

- Objects in the program: obj1, obj2, serialNumber, builder, model, backWood, topWood, price

- State of obj1, obj2: (serialNumber, builder, model, backWood, topWood, price)

=> private

- You can not access. Because it is private

- Current object when the program runs to the line "obj2.createSound":

+ serialNumber: G123;

+ builder: Sony;

+ model: Model1123;

+ backWood: hardWood;

+ topWood: softWood;

+ price: 2000;

- No. Because "this" just only use in Guitar class.

Stack: It saves variable, fields method

Dynamic heap:

Static heap: