

## POINTERS

```
let num1 = 5
```

```
let num2 = num1
```

# POINTERS

```
let num1 = 5
```

```
let num2 = num1
```



# POINTERS

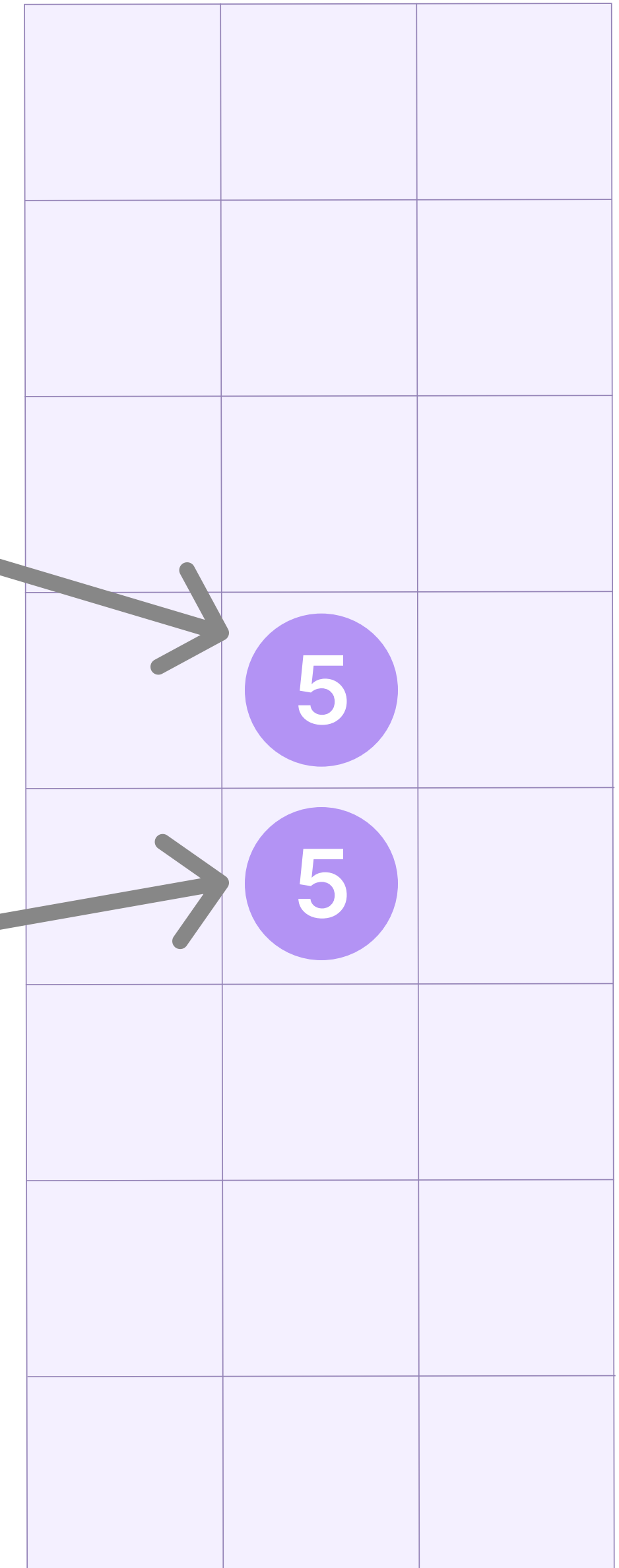
```
let num1 = 5
```

```
let num2 = num1
```

```
num1 = 10
```

