

```
$a = 7;  
$b = $a;  
$a = 3;  
//$b is still 7.  
$c = &$a;  
$a = 22;  
//$b is 7, but $c is now 22 because $c is a reference.
```

```
$obj1 = new stdClass();  
$obj2 = $obj1;  
$obj1->test = 'test';  
//$obj2->test is 'test' because it is a pointer.
```

```
$obj3 = &$obj1;  
$obj1 = new stdClass();  
$obj1->test = 'test2';  
//$obj2->test is 'test', but $obj3->test is 'test2' because it was a  
reference.
```

```
var_dump($obj1,$obj2,$obj3);
```

```
object(stdClass)#2 (1) {  
    ["test"]=>  
        string(11) "test2"  
}
```

```
object(stdClass)#1 (1) {  
    ["test"]=>  
        string(10) "test"  
}
```

```
object(stdClass)#2 (1) {  
    ["test"]=>  
        string(11) "test2"  
}
```