

## 2. arrays / objects creation

```
example.js — ~/Projects/temp

example.js
18
19   handleNoteAdd = (newNote) => {
20     this.setState({
21       notes: [ ... this.state.notes, newNote ]
22     });
23   }
24
25   render() {
26     return (
27       <div className="app">
28         <h2 className="app_header">NotesApp</h2>
29
30         <NoteEditor onNoteAdd={this.handleNoteAdd} />
31
32         <NotesGrid
33           notes={this.state.notes || DEFAULT}
34           onNoteDelete={this.handleNoteDelete}
35         />
36       </div>
37     );

```

← or use  
a reference  
to an empty  
array created  
once

# 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
```