**JAVASCRIPT**

JavaScript -1993 - Brenden Eich -NetScape- High level language - Scripting language

ECMASCRIPT ( European computer Manufactuers Association) - Interpreted Code -

JS engine (V8 engine) -primitive(String,Number,bigint,Undefined,Symbol,Null)

- Non primitive(Arrays,Objects) - [Var , Let, const] –

**Call by value**

When a variable is passed as a parameter to a function, if any changes are made to the parameter, the original variable will remain unaffected. This is known as call by value and this is true for all values having a primitive data type.

**Call by reference**

When a variable’s reference(address) and not its value is passed to a function’s parameter, any changes made to the parameter will update the original variable reference. This is known as call by reference and this is true for all values having a non-primitive data type.

Local function -

function fun(){

}

this-

Arrow function =>