- Objects are stored in a centralized object store in PHP, and the variables used are pointers to those objects. When a pointer is copied to a new variable, a new object is NOT created.
    - Changing the old variable is changing the object, so the new variable is also going to see the changes.
- Arrays, Strings, Floats, and Integers, when copied to a new variable are copied….
    - Changing the old variable does not change the new variable.
- Passing a value by reference uses the & sign before the $ designation, and causes the second variable to follow the first variable.
- Copying an object to a new object reference requires the use of the clone function.

```
$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.
```