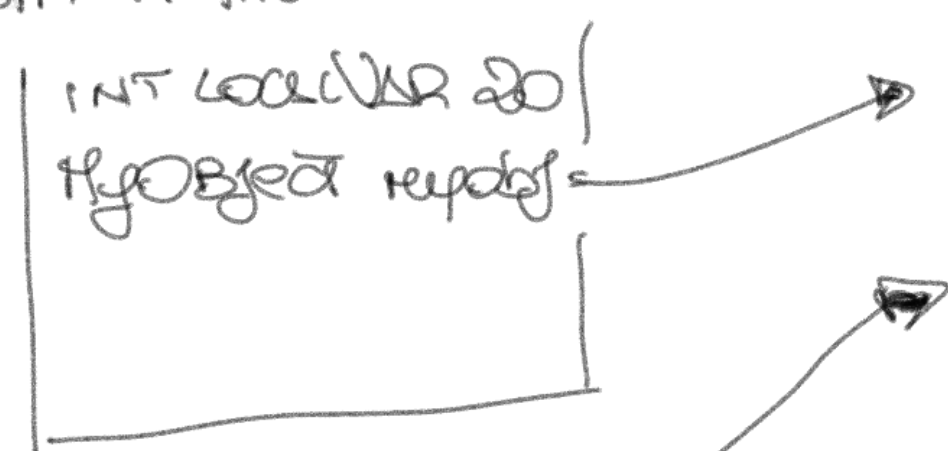
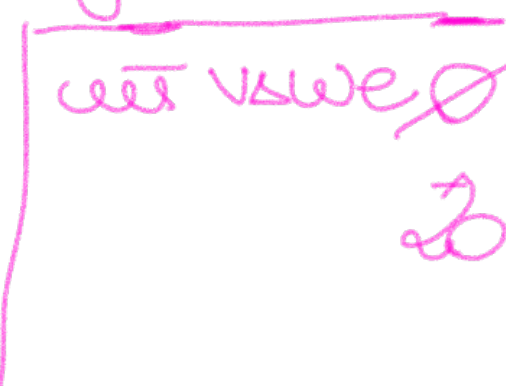


ISTR RAS 5-8 → push MAIN
STACK
push constructor

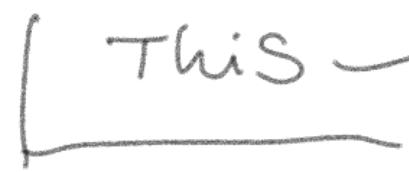
MAIN FRAME



HEAP
MyObject



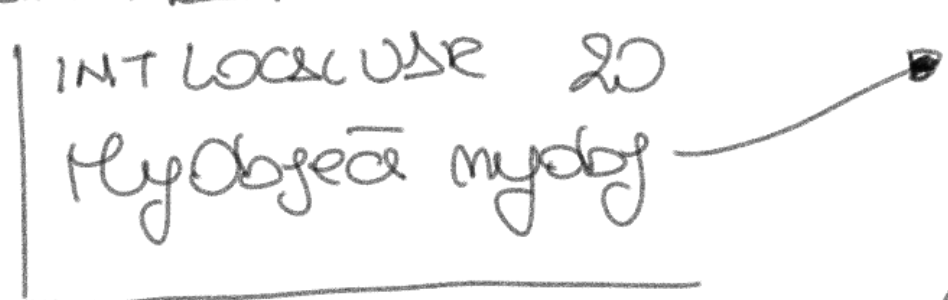
NEW CONSTR FRAME



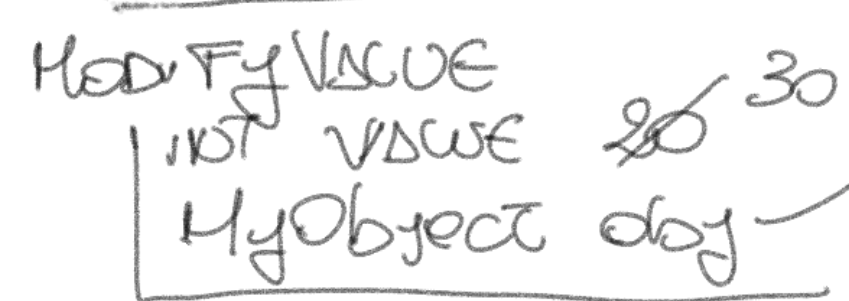
ISTR RAS 9-10 pop constructor
push modify Value
(static)

STACK

MAIN FRAME



HEAP
MyObject
int value 20
30



Method static
this
Method della classe.