variables

object	object	object
object	B ject	object
object	object	object

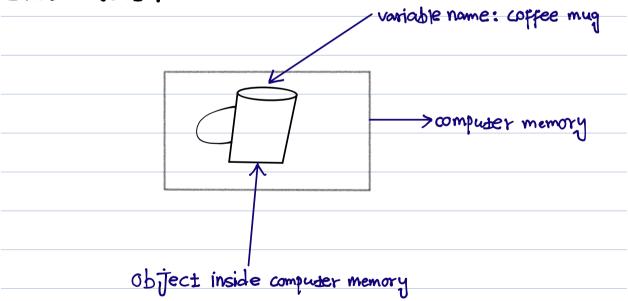
objects at computer's memory

obj1 obj2 obj3					
	object	object	object		
	object	object	object	Pen	
	object	object	object	book	
	object	object	object	Penci	
	object	object	object	cup	
	object	object	object	Ahma	
	object	object	object	kabu	

Address to the value of each object in a computer memory is stored in a variable.

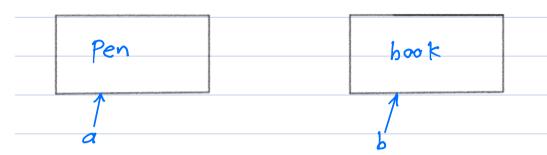
from figure-1, it can be observed that it gets very much difficult if addresses to those objects are not stored in variables.

variable stores addresses of the not the values of those objects



swapping

swapping of two vaniables means changing to references to the objects they points to.

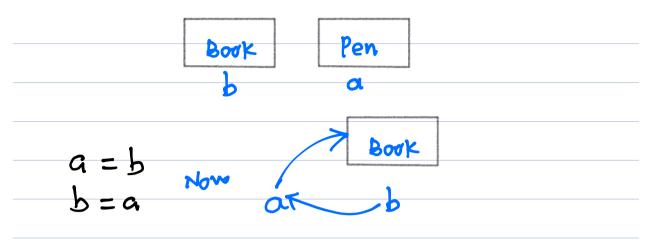


a = pen, means the attress of "pen" is saved to or assigned to variable "a".

b = book

Now, by swapping we want to store address of "book" object into variable 'a' and address of "Pen" object into variable 'b'.

if we directly swap the addresses between them, the Address of one of the objects will be 10st.



both of them one referencing to book object, and reference to Pen is lost

what to do?

create a new variable to hold a reference to either of the objects, and start swapping