Java memory model - zadania

1. Na podstawie kodu, który jest przedstawiony w przykładzie, rozrysuj zachowanie tworzenia obiektów analogicznie do pokazanego w filmie o modelu pamięci Javy.

MemoryModelHomework

```java
package memorymodel.exercise;

import memorymodel.Dog;

public class MemoryModelHomework {

    public static void main(String[] args) {
        MemoryModelHomework homework = new MemoryModelHomework();
        homework.run();
    }

    private void run() {
        String variable1 = "zaJavka";
        Dog dog = new Dog("Romek");
        dog.setName("Rafał");
        method(variable1, dog);
        System.out.println(dog.getName());
        variable1 = "Rafał";
    }

    private static void method(String variable1, Dog dog) {
        variable1.toUpperCase();
        dog.setName("Tomek");
        variable1 = dog.getName();
        System.out.println(variable1);
        System.out.println(dog.getName());
    }
}
```

Dog class

```java
package memorymodel;

public class Dog {

    private String name;

    public Dog(String name) {
        this.name = name;
    }

    public String getName() {
        return name;
    }

    public void setName(final String name) {
        this.name = name;
    }
}
```