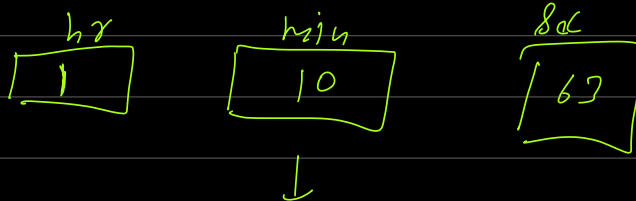


## Agenda

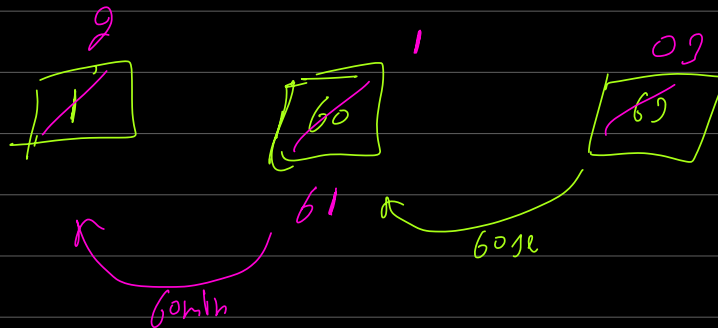
(1) nested connect box

(2) js performance / memory leak

case 1



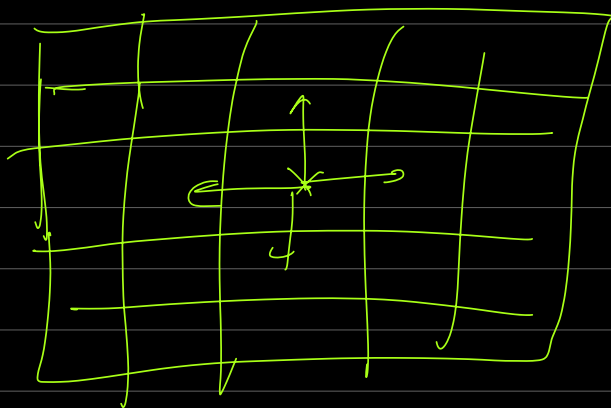
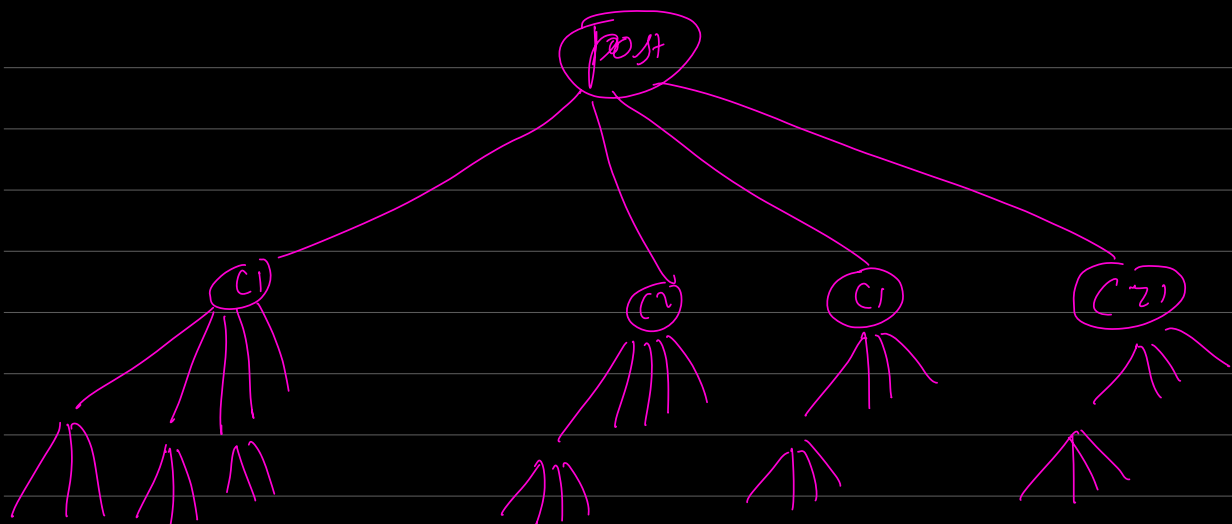
case 2



case 3







(direction vector)

↓

(vector)

```

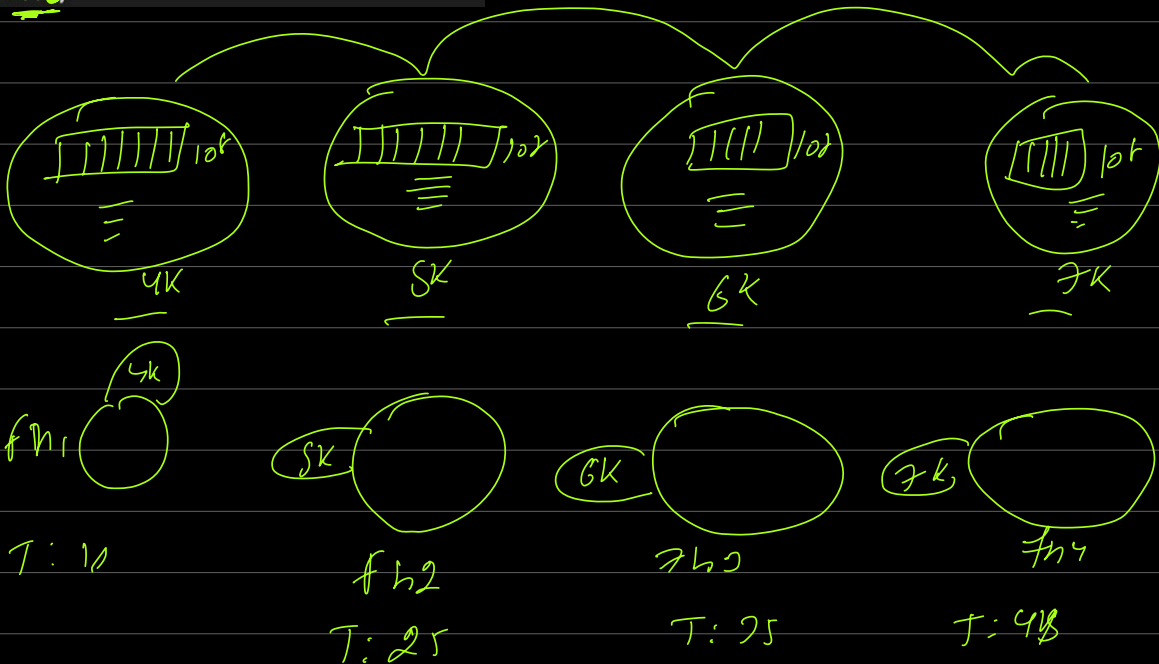
let theThing = null;
let replaceThing = function(){
  console.log("Something");
  let originalThing = theThing;
  let unused = function(){
    if(originalThing){
      console.log("Hi");
    }
  }

  theThing = {
    longStr : new Array(100000000),
    someMethod : function(){
      console.log("Bye!");
    }
  }
}

setInterval(() => {
  replaceThing();
}, 1000)

```

the thing = ~~let~~ 4K 5K 6K 7K



```

let a = document.querySelector("h1");
let b = document.querySelector("p");

// console.log(a);
// It will remove the node from the tree.
a.remove();
// console.log(document.querySelector("h1"));

// a = null;
console.log(a);
// console.log(document.querySelector("h1"));

```

$$\begin{aligned} b &= 1k \\ a &= \cancel{2k} \sim 11 \end{aligned}$$