num1

num2



# POINTERS

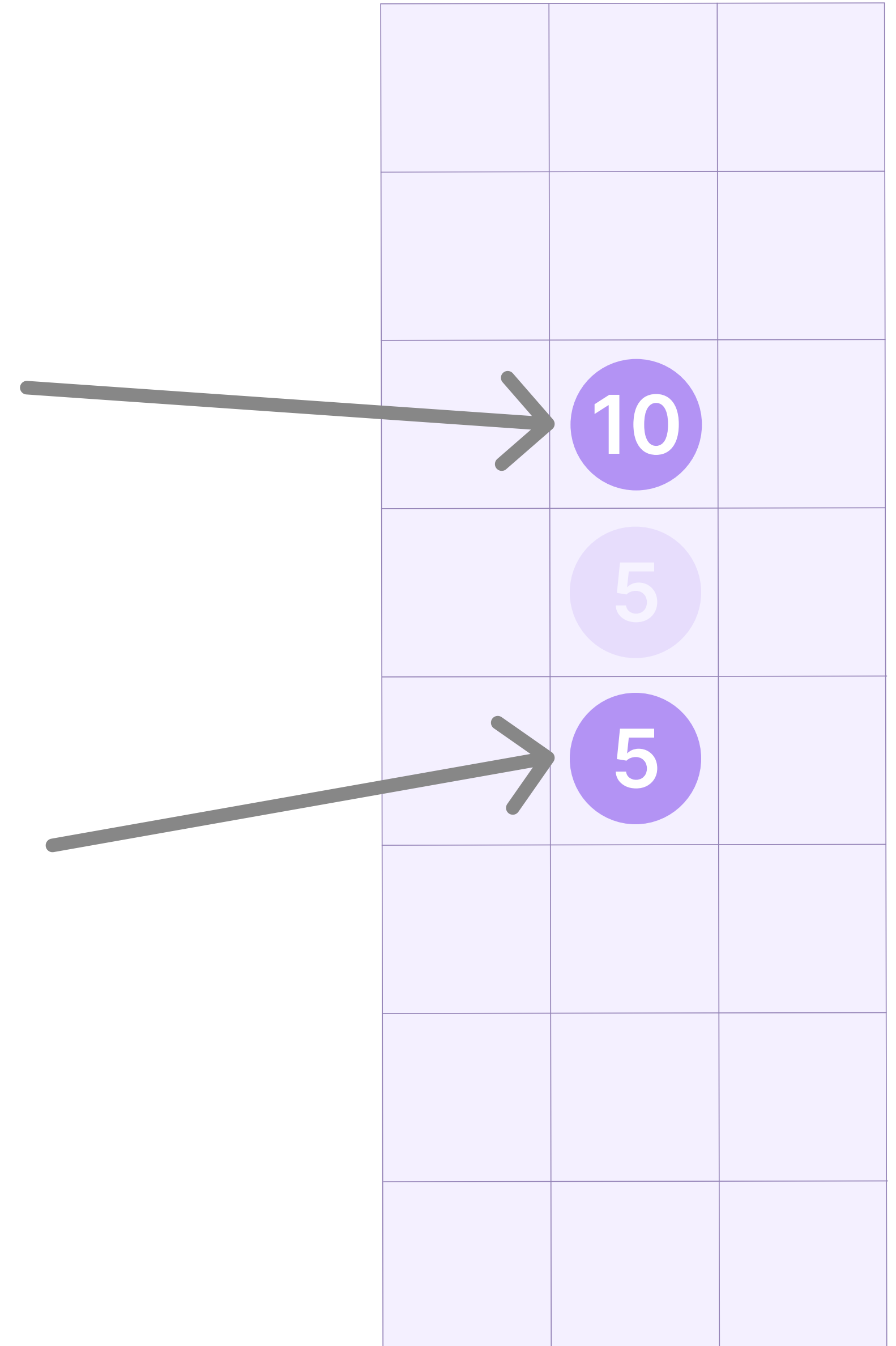
```
let num1 = 5
```

```
let num2 = num1
```

```
num1 = 10
```

