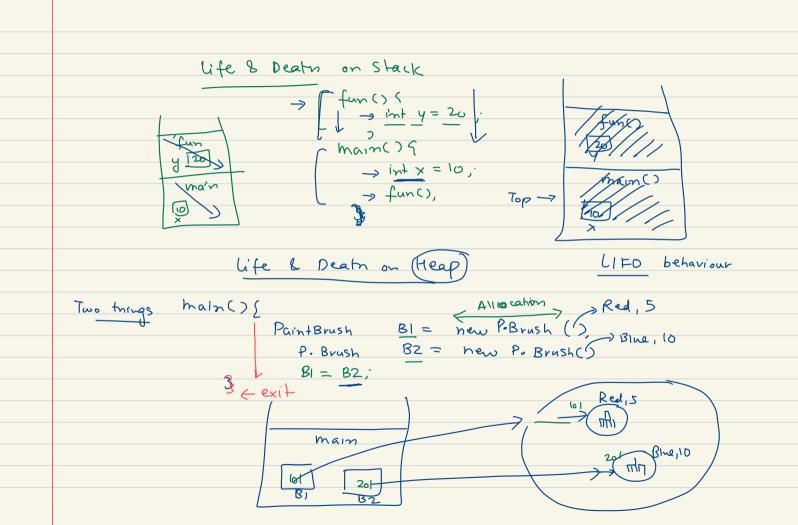
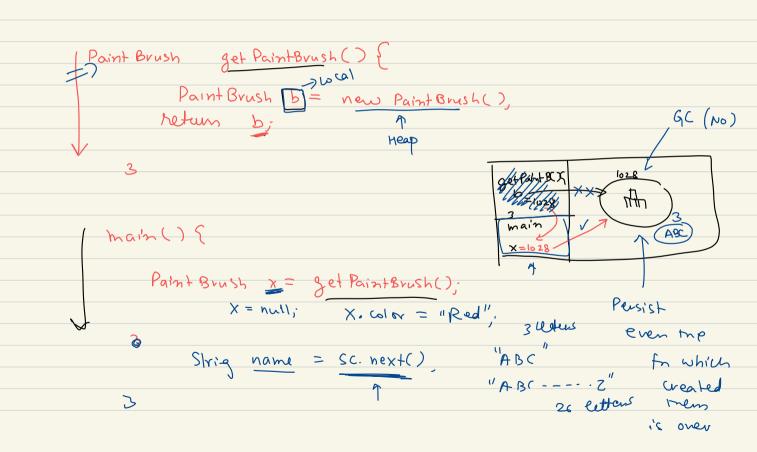
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Functions	<u>Create</u> Allocate, n	nemory during time (Dynamic)	
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Primitive			
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long double	Scanner	Live on the heap	
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robject Reference fn -> main() of Object -> Scanner SC new Scanner(); Paint Brush, woor Primitive \rightarrow int x = 10; object > String Sc. dala = sc.next(); hamel Sc. action () Location can be allowated as per demand PRATEEK く むもろのまり Stonge size i'll flexible 2 by res Prateck Nonay 14 bytes more exters Prakek Navag + Narang More Memory main ← Dynamic -> 105 -106 for calls 1 More Strage Memory on the fly Stack 1 feater ares (Winited Storage) (Big Alrnivah)

Util se Package Objects Alarm ande class Alarm PenStang alarm Time (Start) Heap La Duration (SMins) 4 Freq's Behaviour (Metrod/Fn) (create Alam () (run () { 4) delete Alarm () = d is snooze() Call a fun set Alam() main()) wesles man for update alarm = new Alarm (); Alarm alarm. Set Afarm () 3



Garboge free useless Heap Ly when no one Red, S is referring automatic main me obj. B1-0,10 Java 201 eligible for GC Keap. automatically new PantBrush;

