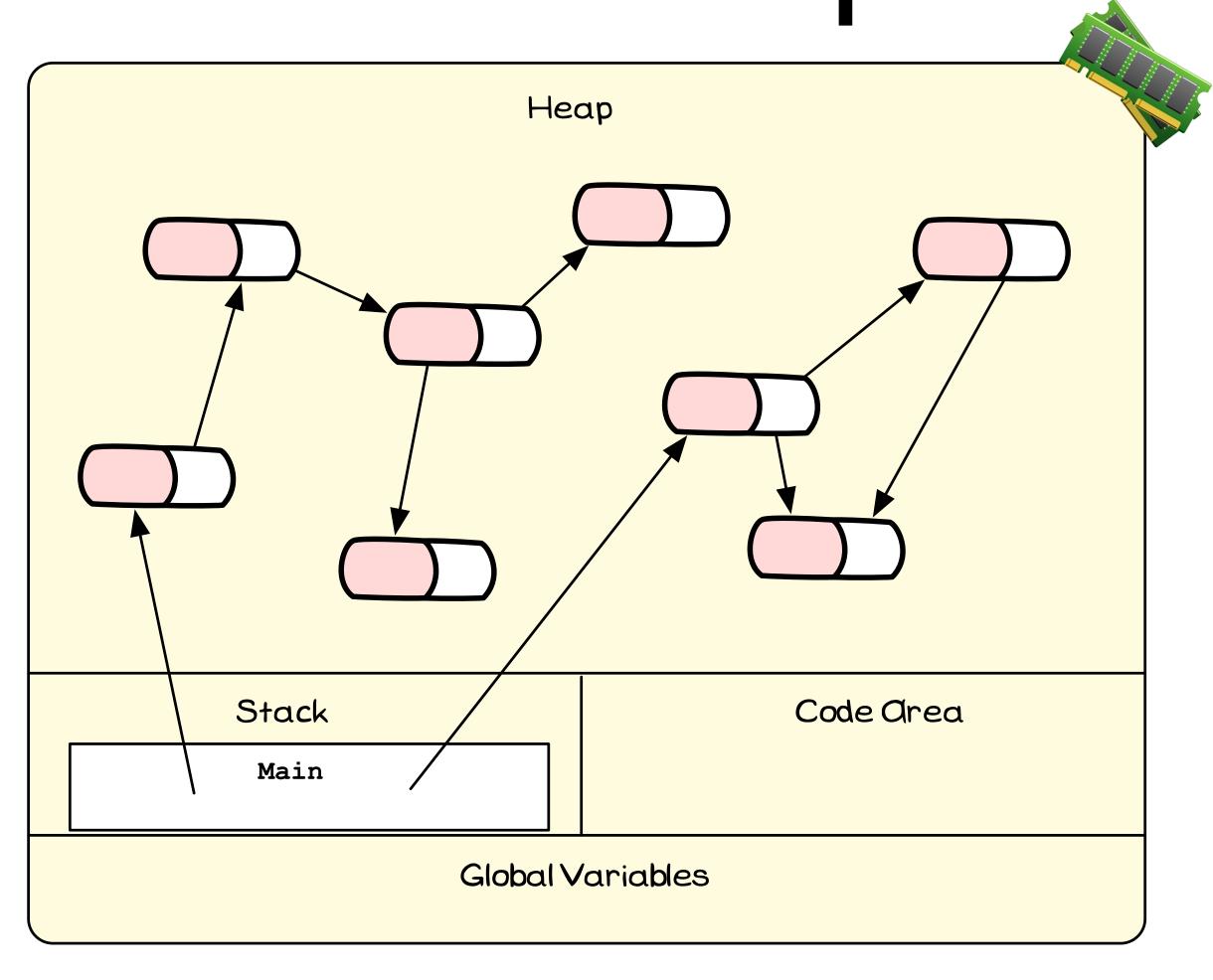
Memory: The Stack and Heap

Charlotte Pierce



Pointers/references allows the creation of flexible networks of objects

At runtime objects exist on the heap



Languages use some form of pointer to refer to objects...

Reference Types Value Types

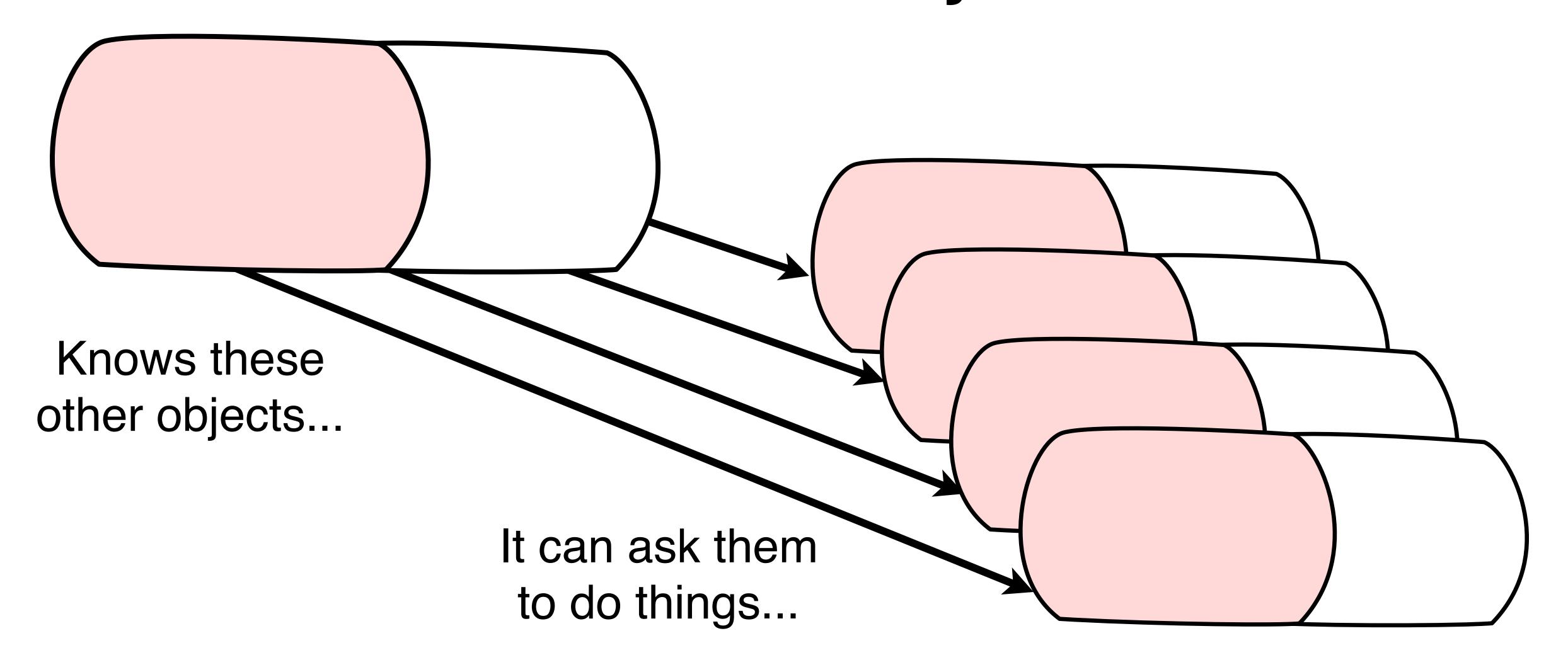
Pointers

Types

C# and Java

C++ and Objective-C

Pointers allow flexible relationships between objects



Visualise what happens in memory with a stack and heap diagram