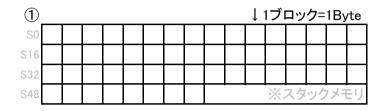
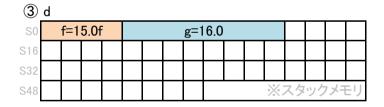
```
// ①
{
    int a = 10;
    byte b = 11;
    int c = 12;
    short d = 13;
    long e = 14;
    // ②
}
{
    float f = 15.0f;
    double g = 16.0;
    // ③
```





S0	a=10 b=11								c=	12		ď	13		
S16				e=	14										
S32															
S48										*	スタ	ツク	アイ	EIJ	



```
class C {
    int _f1;
    short _f2;
}
int s1 = 10;
int s2 = 11;
C s3 = new C();
C s4 = new C();
C s5 = null;
// ①
```

1															
S0	s1=	=10			s2=	=11			s3=	=H0		s4=H6			
S16	s5=null														
S32															
S48											×.	スタ	ック	ソコ	ΕIJ
				↓ s	s3	f2=(	)								
H0	s3 <sup>.</sup>	f1=(	0			·	\$4t	f1=(	)	s4.	_f2=	0			
H16															
H32															
H48											>	(Ŀ-	ーフ	FŁ	Eリ

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_																		
S0		s1:	=10			s2=	=11			s3=	H0		s4=H8					
S16		s5=	nul															
S32																		
S48										ノノコ	<u>-</u> リ							
													↓ s	s4	f2=(	)		
Н0	,	s3f1=0			s3f2=0				**	\$4t	f1=(	)						
H16																		
H32																		
H48									<u>ж</u> е-						「と	<u>=リ</u>		

```
class C
{
    int _f1;
    short _f2;
}
int[] a1 = { 10, 20, 30, 40 };
C[] a2 = new C[3];
a2[0] = new C();
a2[1] = new C();
a2[2] = new C();
// ①
```

(1)												
S0	a1=	=H0	·	a2=	H16	ć						
S16												
S32												
S48								X.	スタ	ック	ソコ	゠リ

H0	а	1[0	]=1	0	а	1[1	]=2	0	a1[2]=3	a1[3]=40				
H16	aί	2[0]	=H2	28	aź	2[1]	=H	34	a2[2]=H	a2[0]f1=0				
H32	a2[1]f1=0								a2[2]f1	=0				
H48	<b>1</b> a	a2[(	)]f	2=0	)		<b>1</b>	↑ a2[2]f2=0						
H64	4 ※ヒープメモ											ΕIJ		
							±+	-1+						

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H0					а	1[1	]=2	0	а	1[2	]=3	0	a1[3]=40				
H16	aΣ	a2[0]=H <mark>52</mark>				[1]=	=H1	28	a2	2[2]	=H:	72					
H32																	
H48					a2	2[0]	_f1:	=0	a2[	0]	f2=	0					
H64									a2	[2]	_f1:	=0	a2[	2]	f2=	0	
H80																	
H96																	
H112	a2	2[1]	_f1	=0	a2[1]f2=0							×	※ヒープメモリ				