

# Controlling the Flow of Execution

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# References versus Values

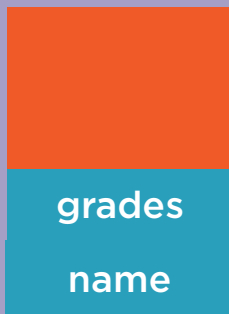
## Reference Type

```
var b = new Book("Grades");
```

### Memory



### Book Object



## Value Type

```
var x = 3;
```

x



90 - 100	A
80-89	B
70-79	C
60-69	D
0-59	F

