Programmation Orientée Objet (OBJET)

Modèle mémoire en Java

2 – Exemple

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Modèle mémoire Java : exemple

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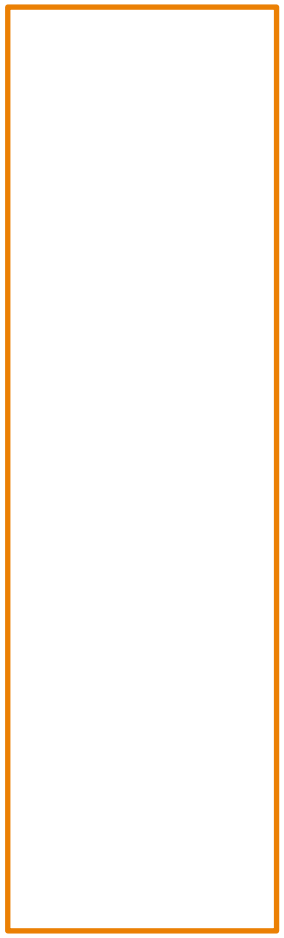
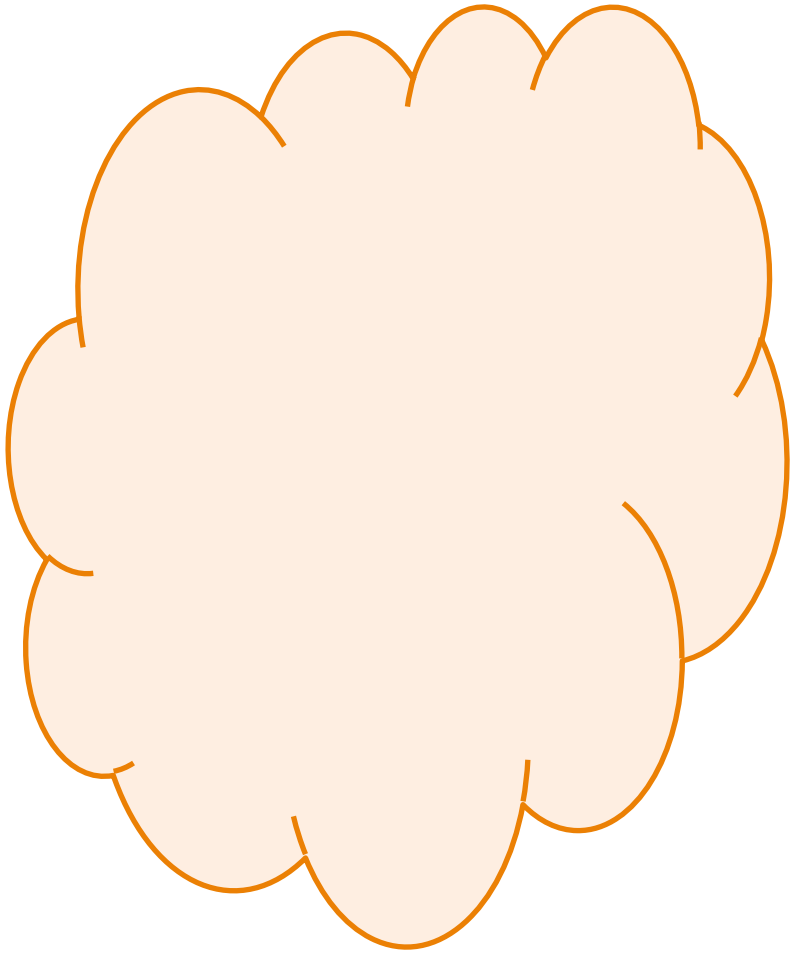
Affichage console



