

K	V
"Dog"	4
"Fish"	0
"Bear"	2
"bear"	4

What happens when the following code executes?

```

Map<String, Integer> animalNumberLegs = new HashMap<>();
animalNumberLegs.put("Dog", 4);
animalNumberLegs.put("Fish", 0);
animalNumberLegs.put("Bear", 2);
animalNumberLegs.put("bear", 4); // Bears actually have 4 legs.

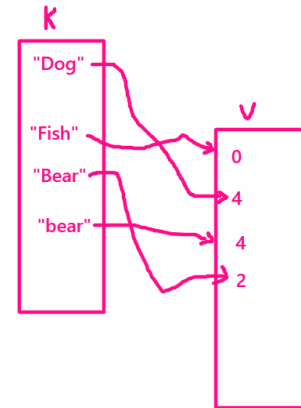
int numberOfLegs = 0;
numberOfLegs = animalNumberLegs.get("Bear");

if (numberOfLegs > 0) {
    System.out.println("Bears have " + numberOfLegs + " legs.");
}

```

- ☐ The number of bear legs isn't displayed on the console.
- ☐ Bears have 4 legs. is displayed on the console.
- ☒ Bears have 2 legs. is displayed on the console.

Heap
animalNumberLegs.get("Bear");



STACK
primitive -- int => Integer (Wrapper class, we get methods) -- REFERENCE TYPES
primitive -- double => Double (Wrapper class) -- REFERENCE TYPE

HEAP

Stack and Heap - Computer memory
Stack and Queue - data structure