

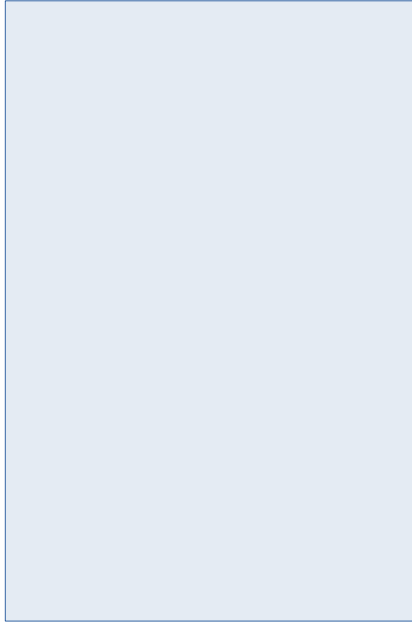
```
Foo obj = new Foo(0);
```

```
obj = new Foo(10);
```

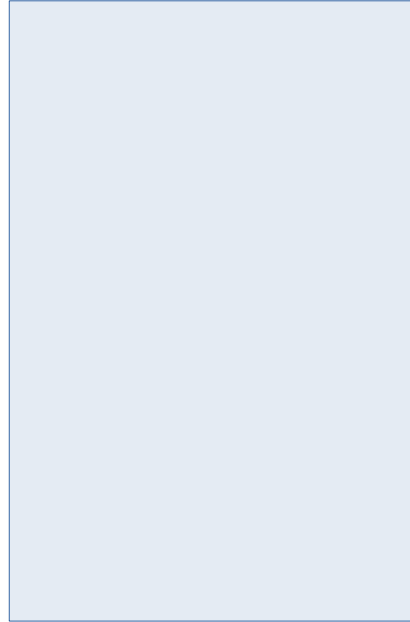
```
Foo obj2 = obj;
```

```
new Foo(20);
```