num1

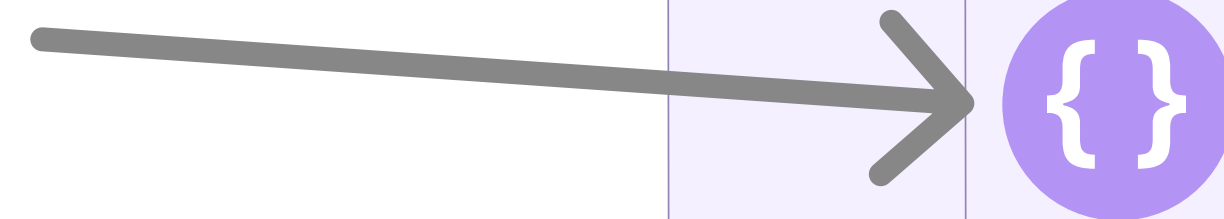
num2



# POINTERS

```
let obj1 = {  
  value: 11  
}
```

obj1

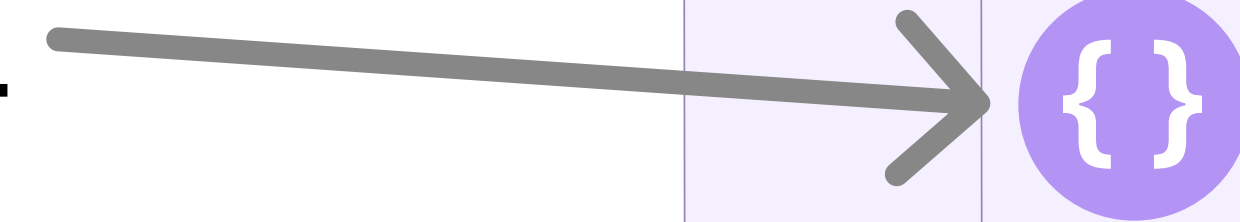


# POINTERS

```
let obj1 = {  
  value: 11  
}
```

```
let obj2 = obj1
```

obj1



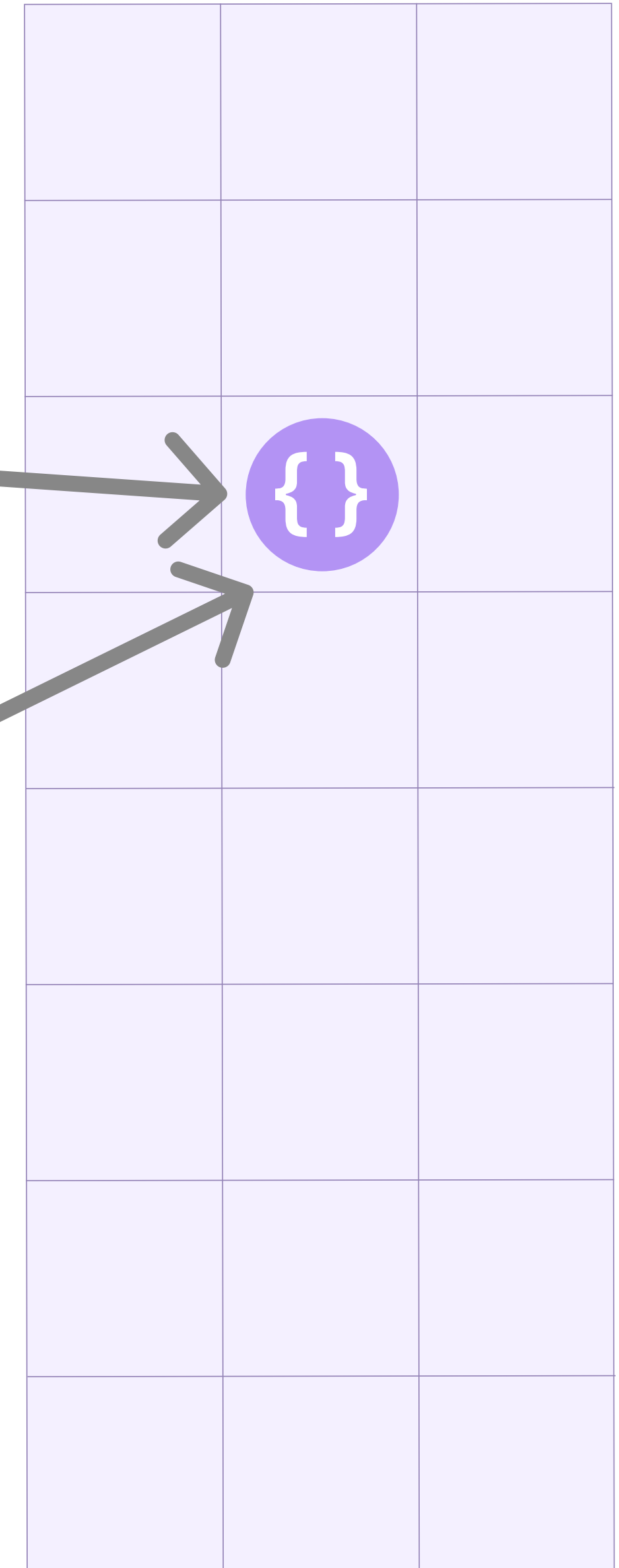
# POINTERS

```
let obj1 = {  
  value: 11  
}
```

```
let obj2 = obj1
```

