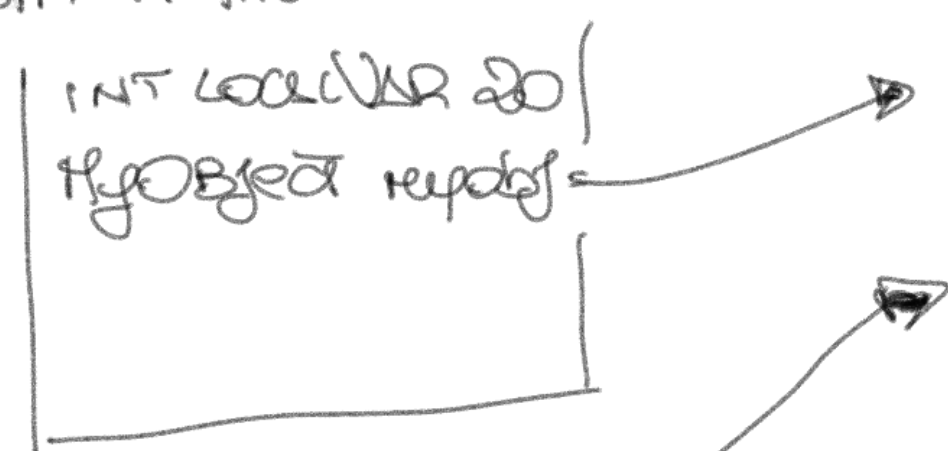
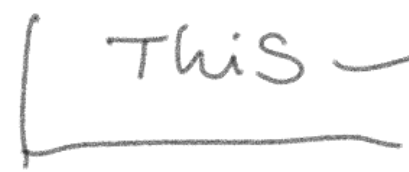


ISTR RAS 5-8 → push MAIN
STACK
push constructor

MAIN FRAME



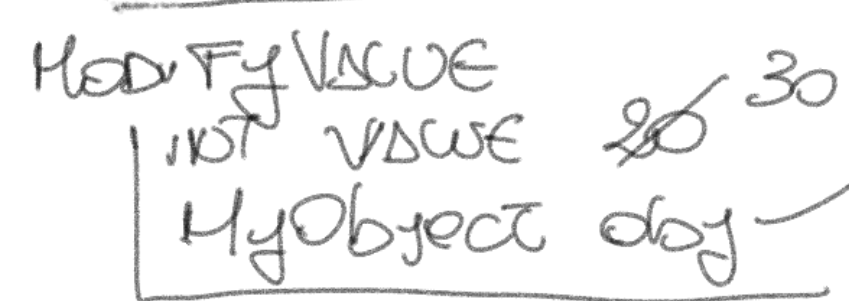
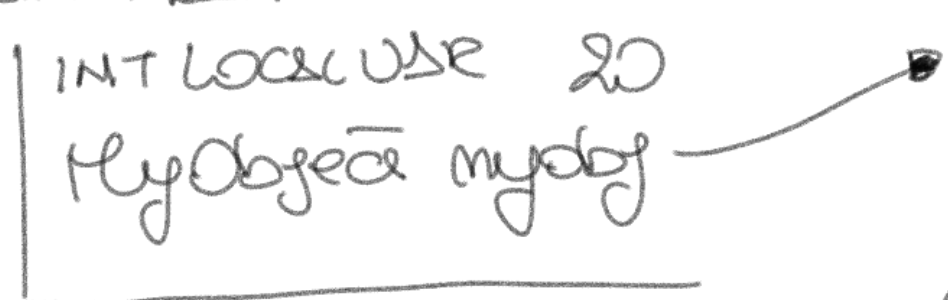
NEW CONSTR FRAME



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

STACK

MAIN FRAME



HEAP
MyObject
init value 20
30

Method static
this
Method della classe.

NON
VAR
LOCALI

HA DUE PREDEFINITE FORME
INT VALUE e MyObject obj

Ricorda 12 - 13 per Metodo Statico
modifiy Value
push updateValue
Value before sempre
stesso

g (stesso)

MAIN FRAME

INT LOCALUSE 20
MyObject myobj →

HEAP
MyObject

INT VALUE 30
50

updateValue FRAME

this →
INT new Value 50

→ sempre oggetto stesso
metodo è
per fornire chi
no var locali

RIGA 14 per update Value

(86600)

MAIN FRAME

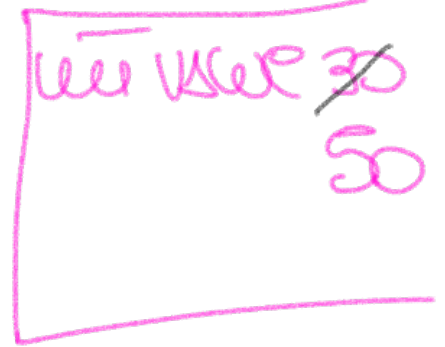
INT localUSE 20

MyObject myobj

)

heap

MyObject



RIGAS IS

TOP MAIN

FINE

GARBAGE COLLECTOR
RIPOLIRÀ heap da
oggetto non più
referenziato