Pile



Tas

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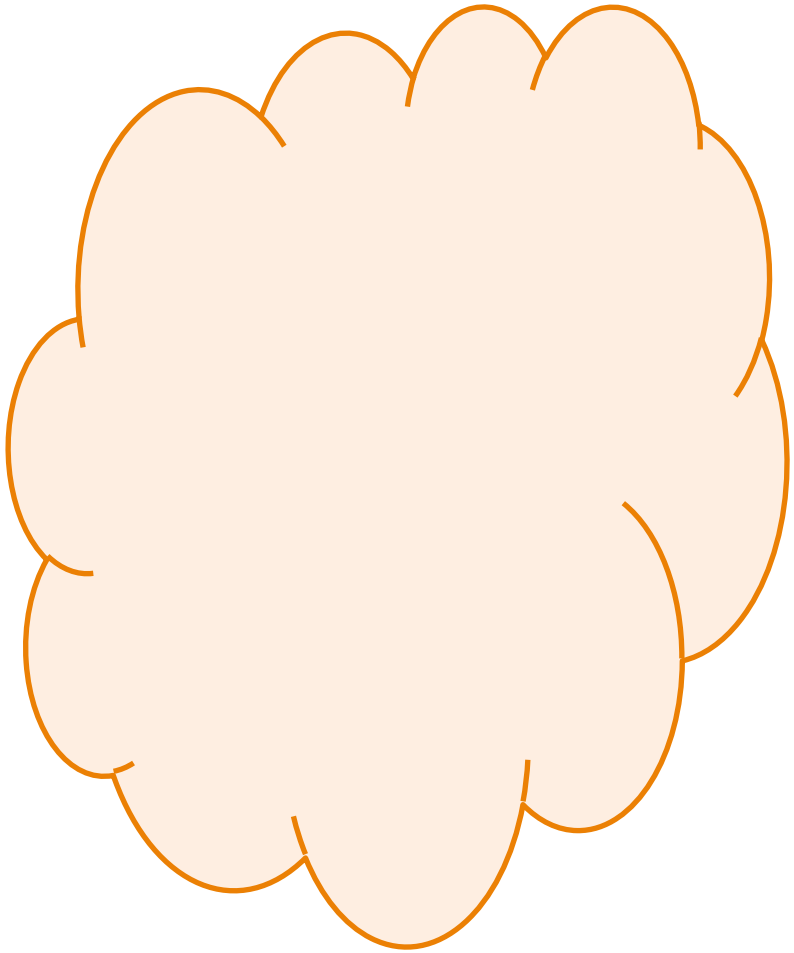

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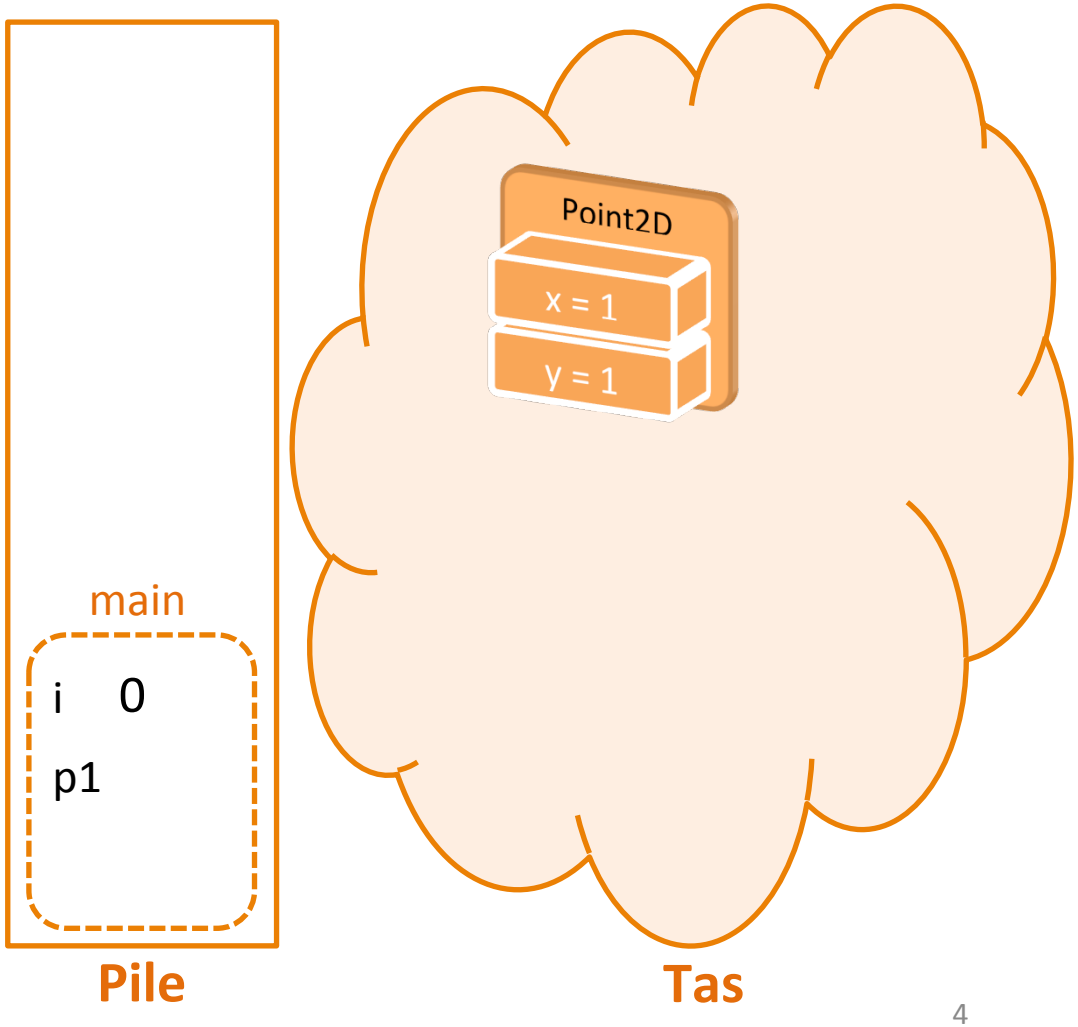

