

3. modification by reference

index.js

```
const arr1 = [1, 2, 3];
```

```
const arr2 = arr1;
```

```
arr2.push(4);
```

```
console.log(arr1); // [1, 2, 3, 4]
```

```
console.log(arr2); // [1, 2, 3, 4]
```

```
console.log(arr1 === arr2); // true
```

3. modification by reference

```
example.js — ~/Projects/temp
example.js
28   handleNoteAdd = (newNote) => {
29     const notes = this.state.notes;
30     notes.push(newNote);
31
32     this.setState({
33       notes
34     });
35   }
36
37   render() {
38     return (
39       <div className="app">
40         <h2 className="app__header">NotesApp</h2>
41
42         <NoteEditor onNoteAdd={this.handleNoteAdd} />
43
44         <NotesGrid
45           notes={this.state.notes}
46           onNoteDelete={this.handleNoteDelete}
47         />
48       </div>
49     );
50   }
51 }
```

↑ the same reference