```
public class Dog{
     public int patas;
     String name;
}
                                              Stack
                                                                Heap
                                                          -00XA
                                                                    patas = 0
......main(...).......{
     Dog d = new Dog();
                                             d 00XA
                                                                   name = null
}
public class Dog{
     public int patas=4;
      String name;
}
                                              Stack
                                                                Heap
                                                                   patas = 4
.....main(...)......{
                                                          -00XA
     Dog d = new Dog();
                                             d 00XA
                                                                  name = nul
}
public class Dog{
     public int patas=4;
     public Dog(){
                    //Constructor implícito.
}
```

```
public class Dog{
     public int patas=4;
     String name;
     public Dog(String name){
           this.name=name;
}
......main(...).......{
     Dog d = new Dog("Nochipa");
     Dog d = new Dog(); ?????? NOOO!!!
}
public class Dog{
     public int patas=4;
     public String nombre;
     public Dog(int nombre){
           this.nombre=nombre;
     }
     public Dog(){
}
                                              Stack
                                                                Heap
                                                                            00XA
   ......main(...).......{
                                              d 00XA
  ① Dog d = new Dog(); ?????? SIIII!!!
                                                              patas = 0
  ② Dog d1 = new Dog("Nochipa");
                                                            nombre = null
                                              d1 00XB
                                                                             00XB
                                                                patas = 0
                                                              nombre = null
                                                                patas = 4
                                                              nombre = null
                                                                patas = 4
                                                             nombre = Nochipa
```

CONTINUARA.....

```
//Herencia implícita.
public class Dog extends Object{
      public int patas=4;
      public Dog(){
                             //Invocación al constructor default de la clase padre.
           super();
      }
}
public class Dog{
      public int patas=4;
      public Dog(int patas){
           super();
                         //Implicito
           this.patas=patas;
      }
      public Dog(){
                         //Implicito
           super();
      }
}
                                               Stack
                                                                 Heap
                                                           -00XA
......main(...).......{
                                                                  patas =
     Dog d = new Dog(); ??????
                               SIIII!!!
                                               d 00XA
     Dog d1 = \text{new Dog}(2);
                                                           -00XB
                                              d1 00XB
}
                                                                 patas =
```

```
public class Chihuahueño extends Dog{
      public String nombre;
      public Chihuahueño(String nombre){
             super(4);
             this.nombre=nombre;
       }
}
                                                       Stack
                                                                    Heap
                                                                   -00XA
.....main(...)......{
                                                      d
      Chihuahueño d = new Chihuahueño("Nochipa");
                                                        00XA
                                                                                 patas = 4
                                                                           nombre = Nochipa
}
```