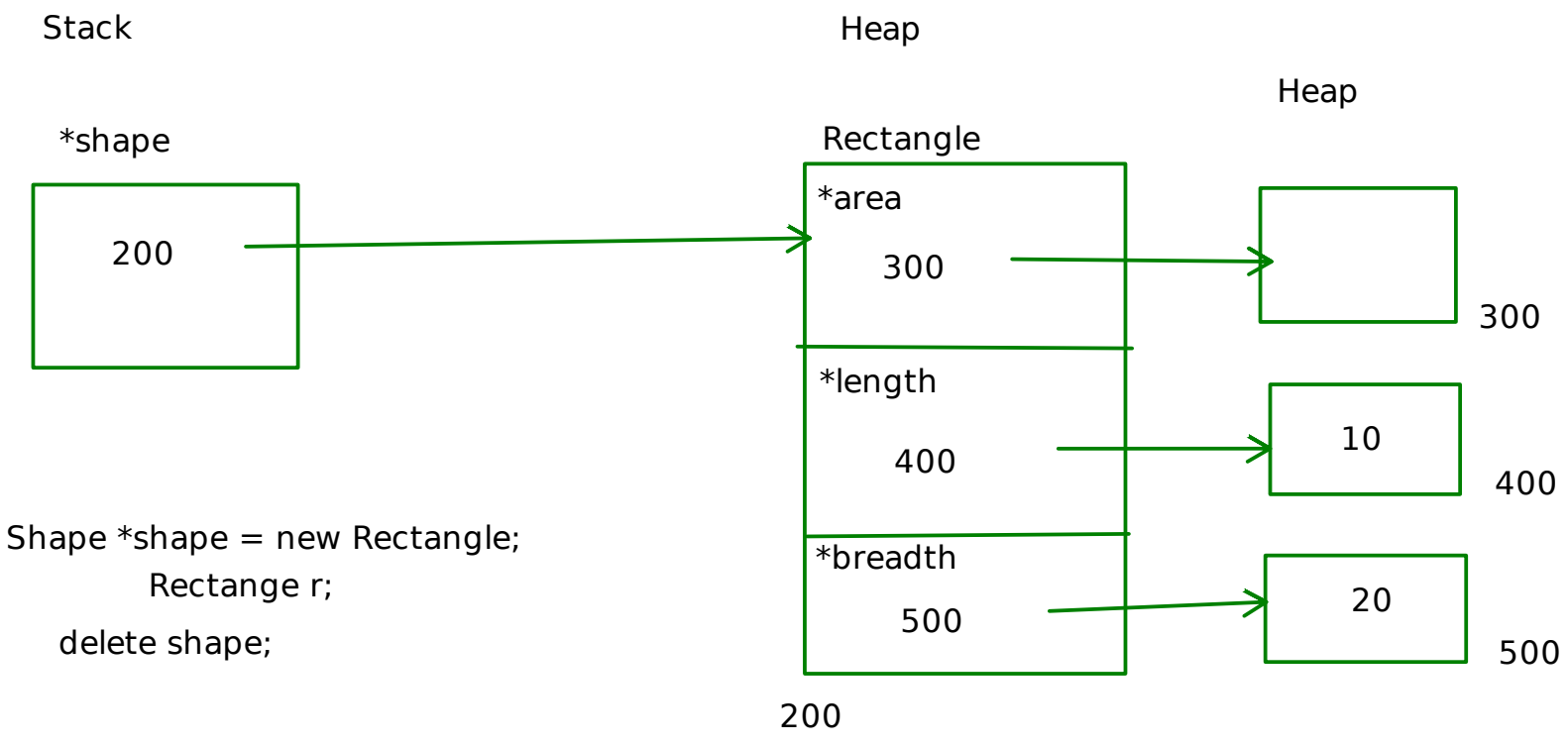
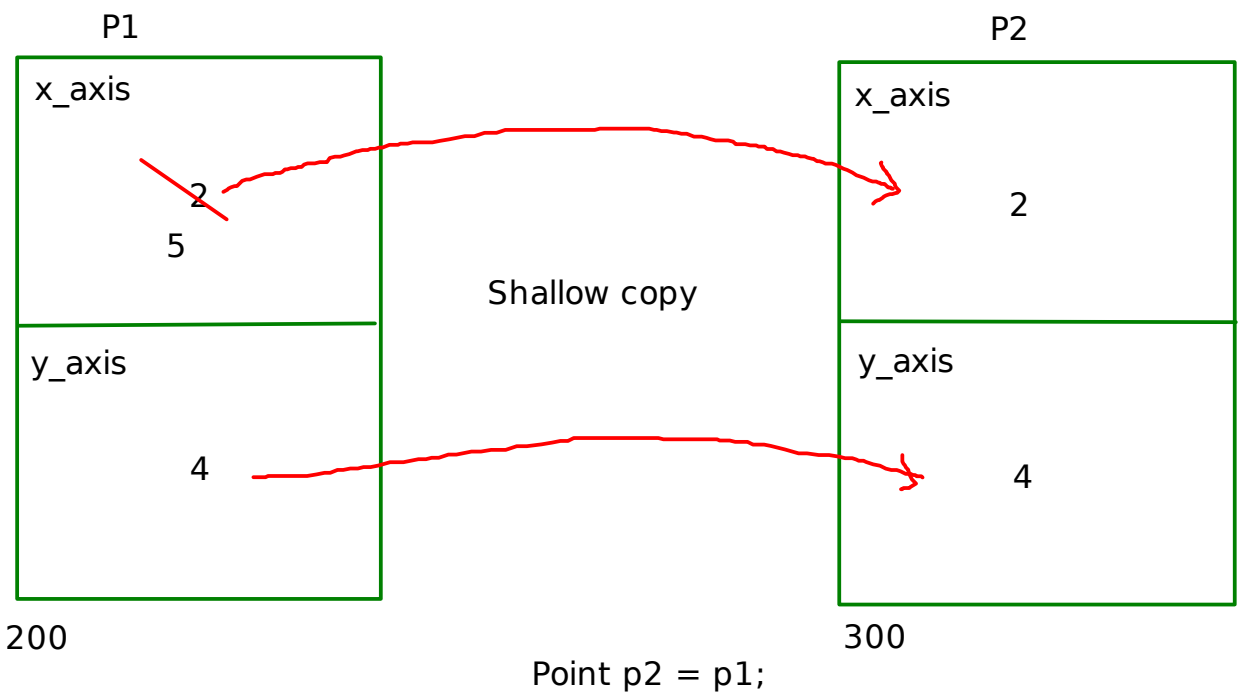
