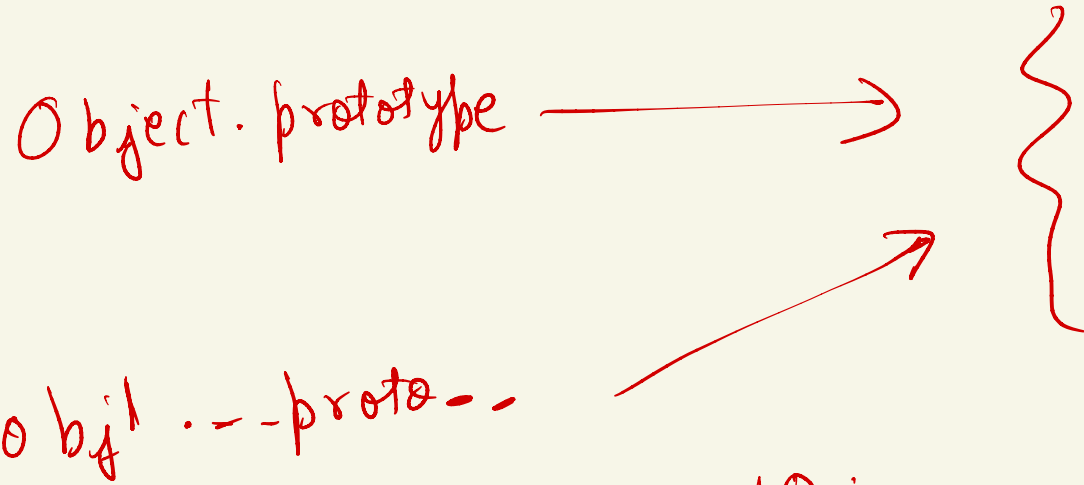



Object.prototype = Objl. --- proto ---



let a = 10;

b = a;

a = b

if we do \rightarrow this

Object.prototype.__proto__ = Obj1.__proto__

Object.prototype



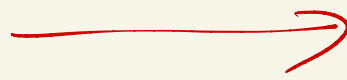
__proto__
①



null

Obj1.__proto__
②

Obj. t. prototype



Obj. t. Some random property

