

mem-hawg-1.js - leaking class instances

see gist: <https://gist.github.com/pmuellr/2c7e9c7b95352d1b33e0>

...

```
class Point2D {  
  constructor (x, y) {  
    ...  
  }  
}  
  
class Point3D extends Point2D {  
  constructor (x, y, z) {  
    ...  
  }  
}
```

...

mem-hawg-2 - leaking plain old objects

see gist: <https://gist.github.com/pmuellr/2c7e9c7b95352d1b33e0>

...

```
const point2D = { x: someX, y: someY }
```

```
doSomething(point2D)
```

...

```
const point3D = { x: someX, y: someY, z: someZ }
```

```
doSomething(point3D)
```

...

mem-hawg-3 - leaking plain old objects

see gist: <https://gist.github.com/pmuellr/2c7e9c7b95352d1b33e0>

...

```
const point2D = { x: someX, y: someY }  
point2D.__tag = new TagPoint2D()
```

```
doSomething(point2D)
```

...

```
const point3D = { x: someX, y: someY, z: someZ }  
point3D.__tag = new TagPoint3D()
```

```
doSomething(point3D)
```

...

```
class TagPoint2D {}  
class TagPoint3D {}
```

...

see gist: <https://gist.github.com/pmuellr/2c7e9c7b95352d1b33e0>

```
setInterval(processThings, 1000 / 1)
```

```
function processThings () {  
  a(); z(); z(); z()  
}
```

```
function a () { doStuff(1); b(); doStuff(1) }  
function b () { doStuff(2); c(); doStuff(2) }  
function c () { doStuff(3); d(); doStuff(3) }  
function d () { doStuff(4); e(); doStuff(4) }  
function e () { doStuff(5); f(); doStuff(5) }  
function f () { doStuff(6) }
```

```
function z () { doStuff(7); y(); doStuff(7) }  
function y () { doStuff(8); x(); doStuff(8) }  
function x () { doStuff(9) }
```