obj1

obj2



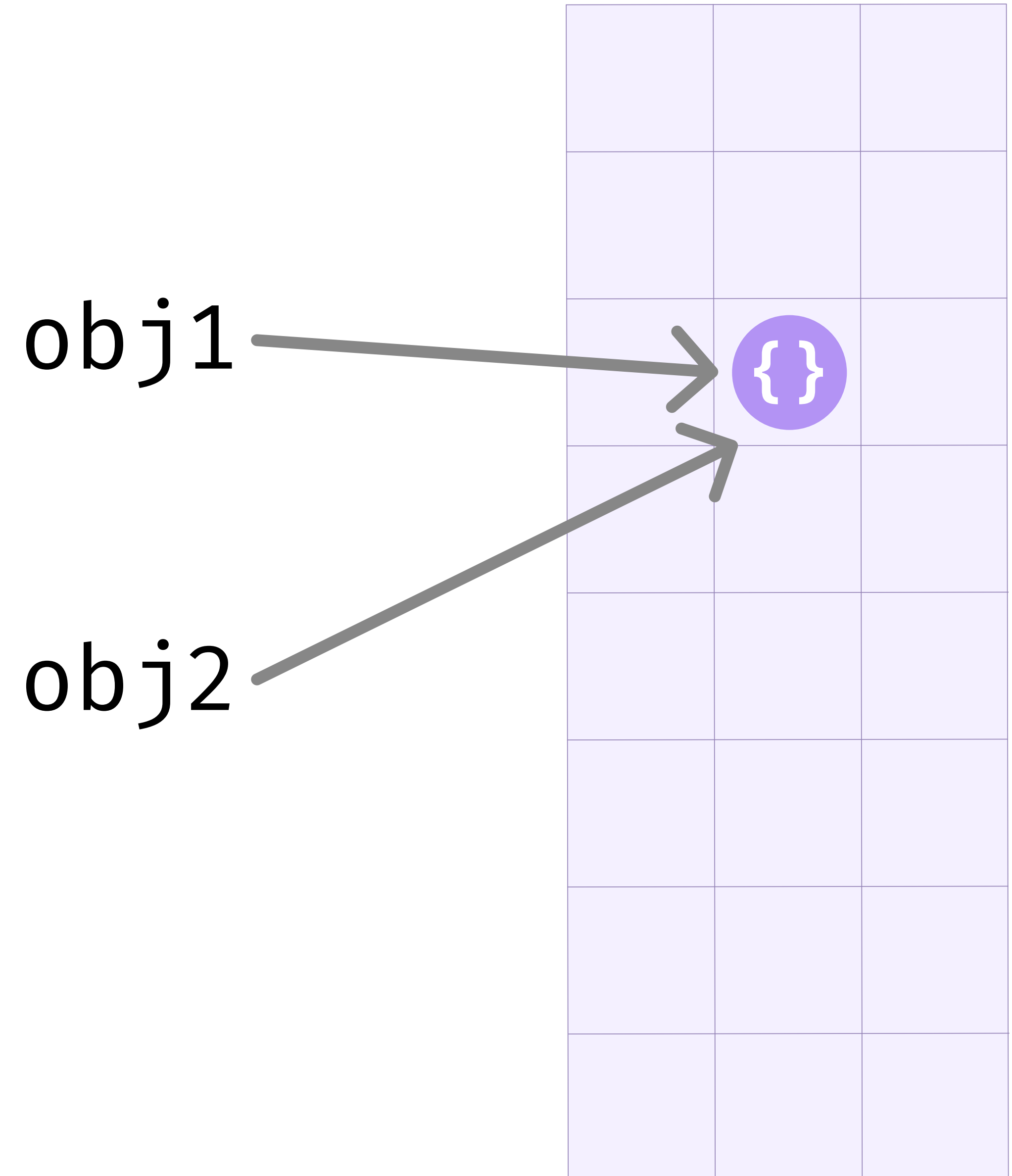


# POINTERS

```
let obj1 = {  
  value: 11  
}
```

```
let obj2 = obj1
```

```
let obj3 = {  
  value: 27  
}
```