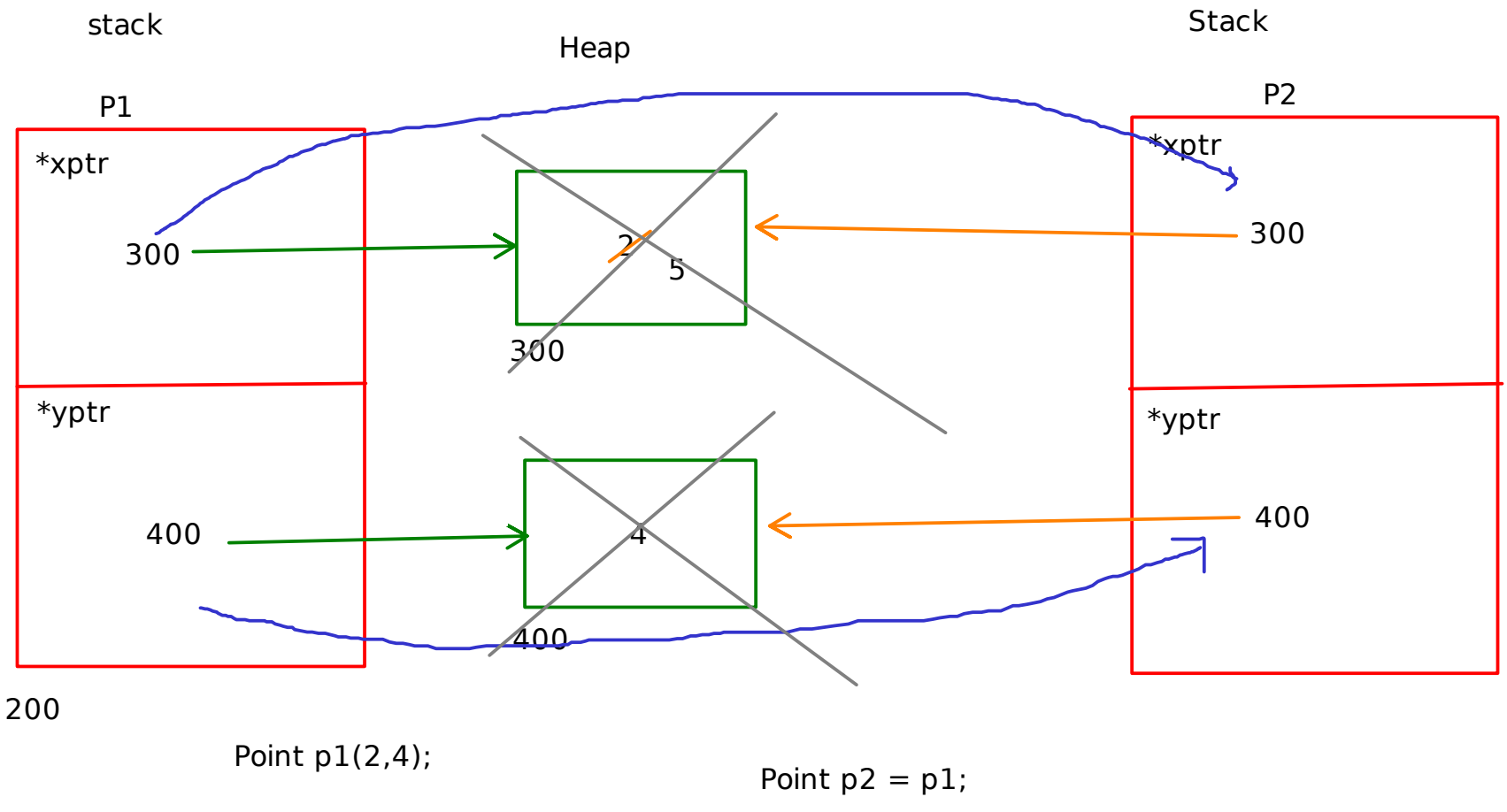
