```
/*************************** ARREGLOS PRIMITIVOS ***********************/
                                                   Stack
                                                                       Heap
                                                                   00XA
......main(...)......{
      int x[];
                                                   x \mid 00XA
                                                                       0
                                                                           0
                                                                               0
      x = new int[3];
}
                                                   Stack
                                                                       Heap
                                                                   00XA
......main(...).......{
      x[0] = 0;
                                                   x 00XA
                                                                       0
                                                                               2
      x[1] = 1;
      x[2] = 2;
      //Equivale a:
      int x[] = \{0,1,2\};
}
                  ****** ARREGLOS OBJETOS ******************/
                                                   Stack
                                                                       Heap
                                                                   00XA
......main(...)......{
      Dog x[];
                                                   x 00XA
                                                                     null null
                                                                               null
      x = new Dog[3];
}
                                                   Stack
                                                                       Heap
                                                                   00XA
......main(...).......{
      x[0] = \text{new Dog()};
                                                      00XA
                                                                    00XB
                                                                            00XC
                                                                                   null
      x[1] = new Dog();
                                                   X
      //Equivale a:
      Dog x[] = {new Dog(), new Dog(), null};
}
                                                           Dog
                                                                              Dog
```

## /\*\*\*\*\*\*\* ARREGLOS BIDIMENSIONALES \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/ Stack Heap 00XA .....main(...)......{ int x[][]; x 00XA null null null x = new int[3][];} Stack Heap ......main(...)......{ 00XA x[0] = new int[2];00XA X 00XB 00XC null x[1] = new int[3];x[2]= new int[6]; x[0][0] = 30;30 0 0 x[1][2] = 31;0 31

}