1 Some combined hate on `Javascript`

1.1 RegEx

Regex in .js are the same as goddamn ploughin anywhere, but the implementation of this greasy-bottom muffPutter kinda differs from the usual Java.

```
- regexObject.test( String )
Executes the search for a match between a regular expression
 and a specified string.
Returns true or false.

- string.match( RegExp )
Used to retrieve the matches when matching a string against
 a regular expression.
Returns an array with the matches or null if there are none.
 and null evaluates to false.
```
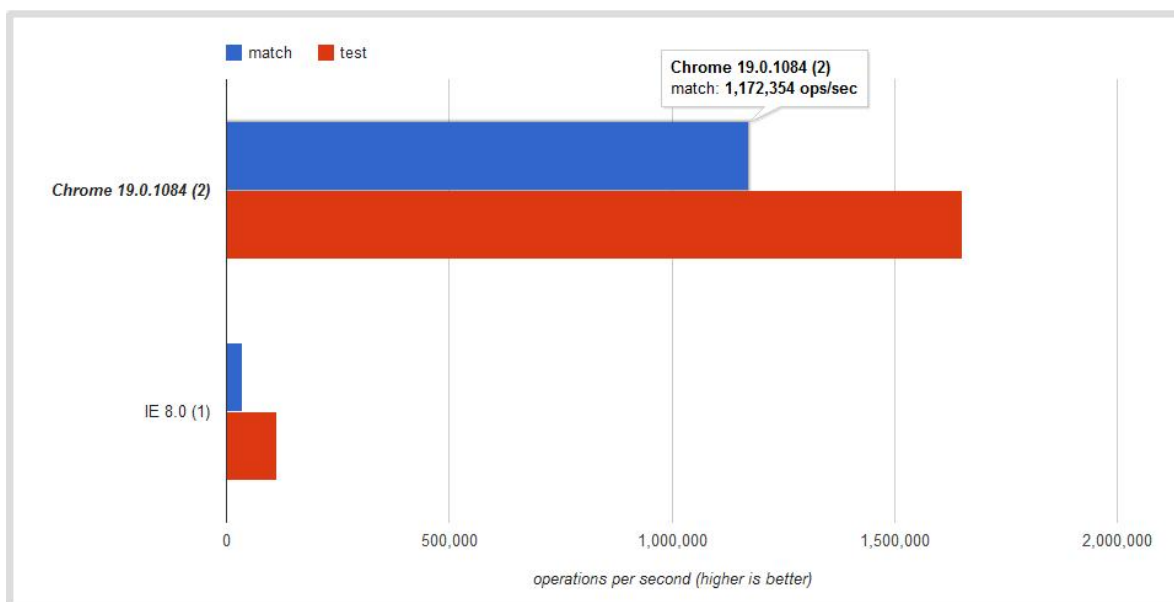
Performance-Wise, use .test().

1.2 Calling Functions

There is no 'get-over-here by Reference', unless objectified like women.

```
function passVar(obj1, obj2, num) {
obj1.prop = "laptop";          // will CHANGE original
obj2 = { prop: "computer" };   //will NOT affect original
num = num + 1;                 // will NOT affect original
}
```

```
var object1 = {
prop: "car"
};
var object2 = {
prop: "bike"
};
var number1 = 10;

passVar(object1, object2, number1);
console.log(object1); //output: Object {item:"laptop"}
console.log(object2); //output: Object {item:"bike"}
console.log(number1); //ouput: 10
```