

The diagram illustrates three memory slots, each containing a variable name and its corresponding value:

- Slot 1:** The variable `name` points to the string object `STR`, which has the value `ab`.
- Slot 2:** The variable `name` points to the integer object `ID`, which has the value `13`.
- Slot 3:** The variable `name` points to the class object `MyClass`. The value field shows a box representing the class object, with `MyObject:MyClass` written inside.

