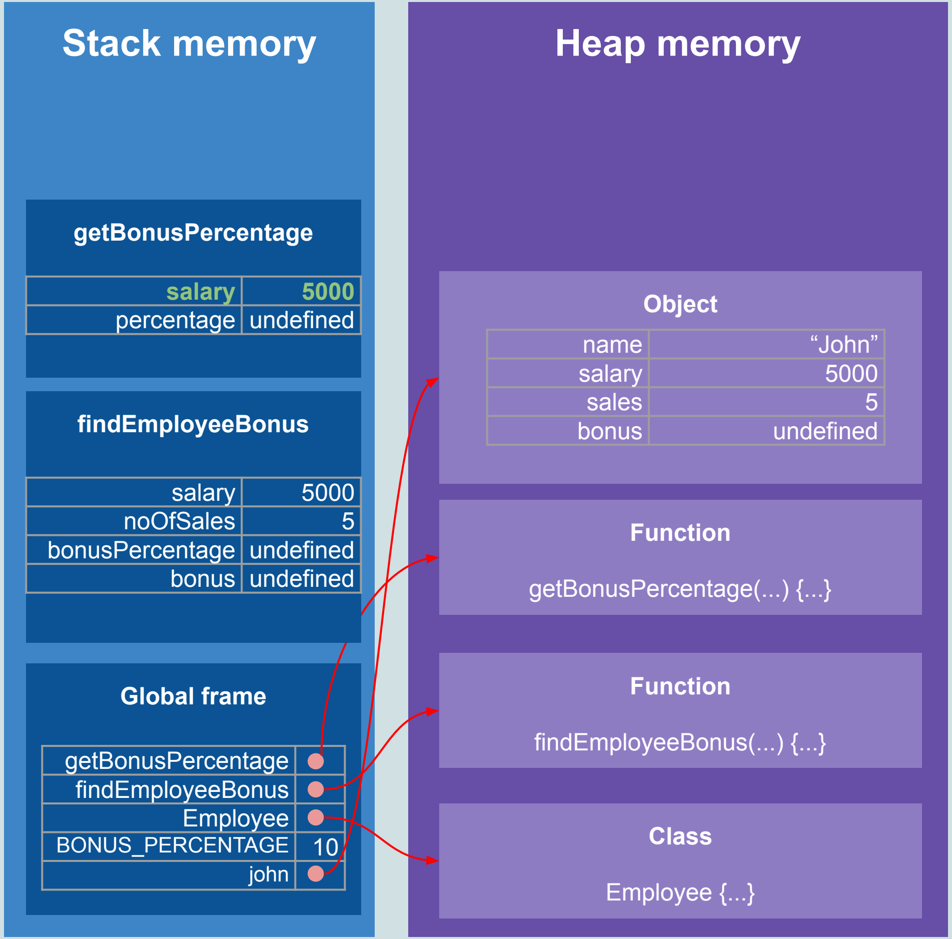


Stack memory

getBonusPercentage

salary	5000
percentage	undefined

findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	undefined
bonus	undefined