stack



heap

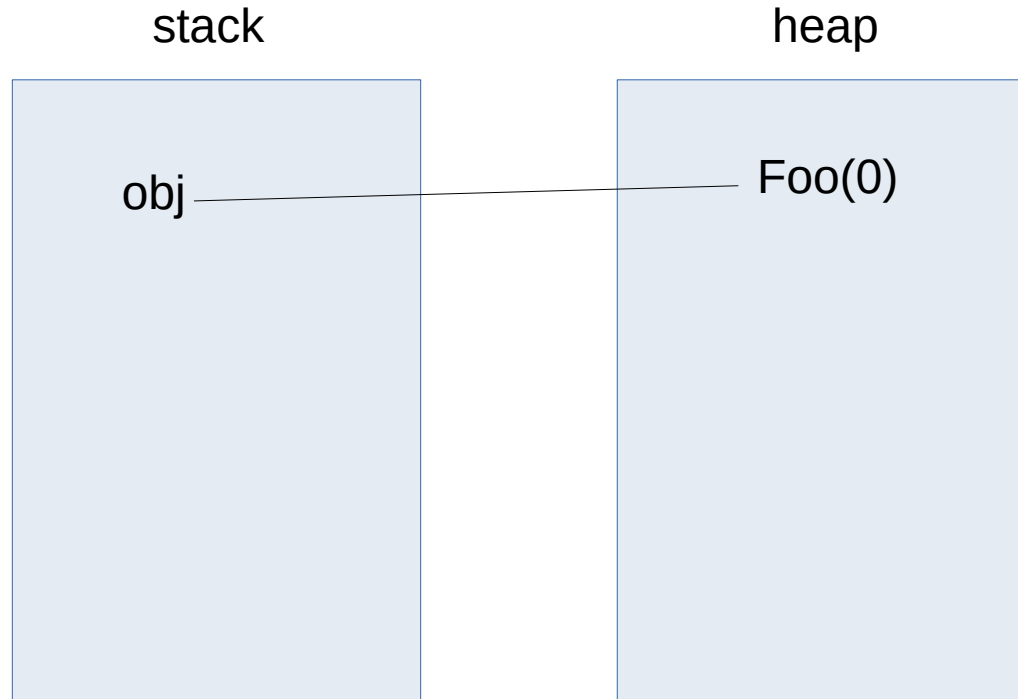


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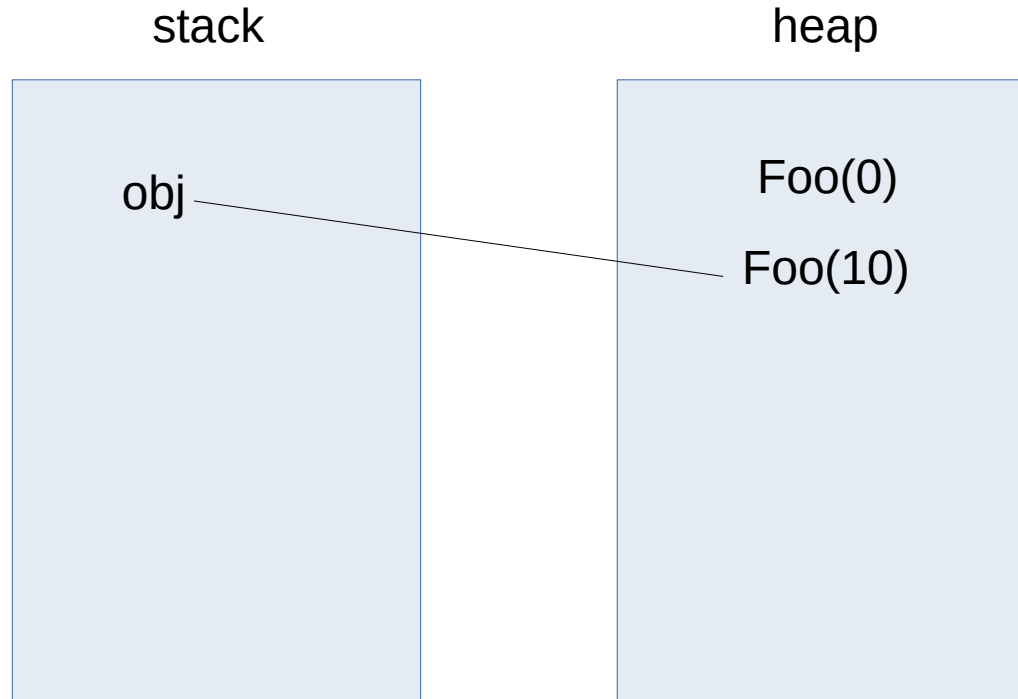


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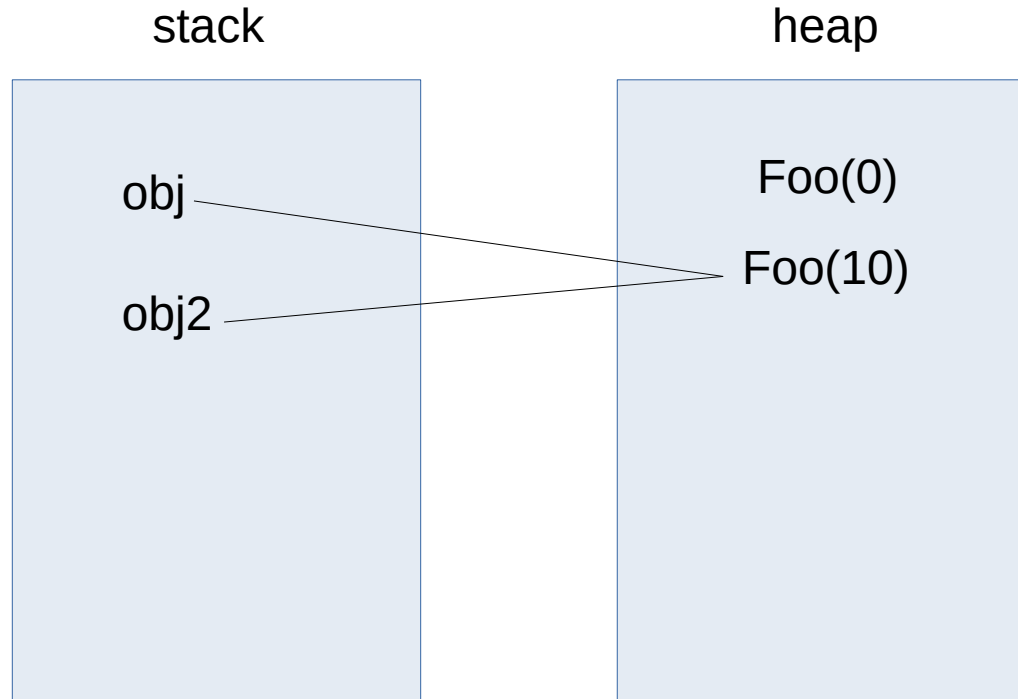


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