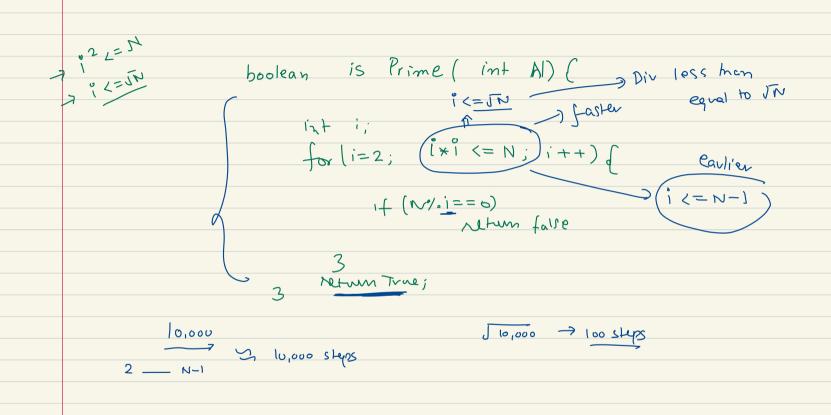


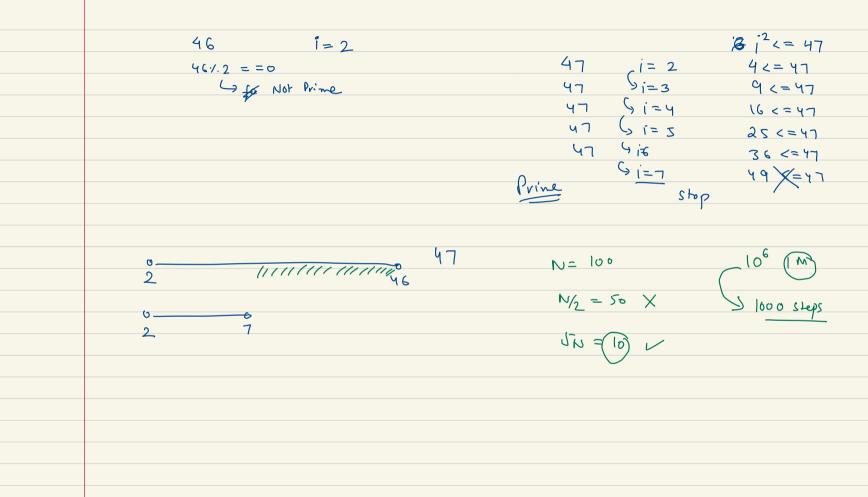
30 - 2,3,----

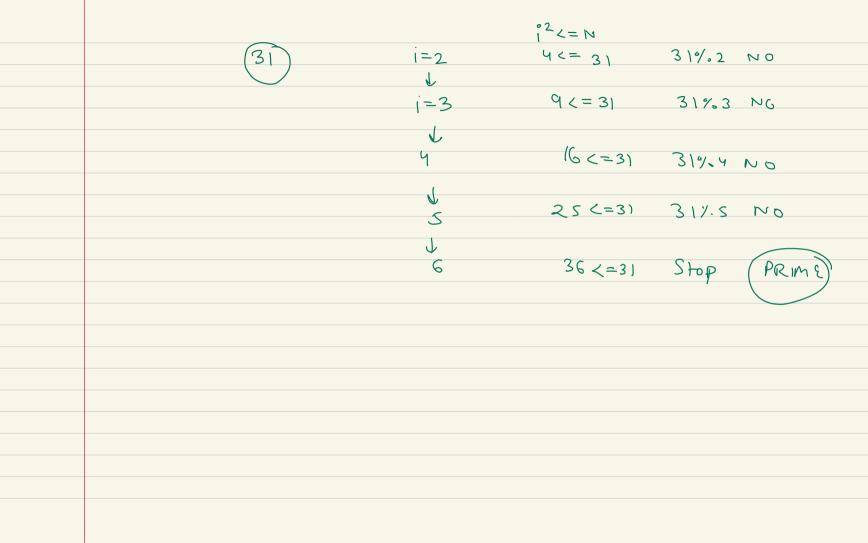
30 → 2, --- 5 Saue time



Not Prime







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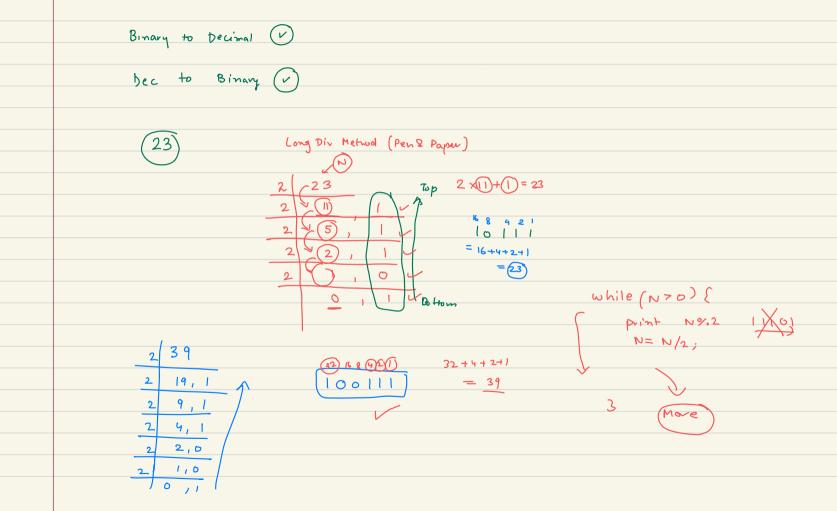
