

STEP 1.2 — Objects, Arrays & Memory

Learn:

- Reference vs value
- Shallow vs deep copy
- Array methods
- Object methods
- Destructuring
- Spread/rest

explain these concepts of js in depth theory + code in detail

Great 🔥 This is one of the **most important JavaScript foundations**. If you master this, your JS understanding will become **next-level**. Let's go step by step in **simple but deep** way.

🚀 STEP 1.2 — Objects, Arrays & Memory in JavaScript

✓ 1. Reference vs Value (Very Important)

◆ What is this?

In JavaScript, variables store data in **two different ways**:

👉 By Value

👉 By Reference

This depends on **data type**.

◆ Primitive Types → Stored by VALUE

Examples:

javascript

```
Number, String, Boolean, null, undefined, Symbol, BigInt
```

 Copy code

◆ How it works?

When you assign a primitive, a **copy of the value** is created.

✓ Example:

```
js

let a = 10;
let b = a;

b = 20;

console.log(a); // 10
console.log(b); // 20
```

 Copy code

◆ Explanation:

1. `a` stores 10.
2. `b = a` → copy of 10 is stored.
3. Changing `b` does NOT affect `a`.

👉 Because they are **independent copies**.

◆ Non-Primitive Types → Stored by REFERENCE

Examples:

```
mathematica

Objects, Arrays, Functions
```

 Copy code

These are stored in **heap memory**, and the variable stores a **reference (address)**.

✓ Example:

```
js

let obj1 = { name: "Ghost" };
let obj2 = obj1;

obj2.name = "Byte";

console.log(obj1.name); // Byte
```

◆ Why?

 Copy code

Because:

css

```
obj1 → memory address → { name: "Ghost" }  
obj2 → same address
```

Both variables point to the **same object**.

 Copy code

👉 So changing one affects the other.

⚡ Memory Visualization (Important)

css

Stack:

```
a = 10
```

Heap:

Object stored here

```
obj1 → address → {name: "Ghost"}  
obj2 → same address
```

🎯 Interview Tip:

 Copy code

👉 Always remember:

Primitives → Copy
Objects/Arrays → Reference

✓ 2. Shallow vs Deep Copy

This is directly connected to **reference vs value**.

◆ Shallow Copy

A shallow copy copies **only the first level**.

Example:

js

```
let user = {  
    name: "Ghost",  
    address: {  
        city: "Pune"  
    }  
};  
  
let copy = { ...user };  
  
copy.address.city = "Mumbai";  
  
console.log(user.address.city); // Mumbai ✘
```

◆ Why?

Because:

- 👉 Spread operator copies only top-level.
- 👉 Nested object is still **shared reference**.

 Copy code

◆ Deep Copy

A deep copy creates a **completely new object**, including nested objects.

Method 1: JSON (simple but limited)

js

```
let deepCopy = JSON.parse(JSON.stringify(user));
```

 Copy code

⚠ Limitation:

- Doesn't work with:
 - Functions
 - Dates
 - undefined
 - Map, Set

Method 2: structuredClone (Modern & best)

js

```
let deep = structuredClone(user);
```

 Copy code

This is the **modern deep copy**.

Interview Tip:

- 👉 Spread operator = shallow
 - 👉 **structuredClone** = deep
-
-

3. Array Methods (Core of JavaScript)

Arrays are heavily used in real-world apps and frameworks like **React**.

Let's see important ones.

◆ **map()** → Transform array

Returns a new array.

js

```
let nums = [1, 2, 3];  
  
let doubled = nums.map(n => n * 2);  
  
console.log(doubled); // [2,4,6]
```

 Copy code

◆ **filter()** → Select elements

js

```
let nums = [1, 2, 3, 4];  
  
let even = nums.filter(n => n % 2 === 0);
```

```
console.log(even); // [2,4]
```

 Copy code

◆ **reduce()** → Powerful

Used for:

- Sum
- Counting
- Complex logic

js

```
let nums = [1, 2, 3];

let sum = nums.reduce((acc, curr) => acc + curr, 0);

console.log(sum); // 6
```

 Copy code

◆ **find()**

js

```
let users = [{id:1}, {id:2}];

let user = users.find(u => u.id === 2);
```

 Copy code

◆ **some() & every()**

js

```
nums.some(n => n > 2); // true
nums.every(n => n > 0); // true
```

 Copy code

◆ **sort() (Important)**

js

```
[3,1,2].sort((a,b) => a - b);
```

 Copy code

🎯 Interview Tip:

- 👉 map = transform
 - 👉 filter = condition
 - 👉 reduce = everything
-
-

✓ 4. Object Methods

Objects are the backbone of JavaScript.

◆ Object.keys()

js

Copy code

```
let obj = {a:1, b:2};

console.log(Object.keys(obj)); // [ 'a', 'b' ]
```

◆ Object.values()

js

Copy code

```
Object.values(obj); // [1,2]
```

◆ Object.entries()

js

Copy code

```
Object.entries(obj); // [['a',1],['b',2]]
```

◆ Object.assign()

Used for shallow copy.

js

Copy code

```
let newObj = Object.assign({}, obj);
```

- ◆ **hasOwnProperty()**

js

 Copy code

```
obj.hasOwnProperty("a");
```

5. Destructuring (Very Important in modern JS)

Used everywhere in Node.js, React, APIs.

- ◆ **Object Destructuring**

js

 Copy code

```
let user = { name: "Ghost", age: 25 };

let { name, age } = user;

console.log(name);
```

- ◆ **Rename variable**

js

 Copy code

```
let { name: username } = user;
```

- ◆ **Default value**

js

 Copy code

```
let { city = "Pune" } = user;
```

- ◆ **Nested destructuring**

js

 Copy code

```
let user = {  
    address: { city: "Pune" }  
};  
  
let { address: { city } } = user;
```

◆ Array Destructuring

js

 Copy code

```
let [a, b] = [10, 20];
```

6. Spread & Rest Operator (Modern JS)

◆ Spread → Expand values

Used for:

- Copy
- Merge
- Function arguments

Arrays:

js

 Copy code

```
let arr1 = [1,2];  
let arr2 = [...arr1, 3, 4];
```

Objects:

js

 Copy code

```
let user = {name:"Ghost"};  
let updated = {...user, age:25};
```

◆ Rest → Collect values

Used in:

- Functions
- Destructuring

Functions:

js

 Copy code

```
function sum(...nums){  
  return nums.reduce((a,b) => a+b);  
}
```

Destructuring:

js

 Copy code

```
let [a, ...rest] = [1,2,3,4];  
  
console.log(rest); // [2,3,4]
```

🔥 Difference:

Spread

Rest

Expands

Collects

🎯 Final Pro-Level Summary

JavaScript memory model:

- Primitives → value
- Objects → reference

Shallow copy vs deep copy:

- Spread = shallow
- structuredClone = deep

👉 Arrays:

- map, filter, reduce → must master

👉 Objects:

- keys, values, entries → used in APIs

👉 Destructuring:

- Cleaner, modern code

👉 Spread & Rest:

- Very common in modern frameworks.

If you want 🔥 I can also give you:

-  Advanced interview questions on these
 -  Real-world coding problems
 -  Mini project to master these concepts
 -  Memory tricks to never forget
 -  Common mistakes & edge cases
 -  Deep dive into JavaScript memory & garbage collection

Just tell me