Global frame

getBonusPercentage	●
findEmployeeBonus	●
Employee	●
BONUS_PERCENTAGE	10
john	●

Heap memory

Object

name	“John”
salary	5000
sales	5
bonus	undefined

Function

getBonusPercentage(...) {...}

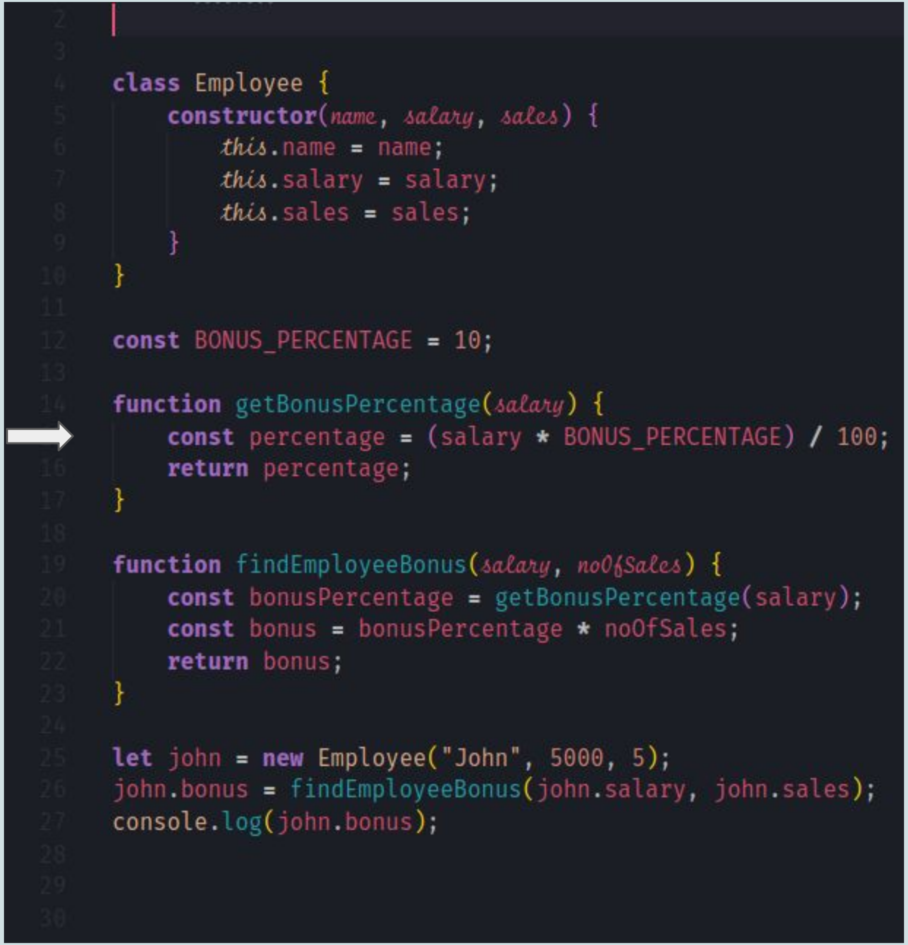
Function

findEmployeeBonus(...) {...}

Class

Employee {...}

V8 Memory usage



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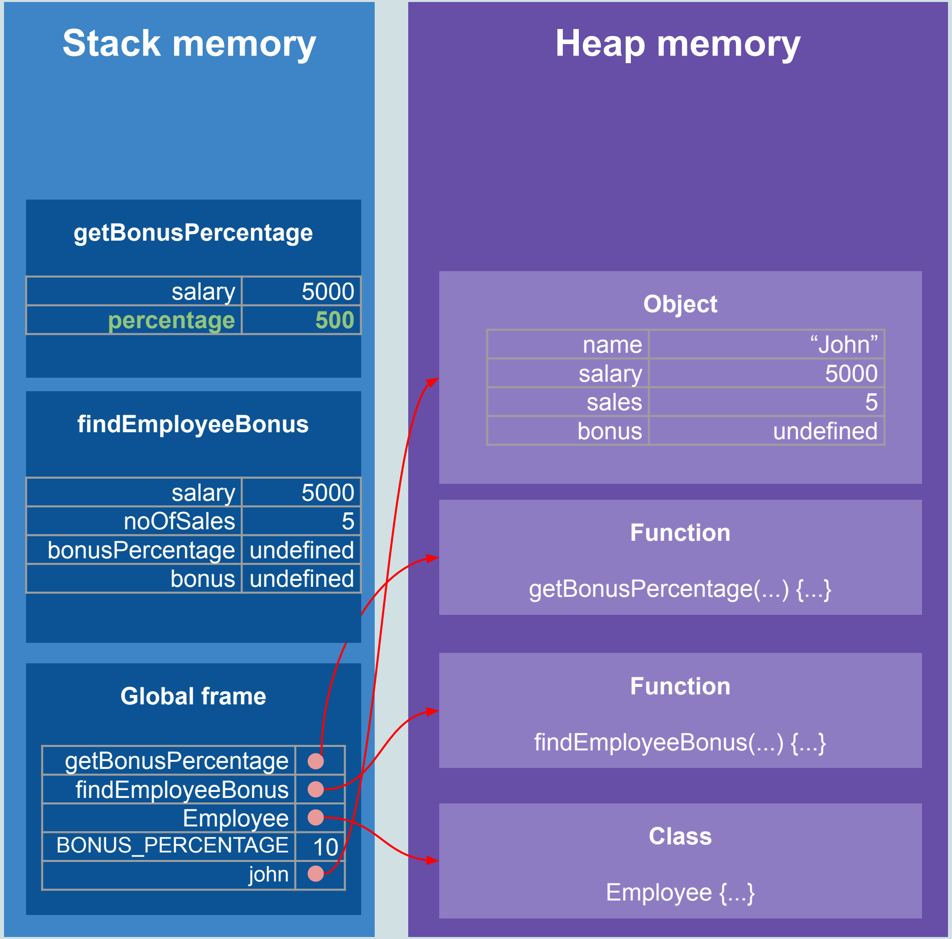


Stack memory

getBonusPercentage

salary	5000
percentage	500

findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	undefined
bonus	undefined

