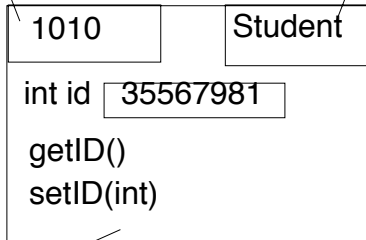


Instance:

Memory address

Type of object
(name of its class)



Contents: instance variables and methods