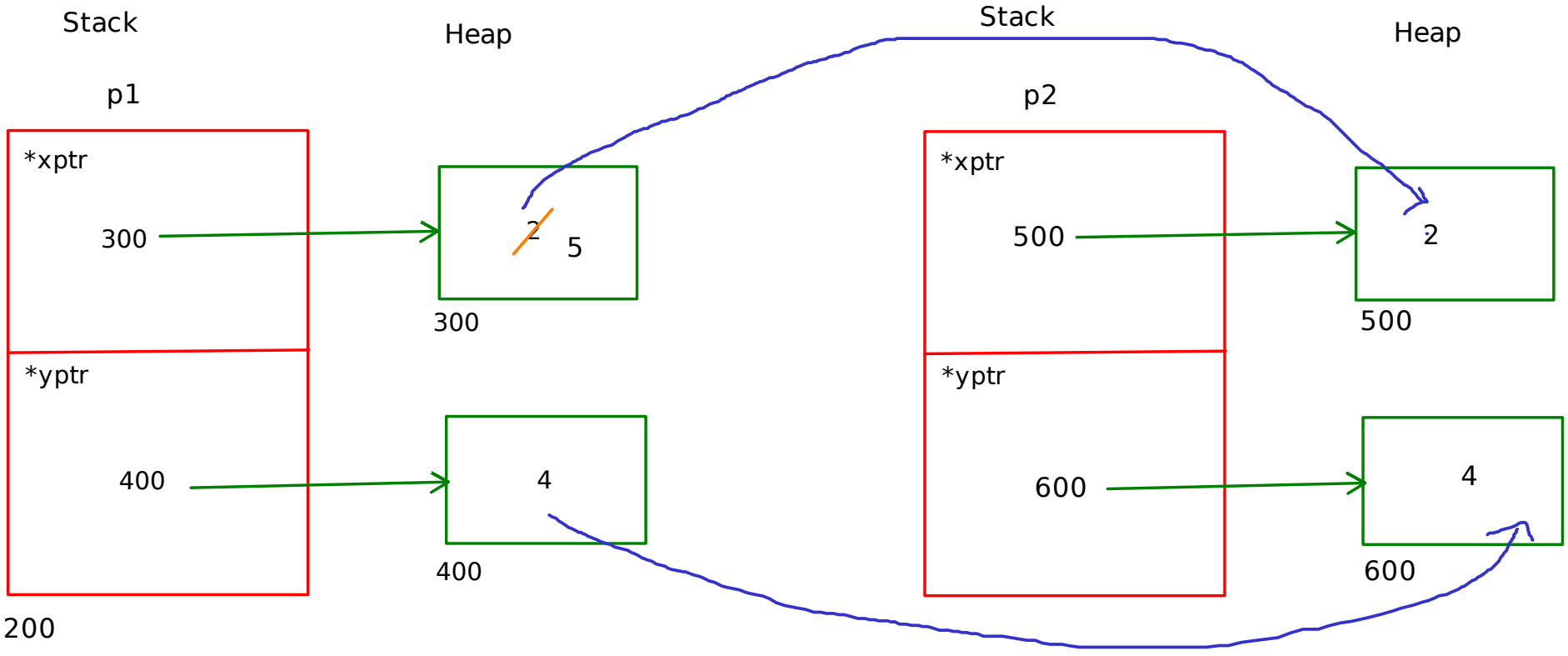
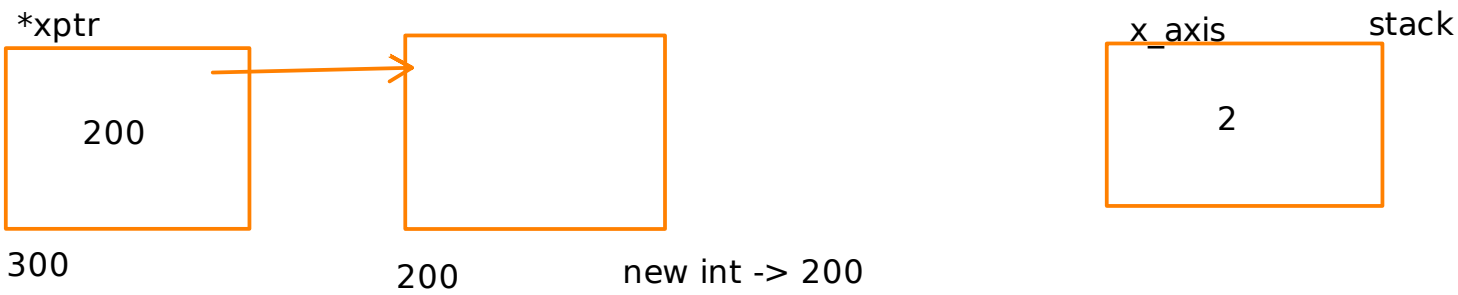