Global frame

getBonusPercentage	●
findEmployeeBonus	●
Employee	●
BONUS_PERCENTAGE	10
john	●

Heap memory

Object

name	“John”
salary	5000
sales	5
bonus	undefined

Function

getBonusPercentage(...) {...}

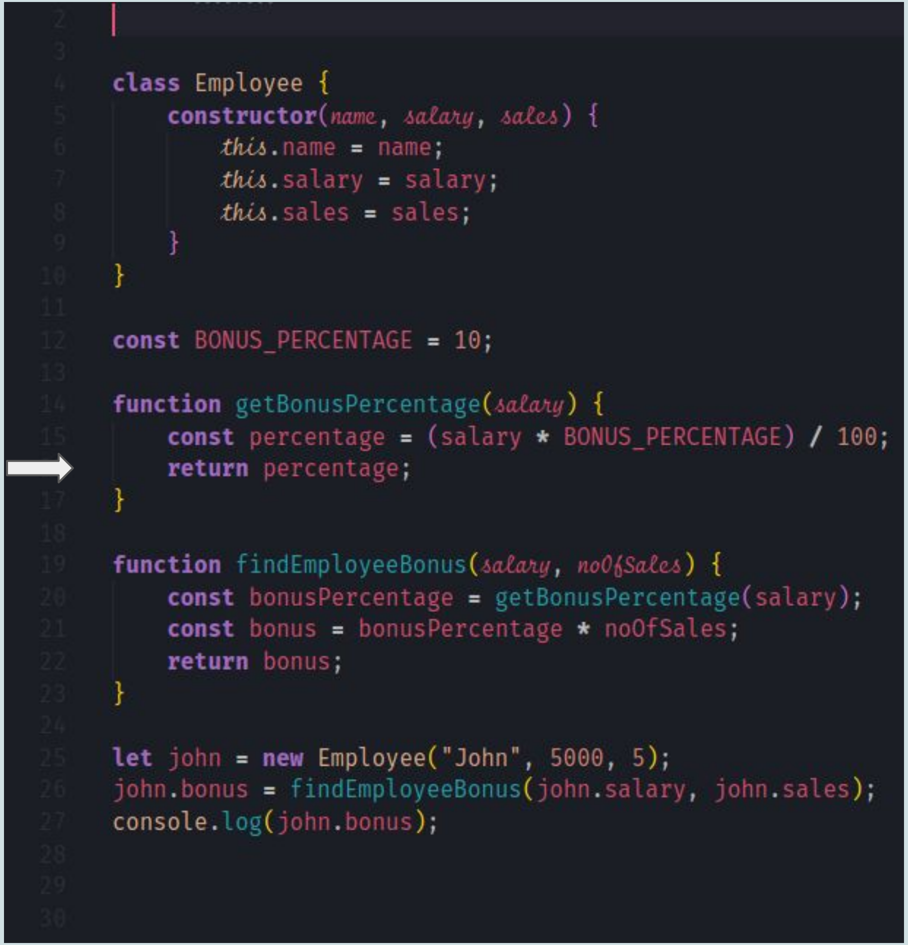
Function

findEmployeeBonus(...) {...}

Class

Employee {...}

V8 Memory usage



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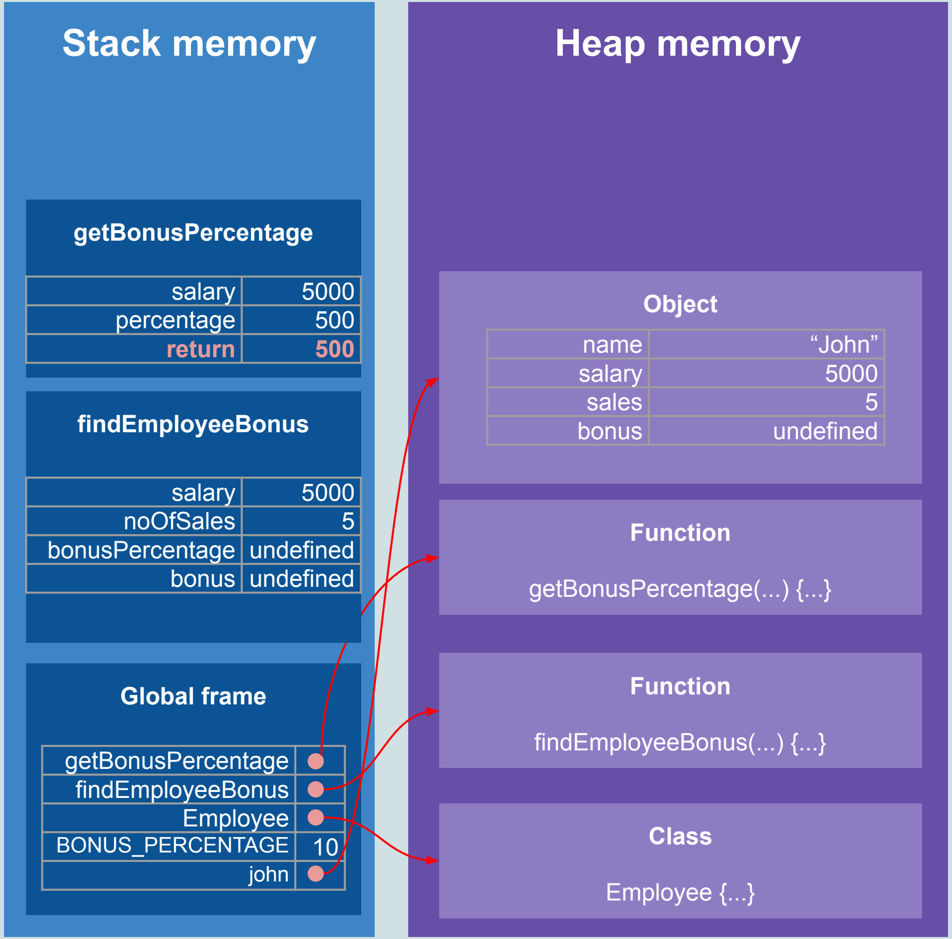