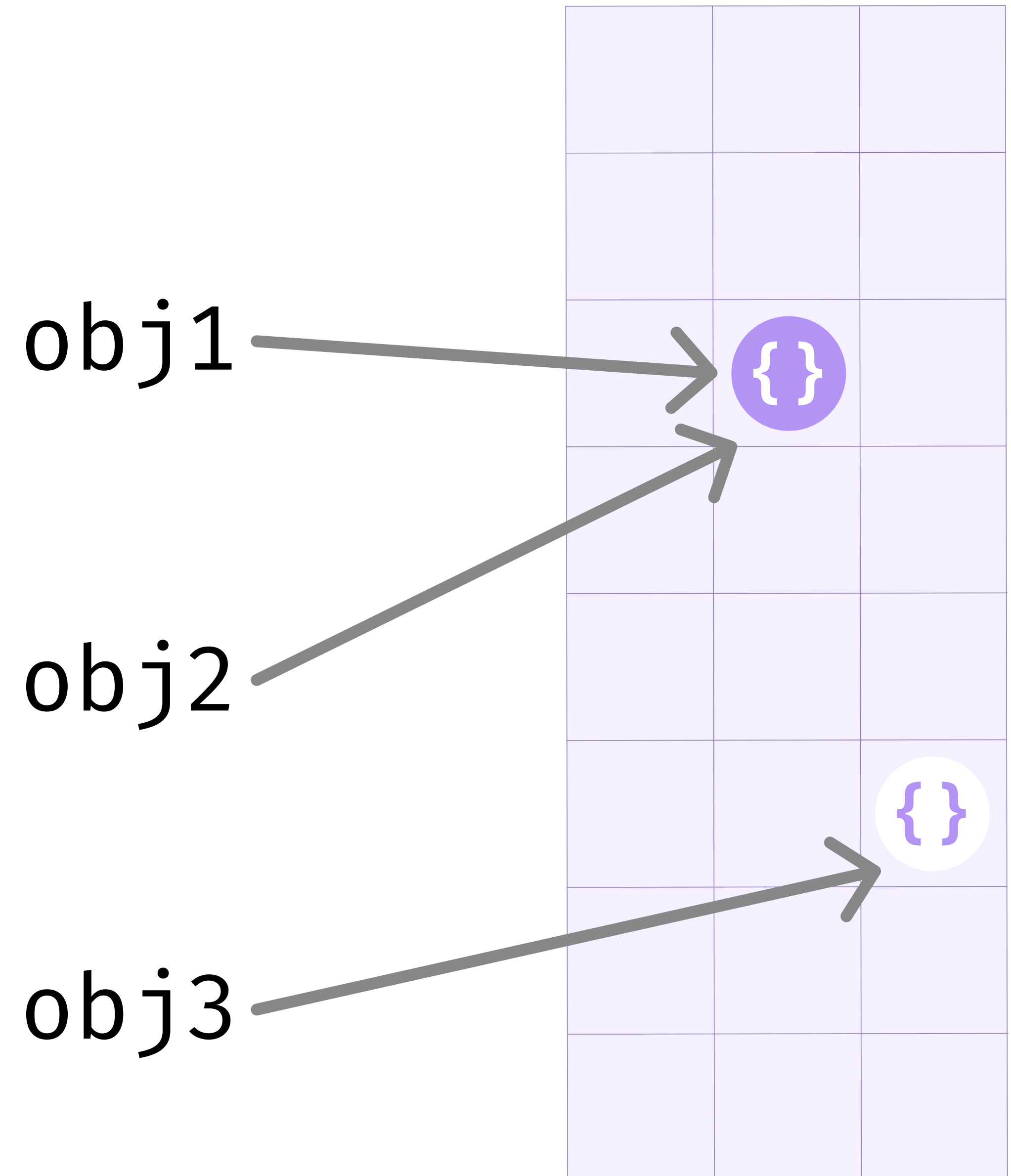


# POINTERS

```
let obj1 = {  
  value: 11  
}
```

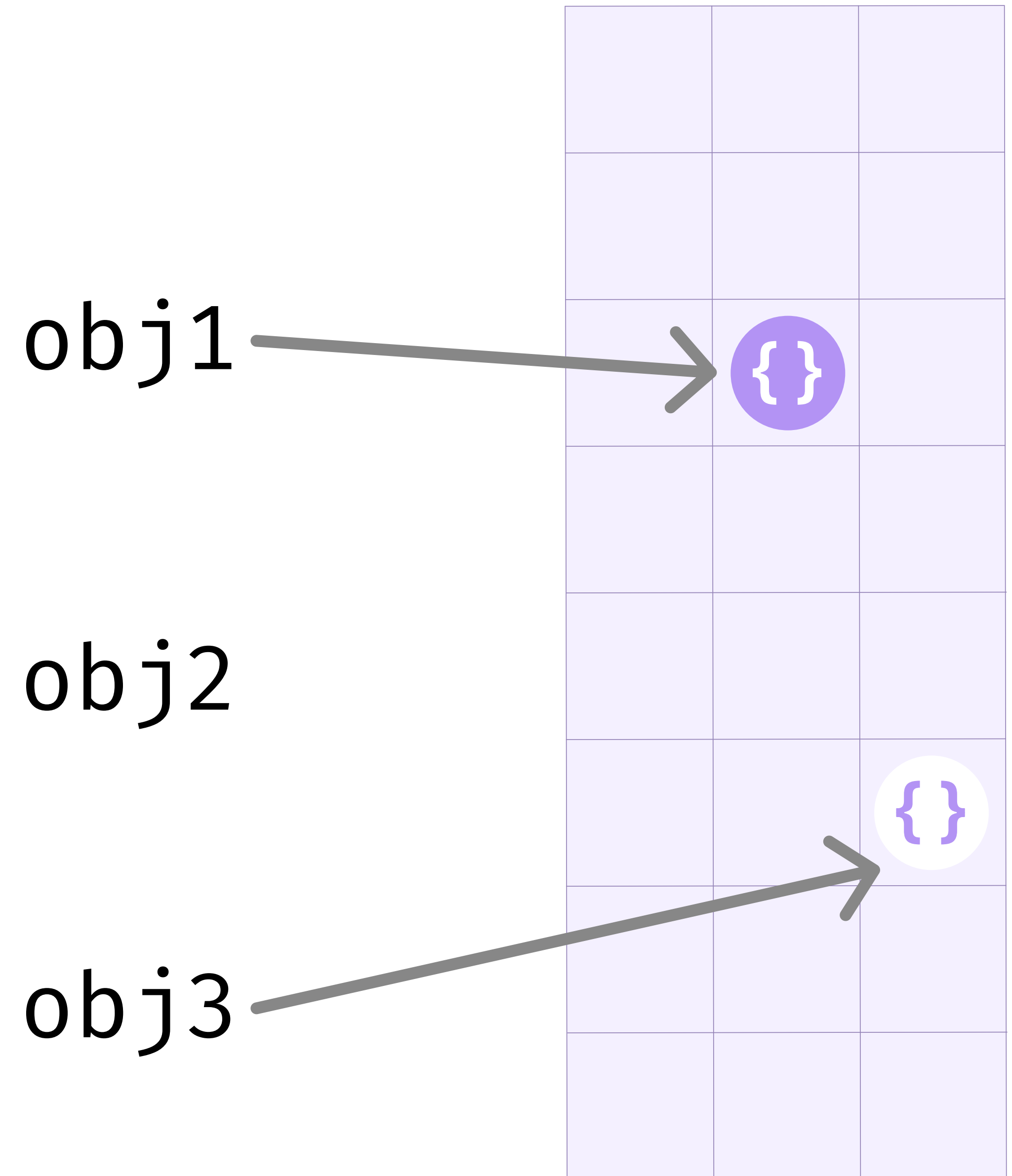
```
let obj2 = obj1
```

```
let obj3 = {  
  value: 27  
}
```



