**7.2 Creating object in Java**

class A  
{  
 int x;  
 public void show()

{

}

}

1. **Object Creation and storage-**

Object creation In C++:   
A obj;

obj(10231)

Object creation in Java:   
A obj = new A();  
Will create this object inside **Heap memory***obj = reference; A() = constructor*

Heap memory

x, show()

There are 2 types of variables:

* Primitive variables(value is directly stored in stack)
* Reference variables(value is stored in heap, **hashcode** is stored in stack)

Int I = 5;  
A obj = new A();

Hashcode

*Stack*

|  |  |
| --- | --- |
| I | 5 |
| Obj | 10231 |

1. **Object Deletion-**

* Garbage Collection does it (If no link is present to an object. It is eligible for garbage collection.

(Unline C++, don’t have to delete object manually)

* obj = null;