Stack memory

getBonusPercentage

salary	5000
percentage	500
return	500

findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	undefined
bonus	undefined

Global frame

getBonusPercentage	●
findEmployeeBonus	●
Employee	●
BONUS_PERCENTAGE	10
john	●

Heap memory

Object

name	“John”
salary	5000
sales	5
bonus	undefined

Function

getBonusPercentage(...) {...}

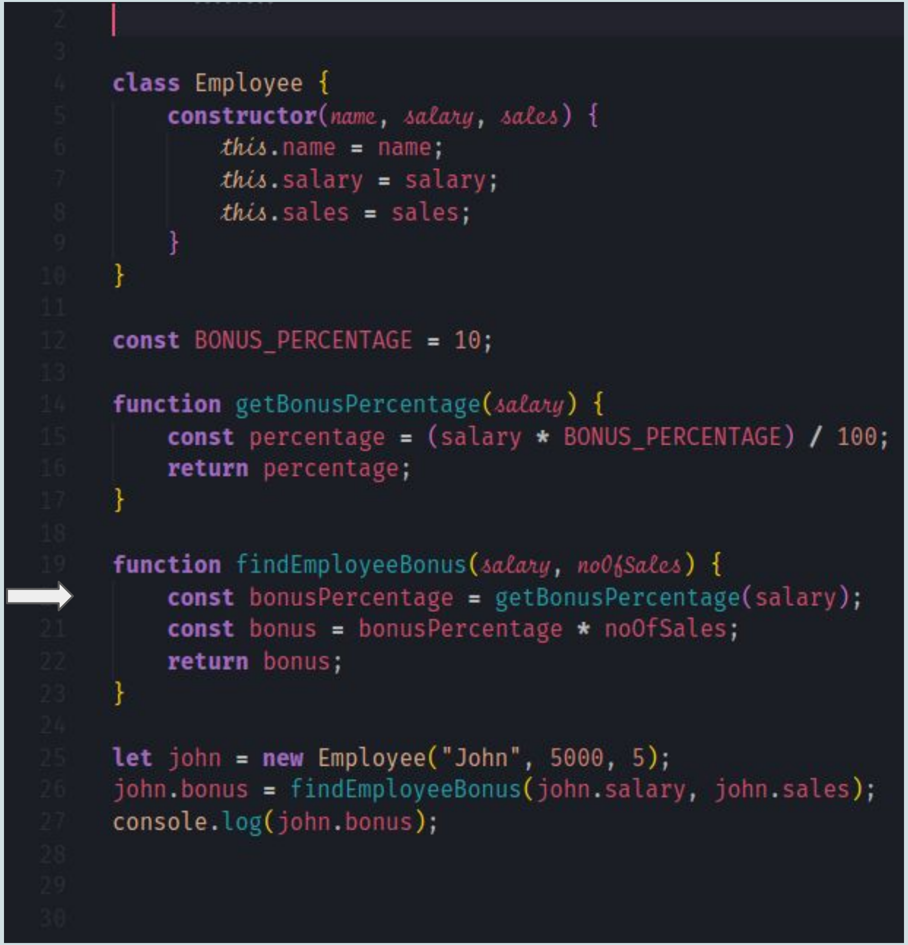
Function

findEmployeeBonus(...) {...}

Class

Employee {...}

V8 Memory usage



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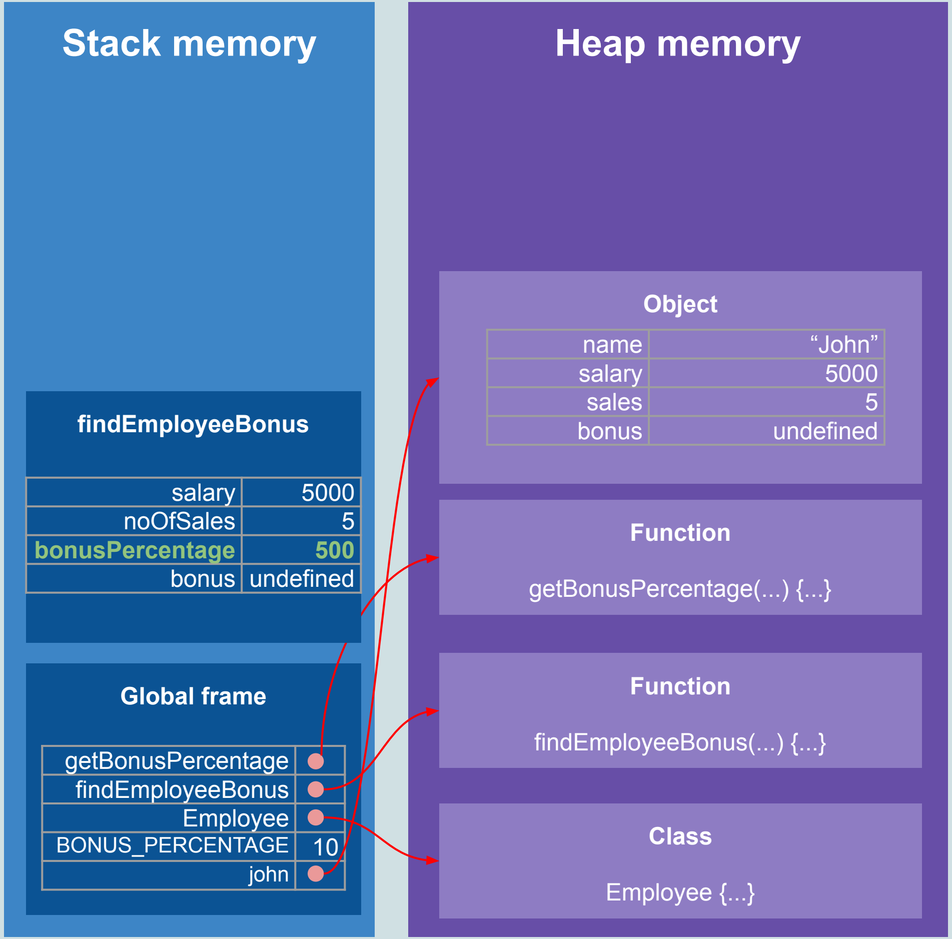


