```
class Point {
    int x;
    int y;
}
// This method increments the int by 1 and
// moves the point to the right

void increment(Point point, int n) {
7   n = n + 1;
8   point.x = point.x + 1;
9   point = null;
    println "  At the end of the method..."
10  println "  The integer is " + n;
    println "  The point is " + point;
}11
// Program execution starts here
1 Point myPoint = new Point()2
3 myPoint.x = 0;
  myPoint.y = 0;
4 int myInt = 0;
  println "The integer is now " + myInt;
  println "The point is now " + myPoint.x + "," + myPoint.y;
5 println "Calling method increment(Point, int)..."
6 increment(myPoint, myInt);
  println "The integer is now " + myInt;
12 println "The point is now " + myPoint.x + "," + myPoint.y;
```
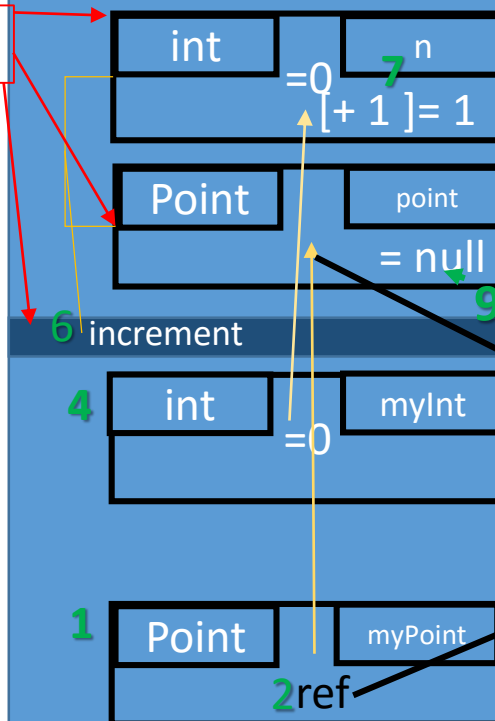
What compiler outputs:
```
  The integer is now 0
  The point is now 0,0
5 Calling method increment(Point, int)…
  At the end of the method…
  The integer is 1
10 The point is null
12 The integer is now 0
  The point is now 1,0
```

Heap

Stack

ERASED

int =0   7 n   [+ 1]= 1

Point   point   = null   9   X

6 increment

4 int =0   myInt

1 Point   myPoint   2 ref

int   x   3 =0 [+ 1]= 1   8

2

int   y   3 =0