

# Primitive & Reference Types

## Primitive Types

- numbers
- strings
- Booleans
- null
- undefined
- symbols

## Reference Types

- all types of objects
- object literals
- arrays
- functions
- dates
- all other objects

# Stack & Heap

stack



heap

{ a: 1, b: 2 }

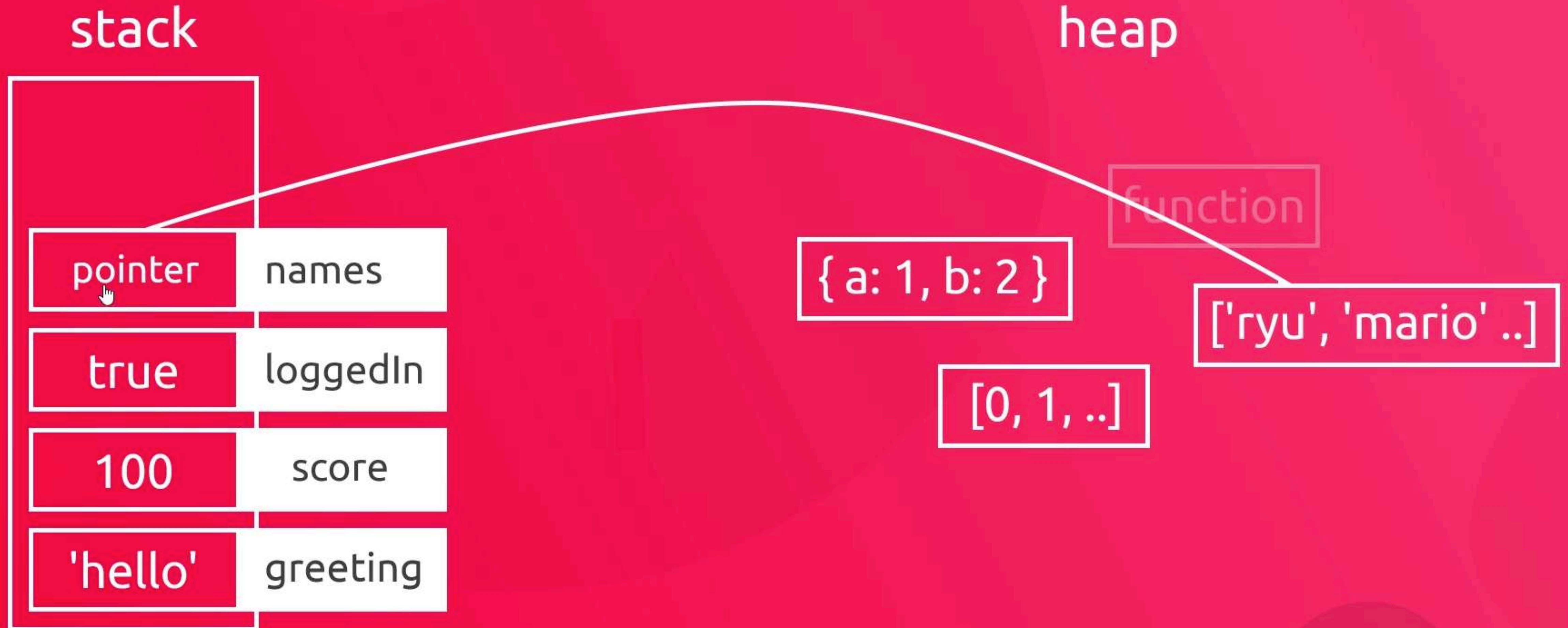
function

['ryu', 'mario' ..]

[0, 1, ..]



# Stack & Heap



```
const scoreOne = 50;  
const scoreTwo = scoreOne;  
const scoreOne = 100;
```

stack



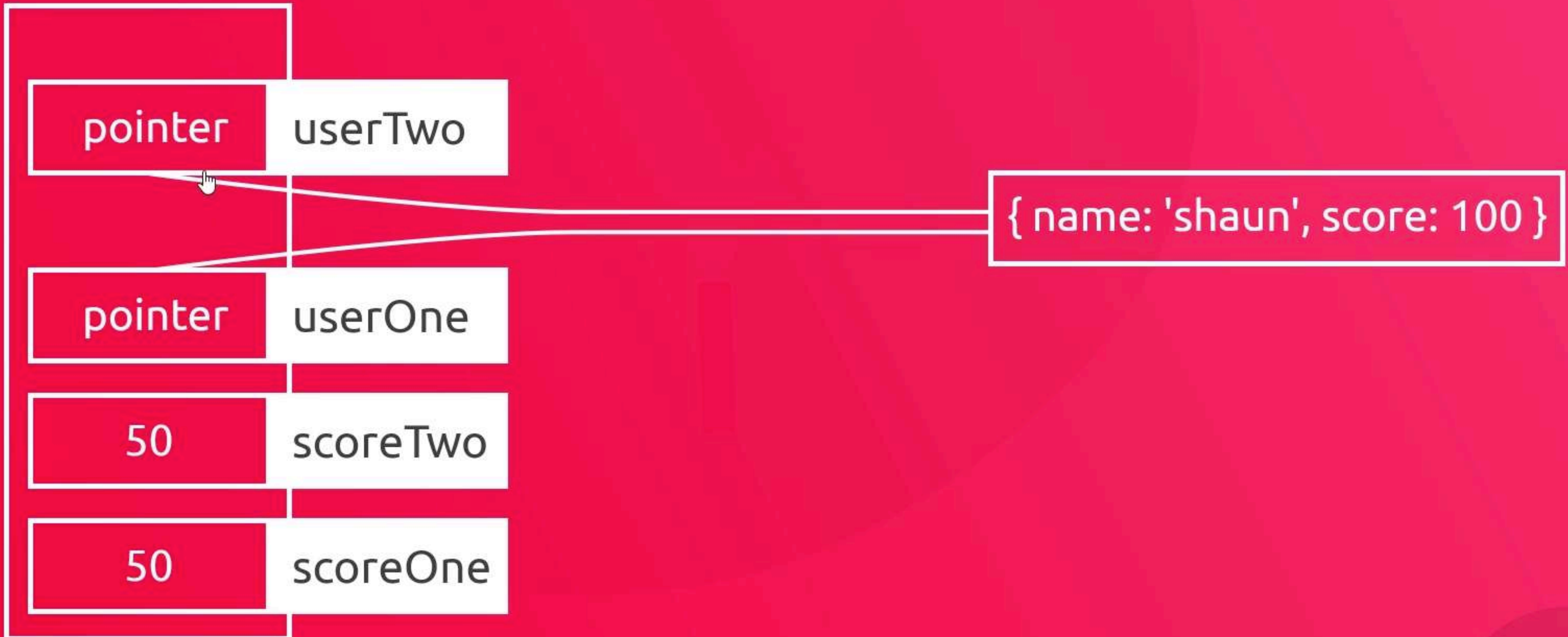
heap



```
const userOne = { name: 'shaun', score: 100 };  
const userTwo = userOne;
```

stack

heap



```
const userOne = { name: 'shaun', score: 100 };  
const userTwo = userOne;  
const userOne = { name: 'shaun', score: 50 };
```

stack

heap