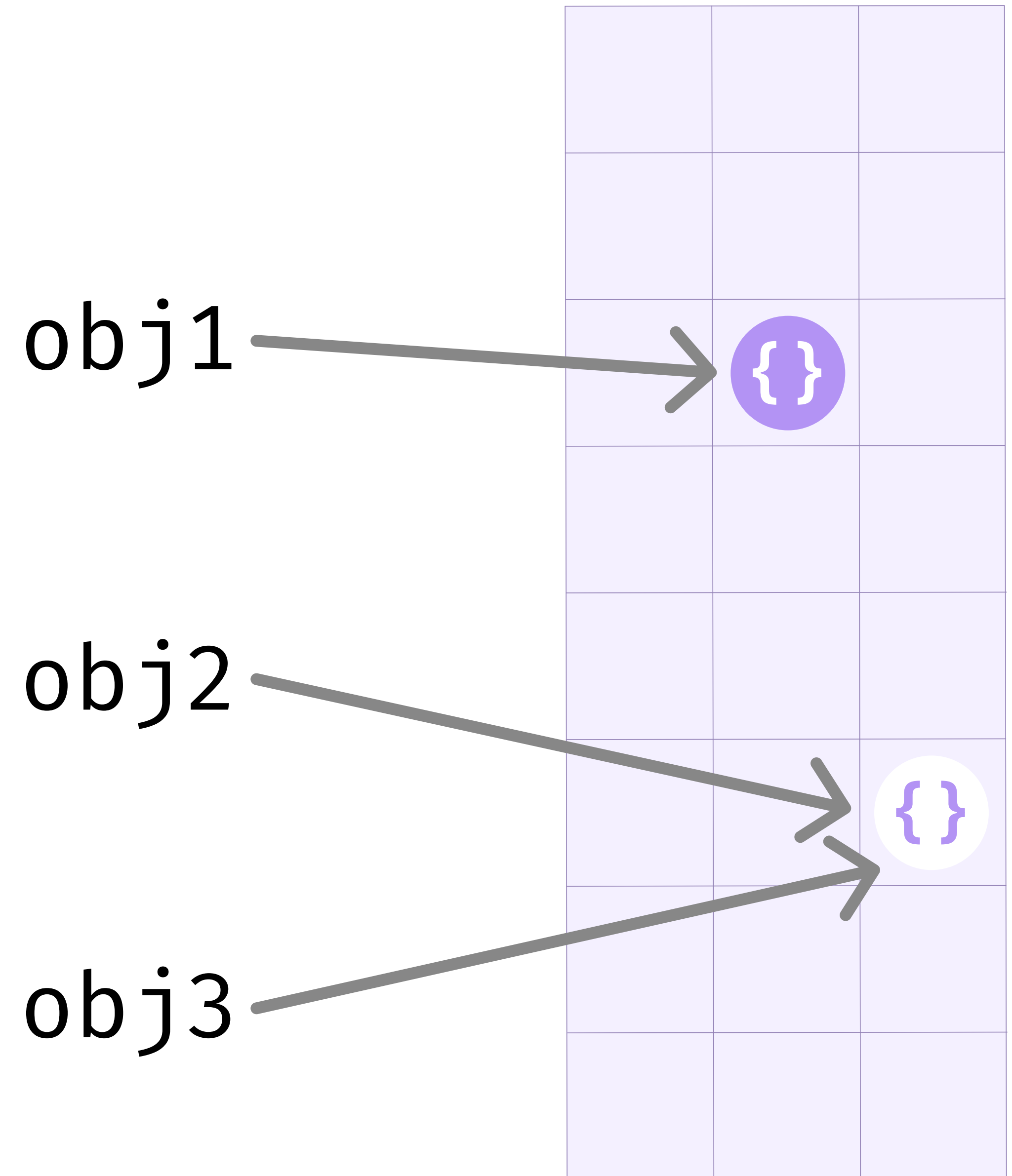
# POINTERS

```
let obj1 = { ... }  
let obj2 = obj1  
let obj3 = { ... }  
obj2 = obj3
```



