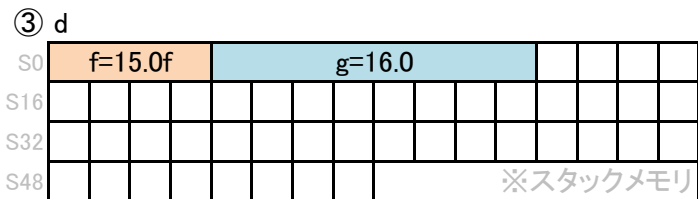
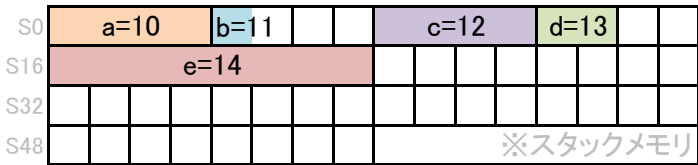
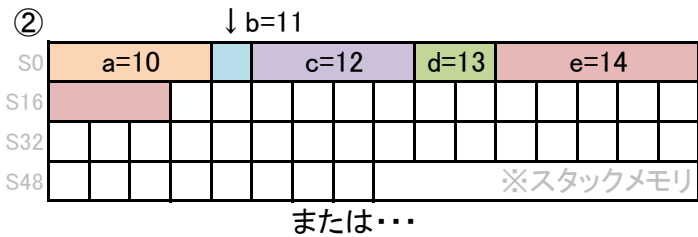
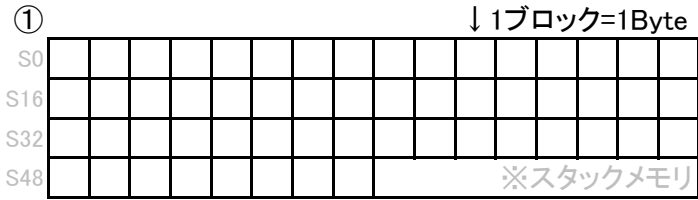


```
// ①
{
    int a = 10;
    byte b = 11;
    int c = 12;
    short d = 13;
    long e = 14;    // ②
}

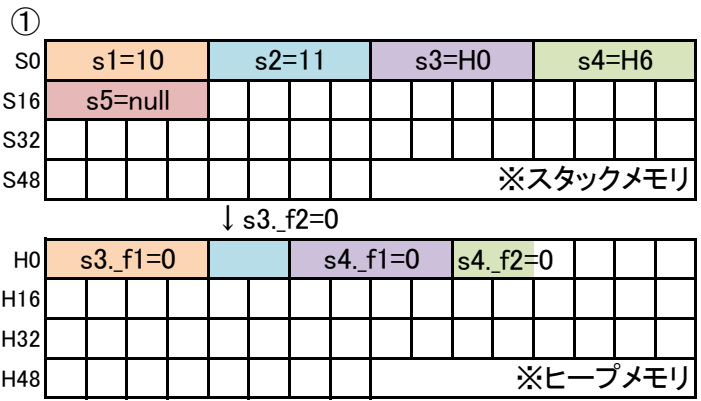
{
    float f = 15.0f;
    double g = 16.0;    // ③
}
```



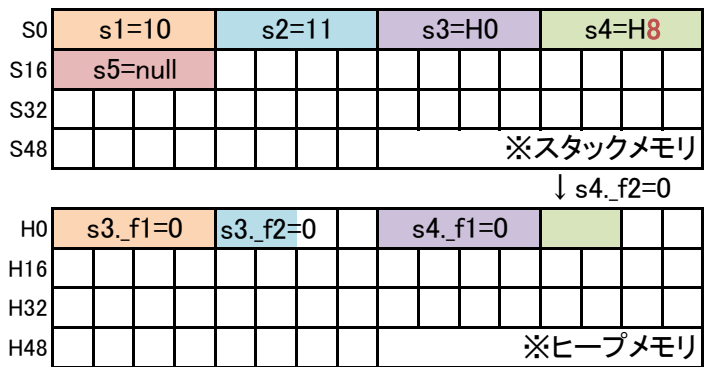
```

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

```



または...



```

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											
S16																
S32																
S48															※スタックメモリ	

H0	a1[0]=10				a1[1]=20				a1[2]=30				a1[3]=40			
H16	a2[0]=H28				a2[1]=H34				a2[2]=H40				a2[0]._f1=0			
H32					a2[1]._f1=0								a2[2]._f1=0			
H48	↑ a2[0]._f2=0								↑ a2[1]._f2=0						↑ a2[2]._f2=0	
H64															※ヒープメモリ	

または...

H0	a1[0]=10				a1[1]=20				a1[2]=30				a1[3]=40			
H16	a2[0]=H52				a2[1]=H128				a2[2]=H72							
H32																
H48					a2[0]._f1=0				a2[0]._f2=0							
H64									a2[2]._f1=0				a2[2]._f2=0			
H80																
H96																
H112	a2[1]._f1=0				a2[1]._f2=0										※ヒープメモリ	