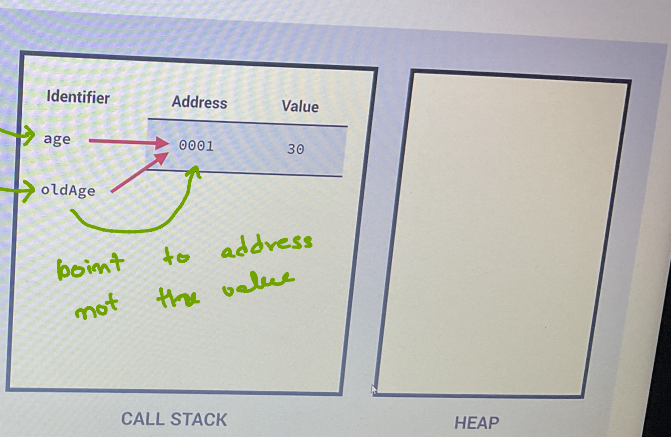
# PRIMITIVE VS. REFERENCE VALUES

- **Primitive** values example:

```
let age = 30;
let oldAge = age;
age = 31;
console.log(age); // 31
console.log(oldAge); // 30
```

when we create variable it creates identifier that points to address where value is stored




And so it will look like old age, is simply 30 as well.

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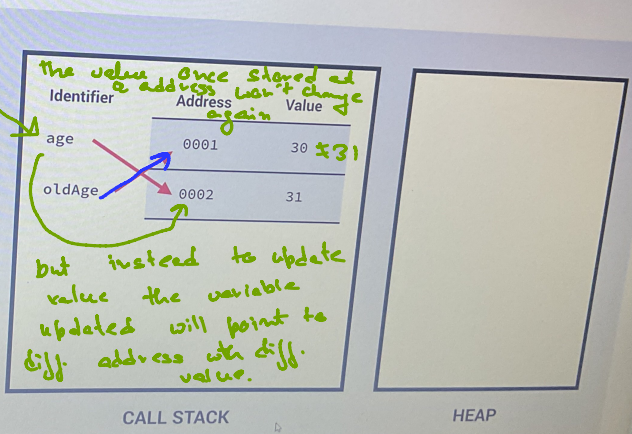
- **Primitive** values example:

```
let age = 30;
let oldAge = age;
age = 31;
console.log(age); // 31
console.log(oldAge); // 30
```

but oldage still has pointer pointing to previous value




they both return exactly values that we expect.

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**Primitive** values example:

```
let age = 30;
let oldAge = age;
age = 31;
console.log(age); // 31
console.log(oldAge); // 30
```

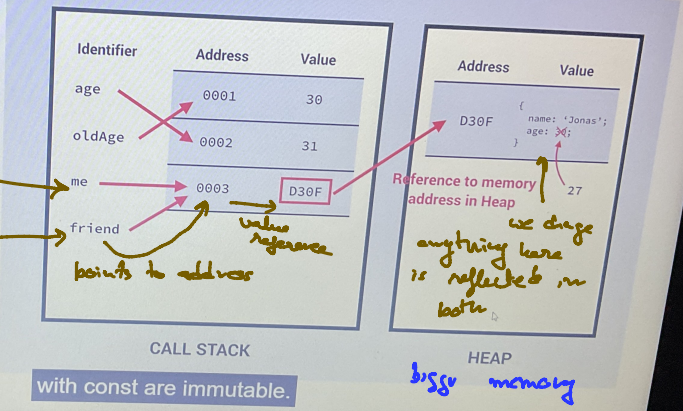
**Reference** values example:

```
const me = {
  name: 'Jonas'
  age: 30
};
const friend = me;
friend.age = 27;

console.log('Friend:', friend);
// { name: 'Jonas', age: 27 }

console.log('Me:', me);
// { name: 'Jonas', age: 27 }
```

No problem, because we're NOT changing the *value* at address 0003!




with const are immutable.