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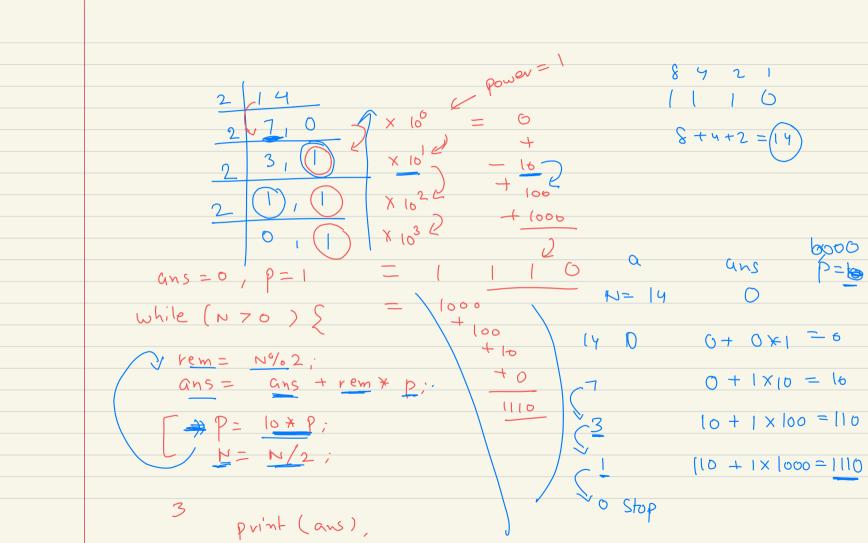
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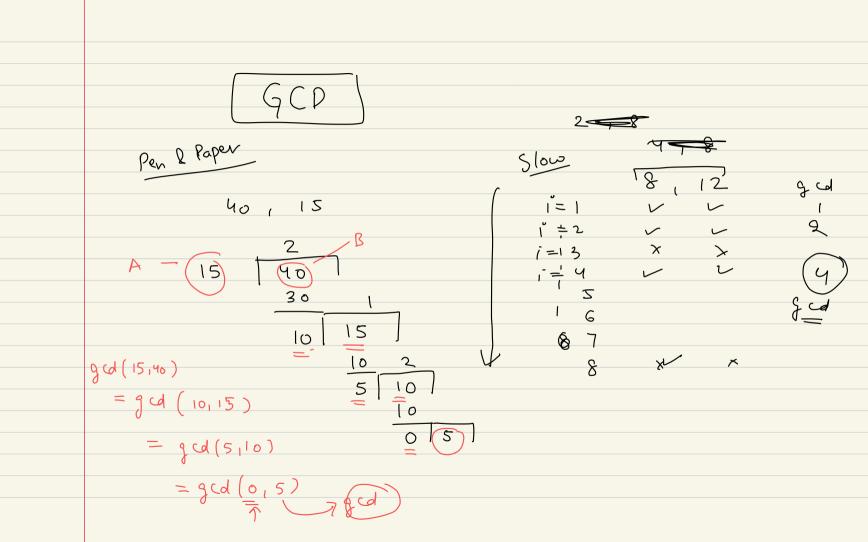
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$$4$$







g cd = 6 18 steps Loop (HI A70 $A' = B' \wedge A;$ B' = A

3