Stack
Heap
Heap
*shape
Rectangle
200
*area
300
300
*length
400
10
400
Shape *shape = new Rectangle;
Rectange r;
delete shape;
*breadth
500
20
500
200
delete this->area;
delete this->length;
delete this->breadth;


P1
P2
x_axis
x_axis
2
5
2
Shallow copy
y_axis
y_axis
4
4
200
300
Point p2 = p1;


stack
Heap
Stack
P1
P2
*xptr
*xptr
300
2
5
300
300
*yptr
*yptr
400
4
400
400
200
Point p1(2,4);
Point p2 = p1;

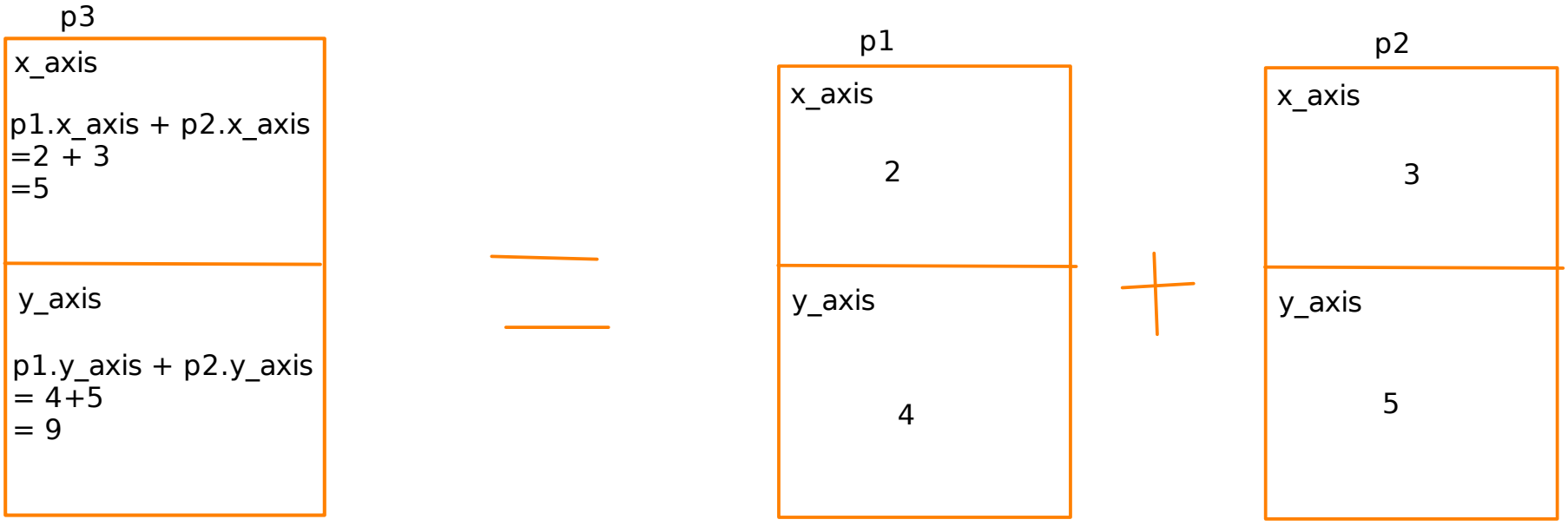




ptr -> 200
&ptr -> 300
*ptr -> 10

ptr = new int

*ptr = 20;

int *xptr;
xptr = new int;

*xptr = x_axis