

```
public final class ClientEscape{
```

```
    static Object escaper = null;
```

```
    static void main(final String[] args){
```

```
        ObjectImmutable a = new ObjectImmutable(); // create a1
```

```
        escape(a); // save a1 for later
```

```
        a = a.append("x"); // create a2, DO NOT discard a1 (saved in escaper)
```

```
        a = a.append("y"); // create a3, discard a2
```

```
        a = a.append("z"); // create a4, discard a3
```

```
        System.out.println(a); // read a4
```

```
        System.out.println(escaper); // read a1
```

```
    }
```

```
    public static void escape(Object o) { //TODO
```

```
        // go stick this object in the heap somewhere
```

```
        escaper = o;
```

```
        return;
```

```
    }
```