Stack memory

findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	**500**
bonus	undefined

Global frame

getBonusPercentage	●
findEmployeeBonus	●
Employee	●
BONUS_PERCENTAGE	10
john	●

Heap memory

Object

name	“John”
salary	5000
sales	5
bonus	undefined

Function

getBonusPercentage(...) {...}

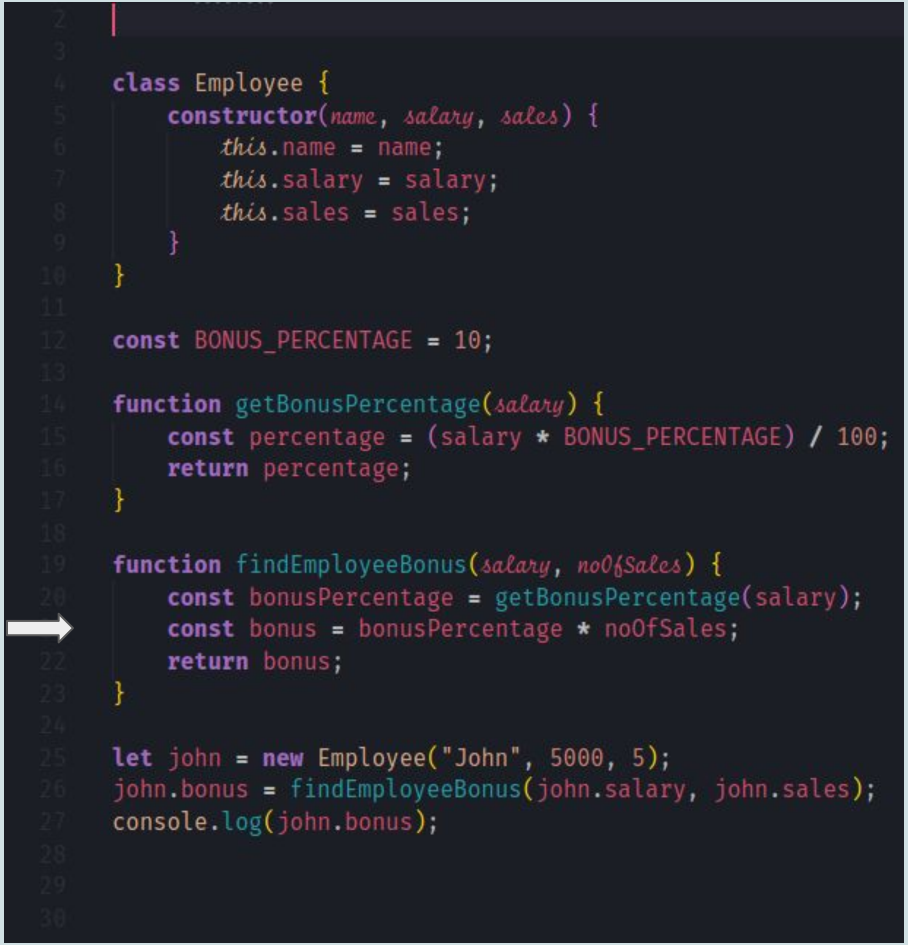
Function

findEmployeeBonus(...) {...}

Class

Employee {...}

V8 Memory usage



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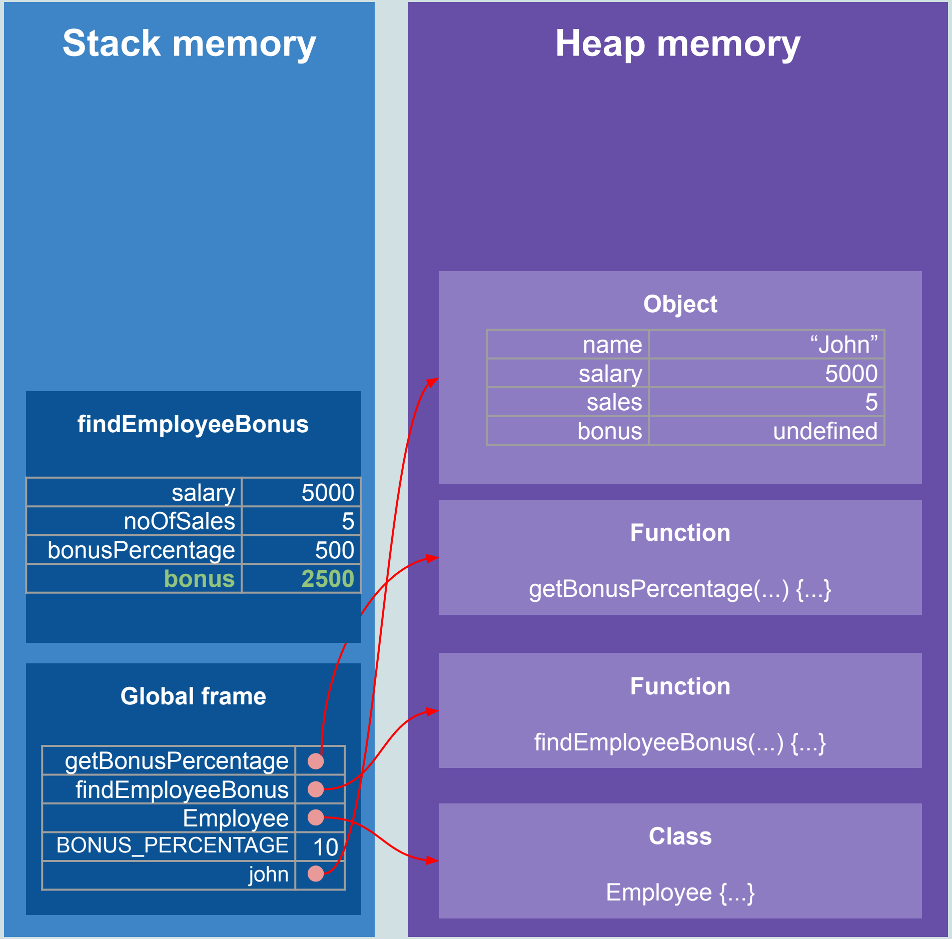


Stack memory

findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	500
bonus	**2500**

Global frame

getBonusPercentage	●
findEmployeeBonus	●
Employee	●
BONUS_PERCENTAGE	10
john	●

Heap memory

Object

name	“John”
salary	5000
sales	5
bonus	undefined

Function

getBonusPercentage(...) {...}

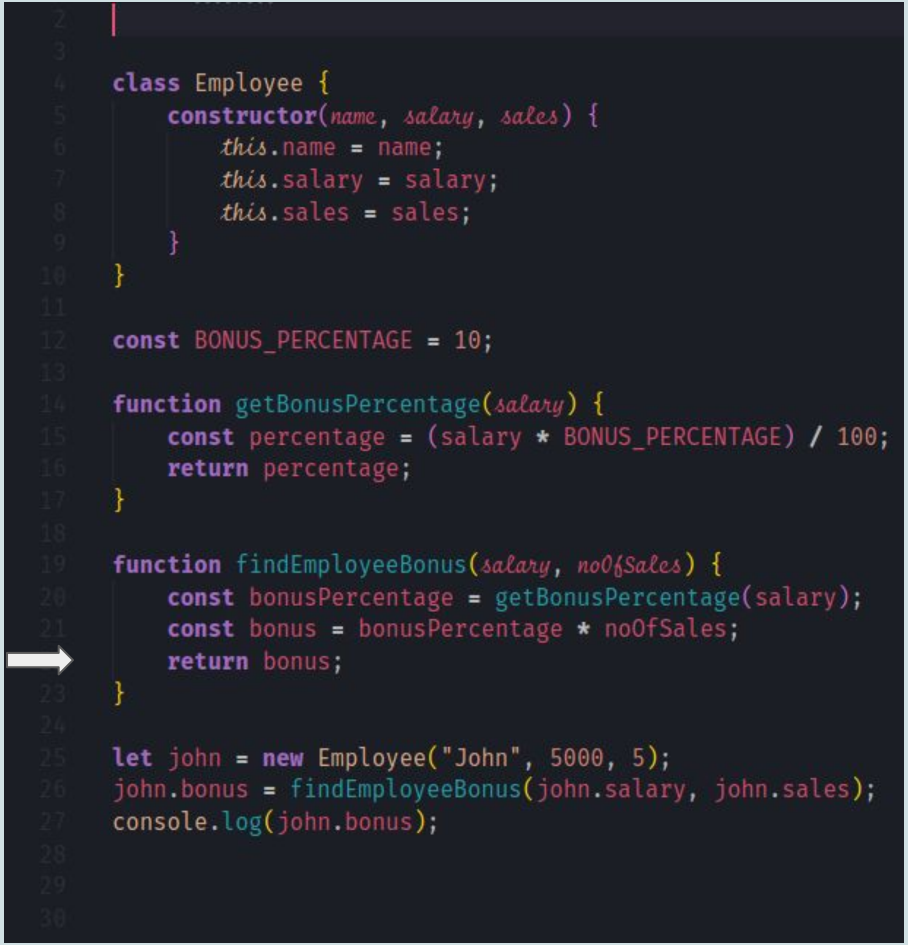
Function

findEmployeeBonus(...) {...}

Class

Employee {...}

V8 Memory usage



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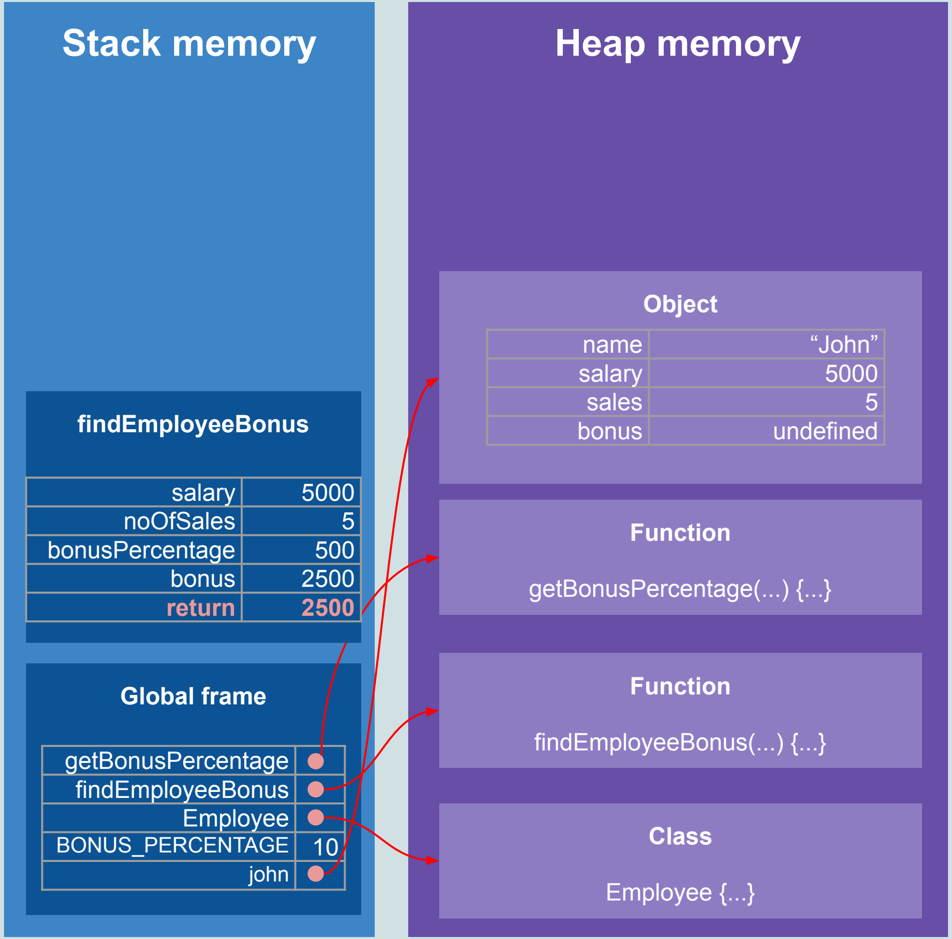


Stack memory

findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	500
bonus	2500
return	2500