# POINTERS

```
let obj1 = { ... }  
let obj2 = obj1  
let obj3 = { ... }  
obj2 = obj3
```



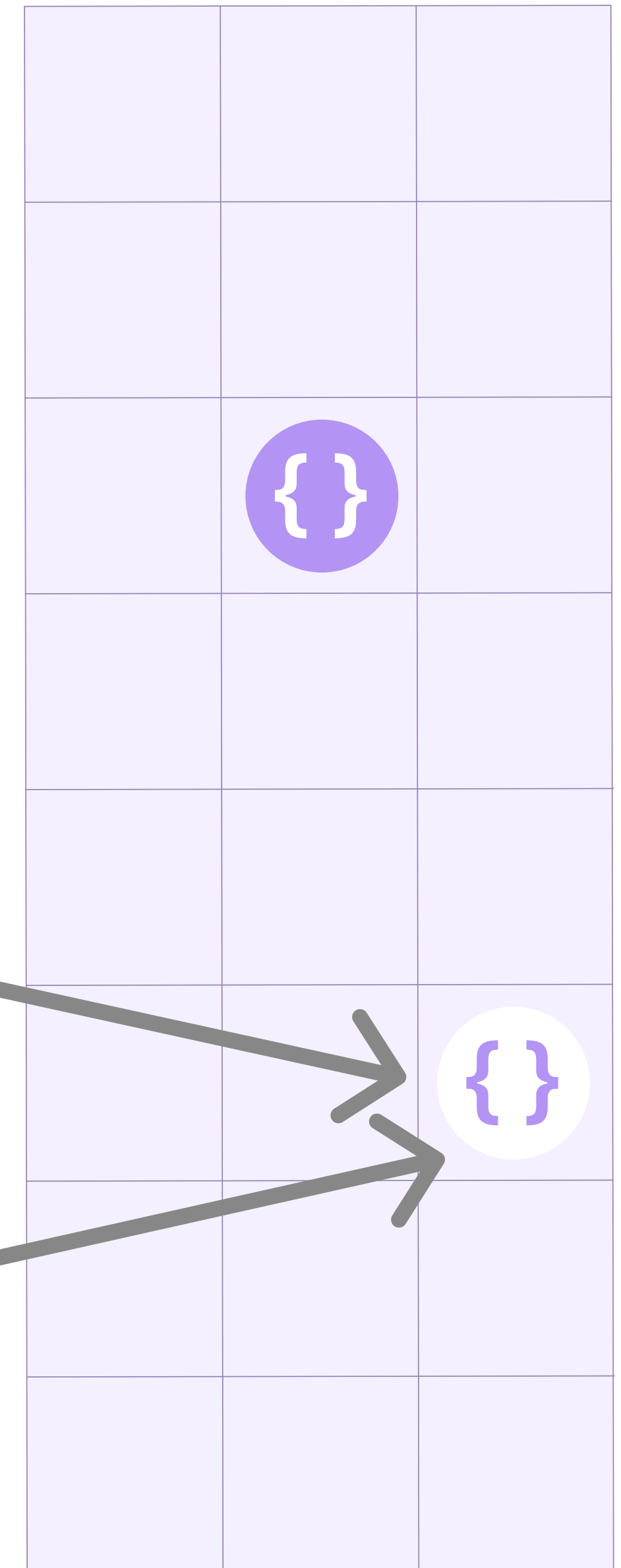
# POINTERS

```
let obj1 = { ... }  
let obj2 = obj1  
let obj3 = { ... }  
obj2 = obj3  
obj1 = obj3
```

