

Value Type vs. Reference Type

Value Type

```
int i = 5  
int j = i
```

Memory Stack

↓

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i and j have independent value/versions of 5.

If I change the value of i then j will not be effected.

Reference Type

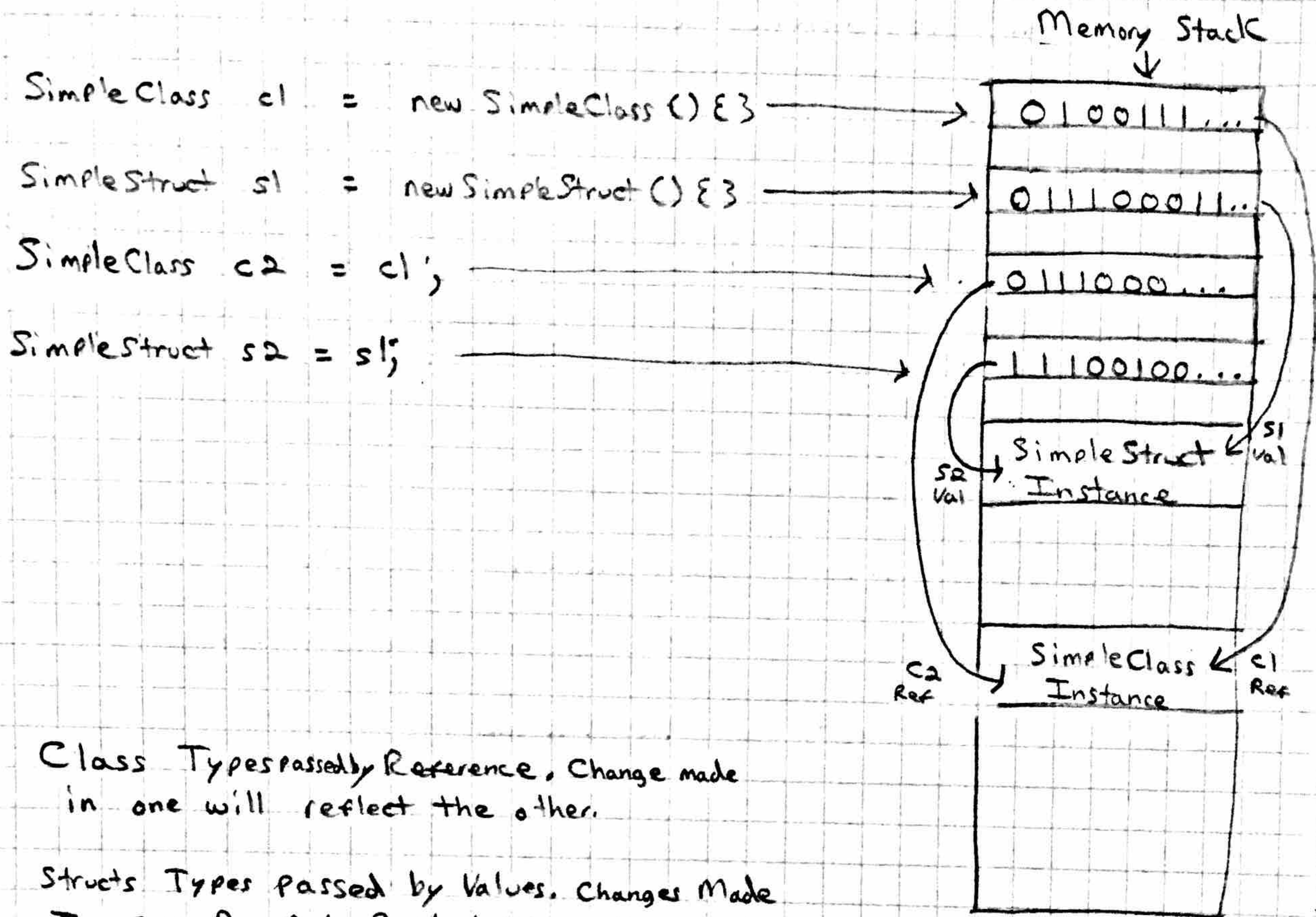
```
C ca = new C()  
C cb = ca;
```

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Instance of object C
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ca is pointing to the instance of object C

cb is pointing to the instance of object C which will have the same address as ca.

Changes that are made in cb are going to effect ca.



Class Types passed by Reference, Change made in one will reflect the other.

Structs Types passed by Values. Changes Made In One Do Not Reflect The Other.