```
Foo obj = new Foo(0);
obj = new Foo(10);
Foo obj2 = obj;
new Foo(20);
                    stack
                                           heap
```

```
Foo obj = new Foo(0);
obj = new Foo(10);
Foo obj2 = obj;
new Foo(20);
                    stack
                                            heap
                                            Foo(0)
                   obj
```

```
Foo obj = new Foo(0);
obj = new Foo(10);
Foo obj2 = obj;
new Foo(20);
                     stack
                                             heap
                                             Foo(0)
                   obj.
                                            Foo(10)
```

```
Foo obj = new Foo(0);
obj = new Foo(10);
Foo obj2 = obj;
new Foo(20);
                     stack
                                              heap
                                              Foo(0)
                    obj -
                                             Foo(10)
                    obj2
```

```
Foo obj = new Foo(0);
obj = new Foo(10);
Foo obj2 = obj;
new Foo(20);
                     stack
                                              heap
                                              Foo(0)
                    obj -
                                             Foo(10)
                    obj2
                                             Foo(20)
```