obj1

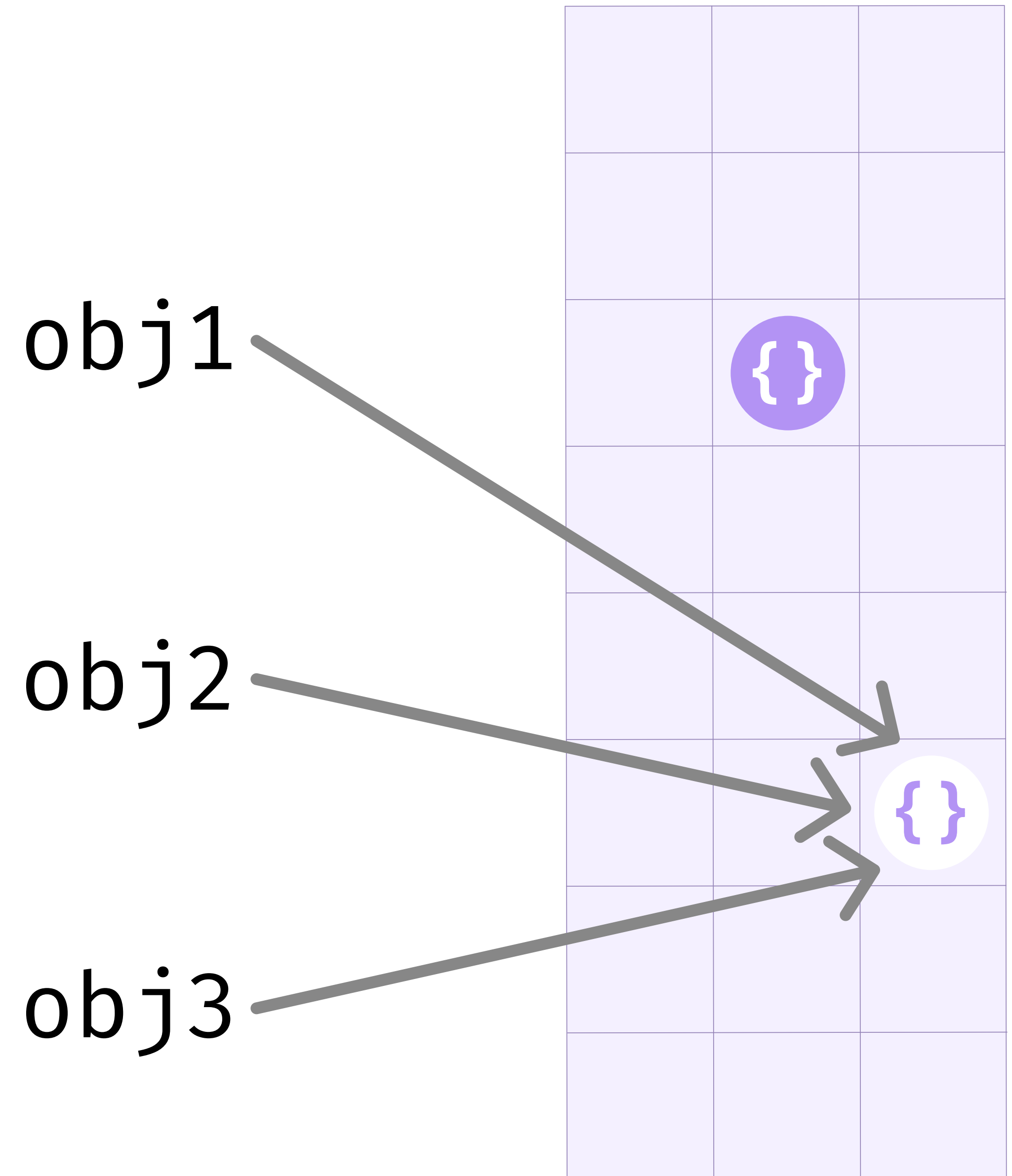
obj2

obj3



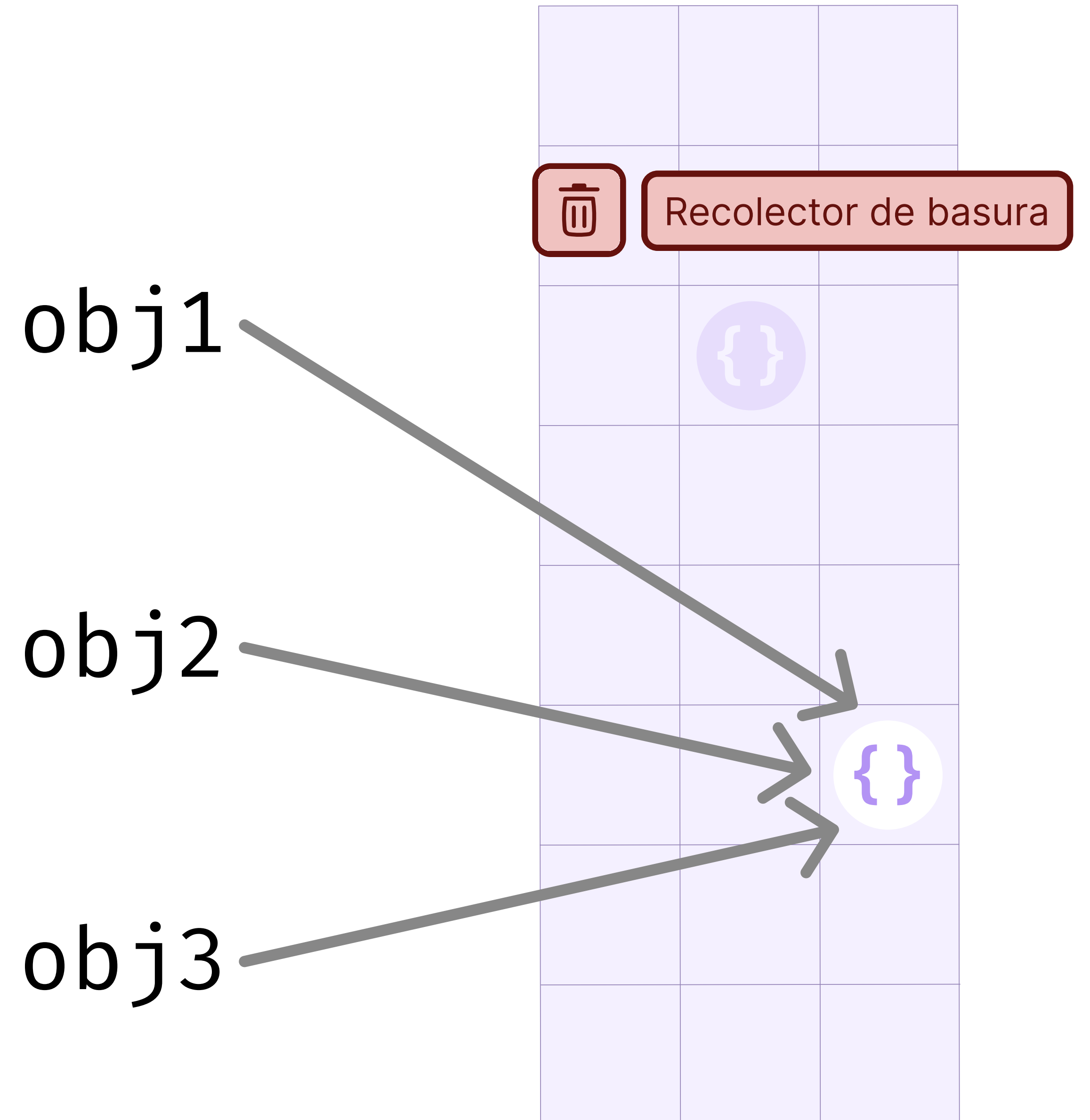
# POINTERS

```
let obj1 = { ... }  
let obj2 = obj1  
let obj3 = { ... }  
obj2 = obj3  
obj1 = obj3
```



# POINTERS

```
let obj1 = { ... }  
let obj2 = obj1  
let obj3 = { ... }  
obj2 = obj3  
obj1 = obj3
```



# POINTERS

```
let num1 = 5
```

```
let num2 = num1
```

num1

num2

