

# DSA (Java)

## Introduction to programming

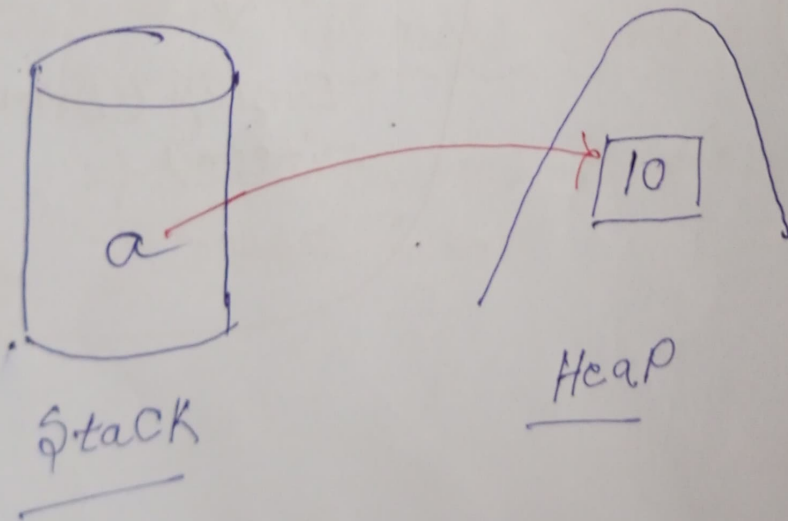
- \* Procedural.
  - \* Functional.
  - \* Object oriented.
- 

## Static and Dynamic Language

{  
name = "Kunal"  
roll = 58  
marks = 98.6  
}

---

## Memory Management



$a = 10 \rightarrow \text{object}$

↓  
ref.  
var.

# Garbage Collection

a ~~10~~ (10) → garbage.

↓ kunal

Flowchart & Pseudocode :-