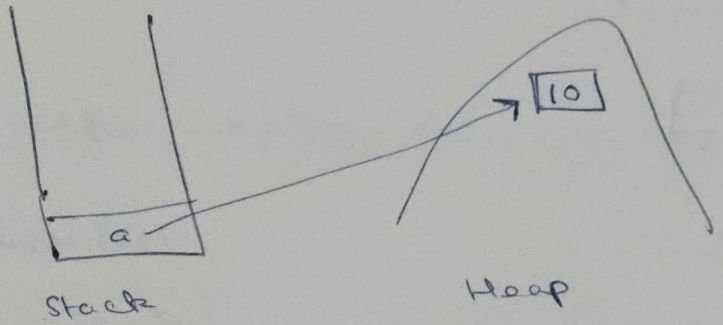
*Memory Management:



a = 10 → object.

↓

reference variable

* Reference variable point objects.

* More than one reference variable can point to one object.

+ If one reference variable change the object. all reference variable pointing to that object will have changed.

Eg:-

```
a = [1, 3, 5, 9]
b = a
a[0] = 99
print (b[0])   // 99
```

+ Because b is pointing to the a's object.

+ Garbage Collector will remove the object if it don't have any reference variable.