Global frame

getBonusPercentage	●
findEmployeeBonus	●
Employee	●
BONUS_PERCENTAGE	10
john	●

Heap memory

Object

name	“John”
salary	5000
sales	5
bonus	undefined

Function

getBonusPercentage(...) {...}

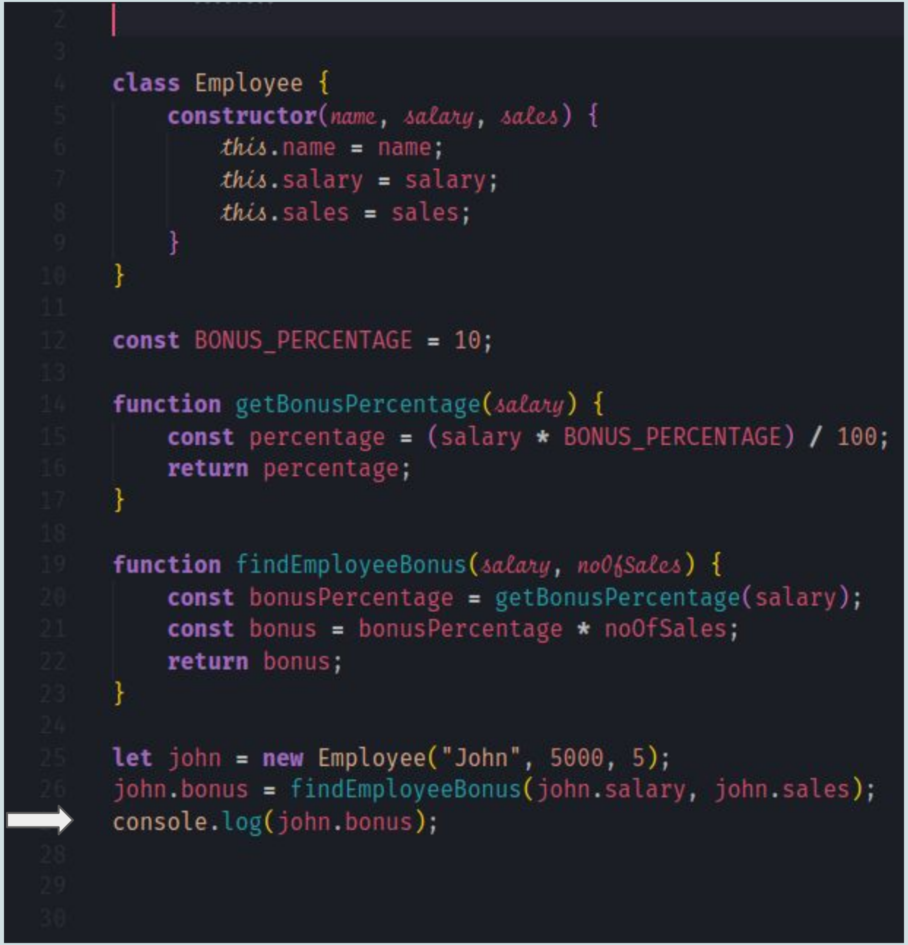
Function

findEmployeeBonus(...) {...}

Class

Employee {...}

V8 Memory usage



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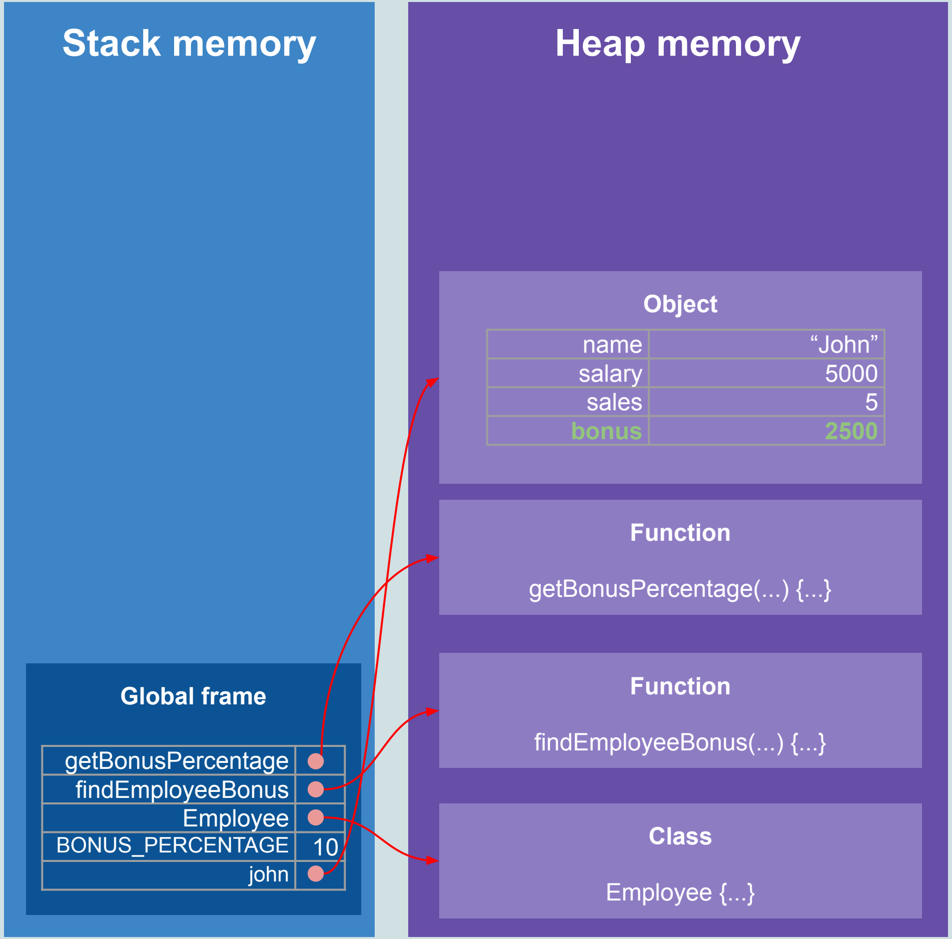
let john = new Employee("John", 5000, 5);
john.bonus = findEmployeeBonus(john.salary, john.sales);
console.log(john.bonus);
```



Stack memory

Global frame

getBonusPercentage	●
findEmployeeBonus	●
Employee	●
BONUS_PERCENTAGE	10
john	●

Heap memory

Object

name	“John”
salary	5000
sales	5
bonus	2500

Function

getBonusPercentage(...) {...}

Function

findEmployeeBonus(...) {...}

Class

Employee {...}