

```

public class CasaBeta{
    public int baño = 1;           //Variables de Instancia
    public int cocina = 1;         //Variables de Instancia
    public static int areaJuego = 1; //Variable de Clase

    public void pintaCasa(){
        int numLatas = 3;          //Variable Local
        System.out.println("Pintando con " + numLatas + "latas");
    }
}

```

*****VARIABLE DE INSTANCIA*****/

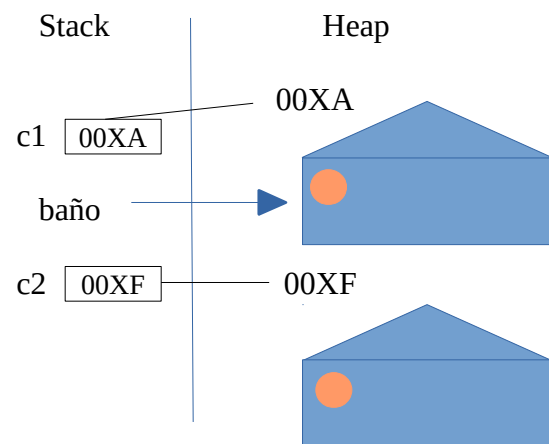
Código en método principal:

```

.....main(.....){
    CasaBeta c1 = new CasaBeta();
    CasaBeta c2 = new CasaBeta();
}

```

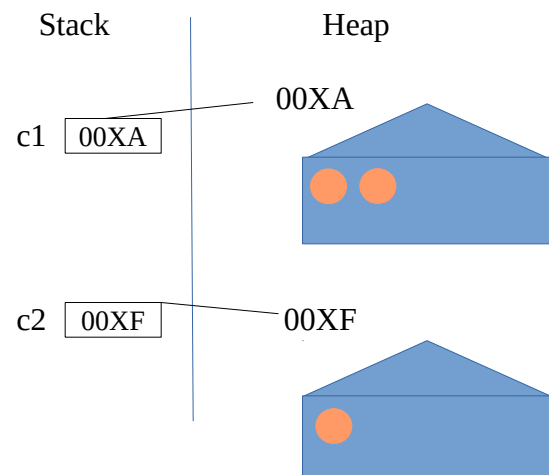
Memoria:



```

.....main(.....){
    CasaBeta c1 = new CasaBeta();
    CasaBeta c2 = new CasaBeta();
    c1.baño=2;
}

```



/******VARIABLE DE CLASE******/

Código en método principal:

```
.....main(...).....{  
}
```

```
.....main(...).....{  
    CasaBeta c1 = new CasaBeta();  
    CasaBeta c2 = new CasaBeta();  
}
```

```
.....main(...).....{  
    ..  
    CasaBeta.areaJuego=2;  
}
```

Memoria:

Stack Heap



Stack

Heap

AreaJuego

c1

00XA

00XA

c2

00XF

00XF

Stack

Heap

AreaJuego

AreaJuego

c1

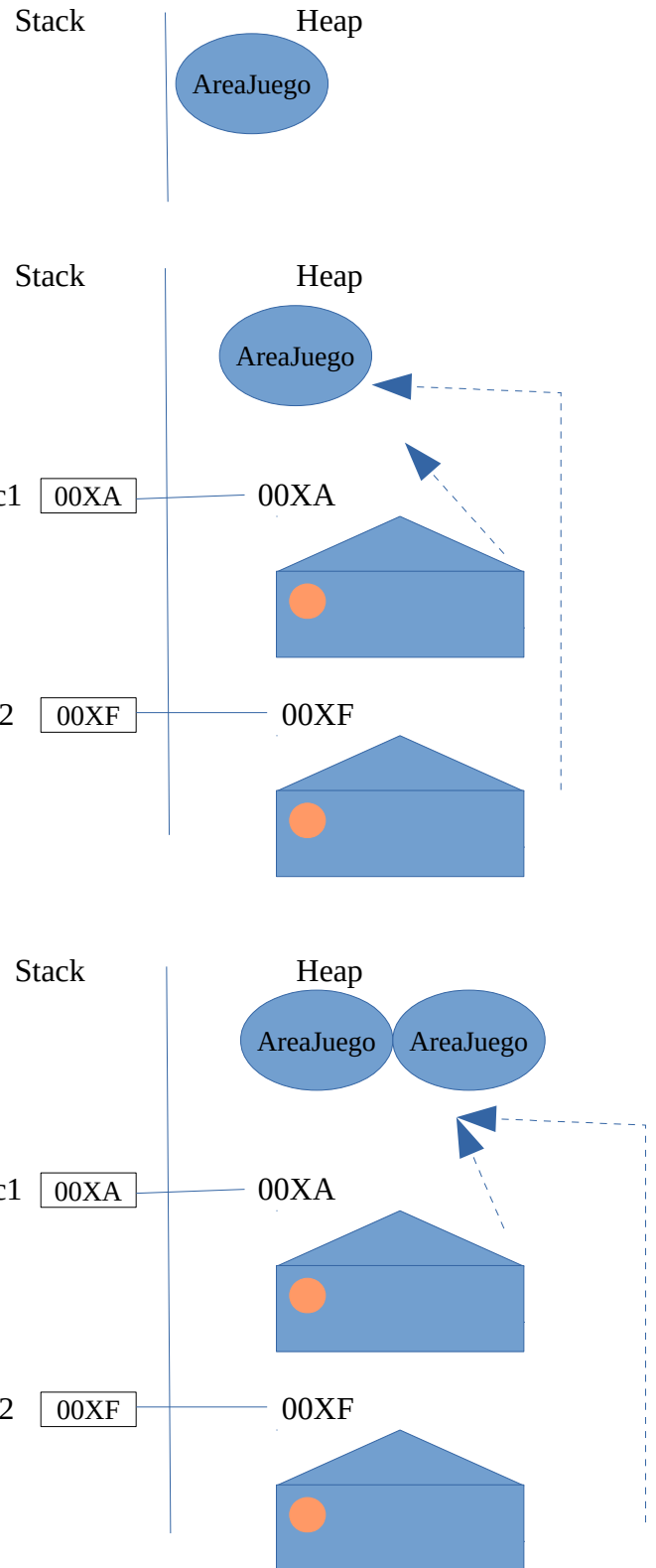
00XA

00XA

c2

00XF

00XF



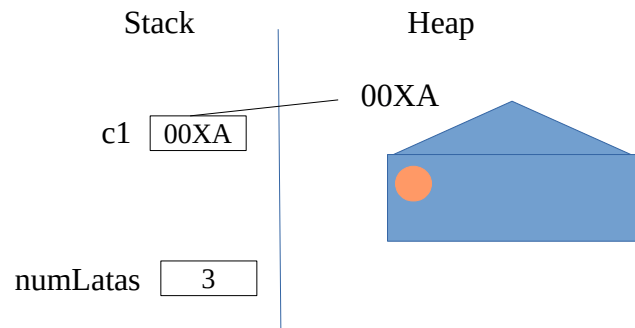
```
/******VARIABLES LOCALES******/
```

```
....
```

```
public void pintaCasa(){  
    int numLatas = 3;           //Variable Local  
    System.out.println("Pintando con " + numLatas + "latas");  
}
```

```
....
```

```
.....main(...){  
    CasaBeta c1 = new CasaBeta();  
    c1.pintaCasa();  
}
```



```
.....main(...){  
    CasaBeta c1 = new CasaBeta();  
    c1.pintaCasa();  
    System.out.println("Casa Pintada");  
}
```

