

Garbage collection

Reachability

In JavaScript garbage collection is implemented through something called reachability.

Variables that are reachable are kept in memory and not deleted by the garbage collector.

A value is considered to be reachable if it's reachable from a root by a reference or by a chain of references.

However, if an object is not reachable anymore, then it will be deleted by the garbage collector.

Example

```
let user = {  
  name: "John"  
};
```

Let's say we have this global variable `user` referencing to the object `{name: "John"}`. If `user = null;` then the reference to "John" is deleted, thus the object "John" becomes unreachable. It will be garbage collected.

Example

```
let user = {  
  name: "John"  
};  
  
let admin = user;
```

Here, we have two references that point to the "John" object. If `user = null;` the garbage collector will not delete "John" because it is still reachable via `admin`.

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