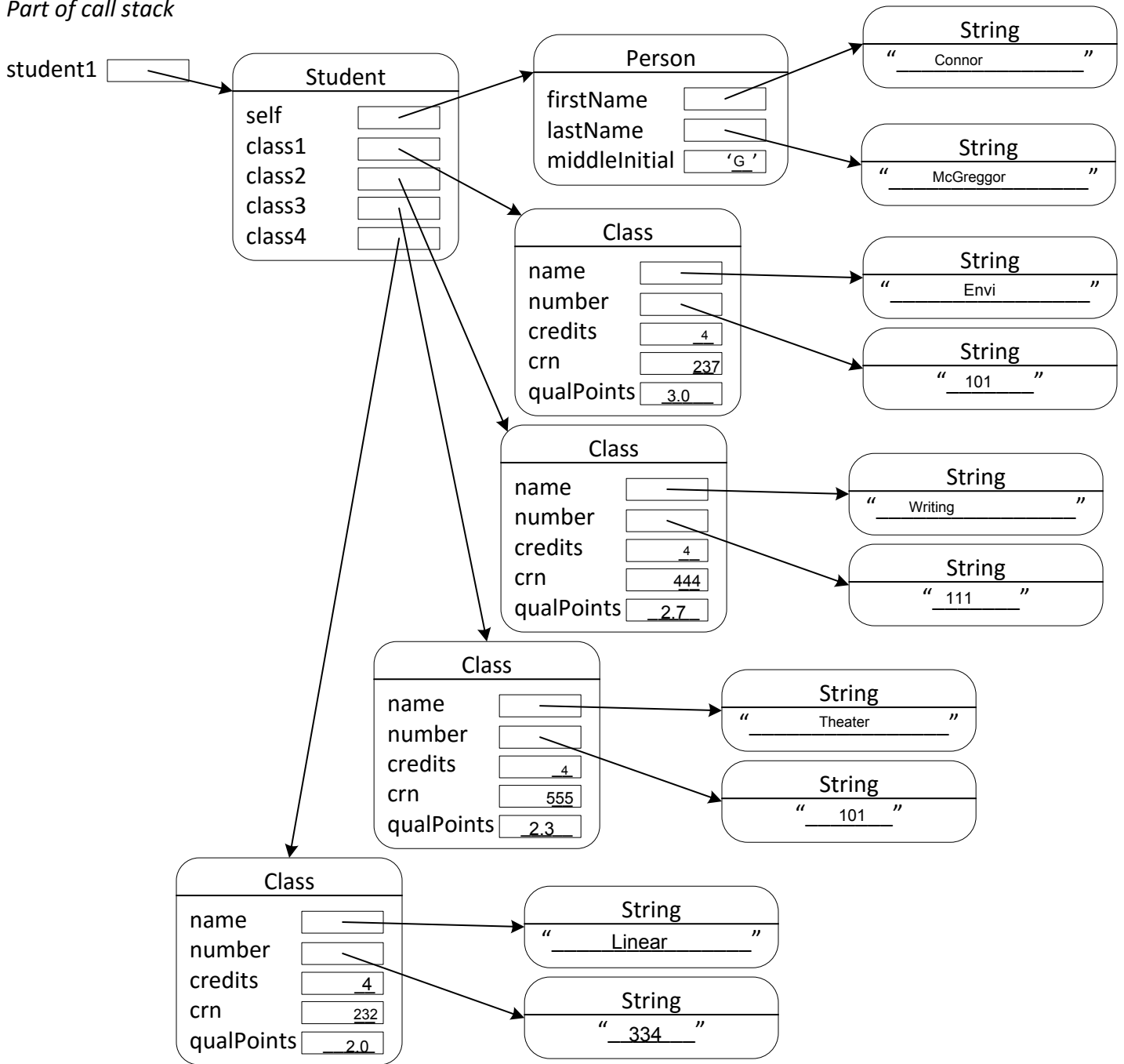


## Part of call stack



## NOTES:

All the variables in the call stack are not shown and in fact may vary depending on the way you write the code. For example you could get away with one Course variable that you keep reinstantiating and setting into the student objects. The instantiation process can even be done as an anonymous object argument in the call to the setter—ask me about it in class.

String objects are actually more complex than shown here. For example the String "Dummy" is more like this: But use the simplified picture