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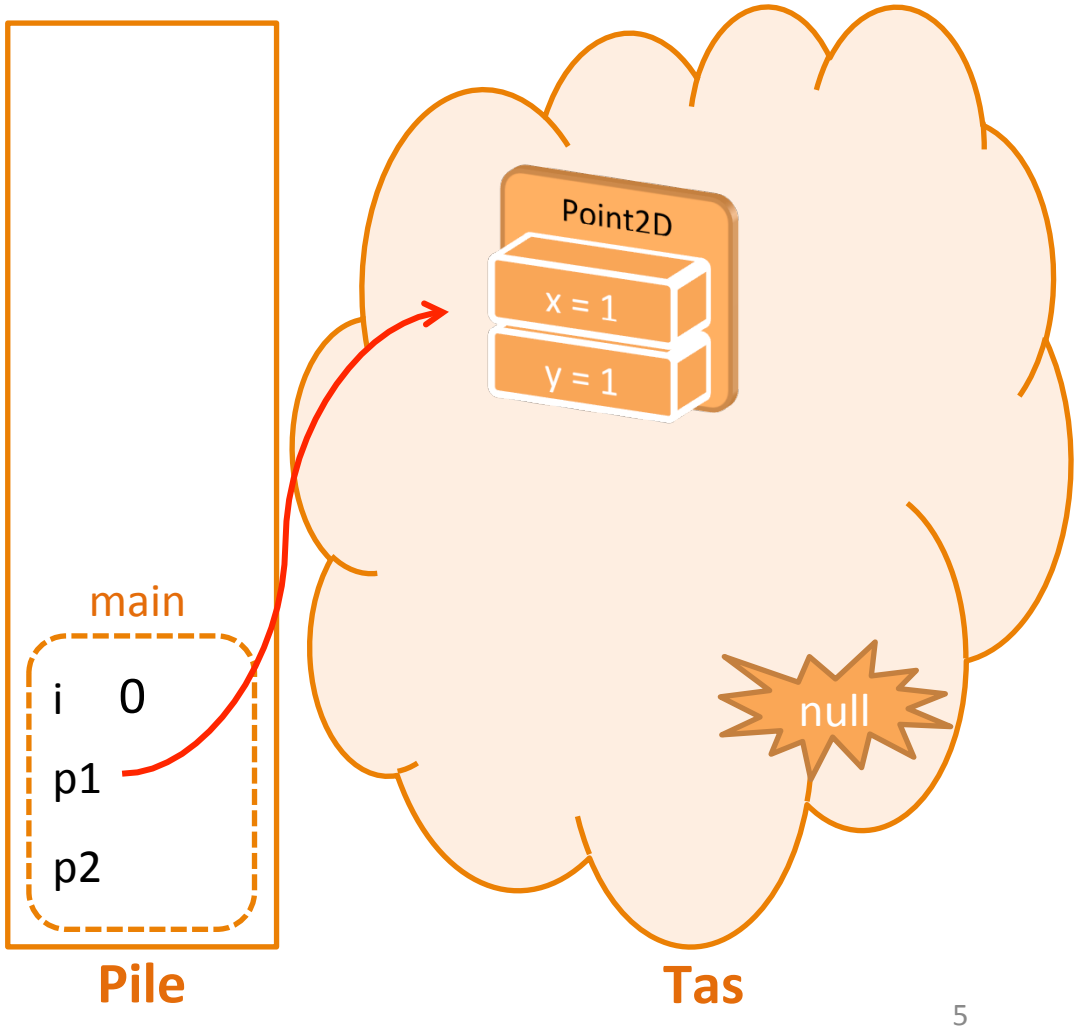

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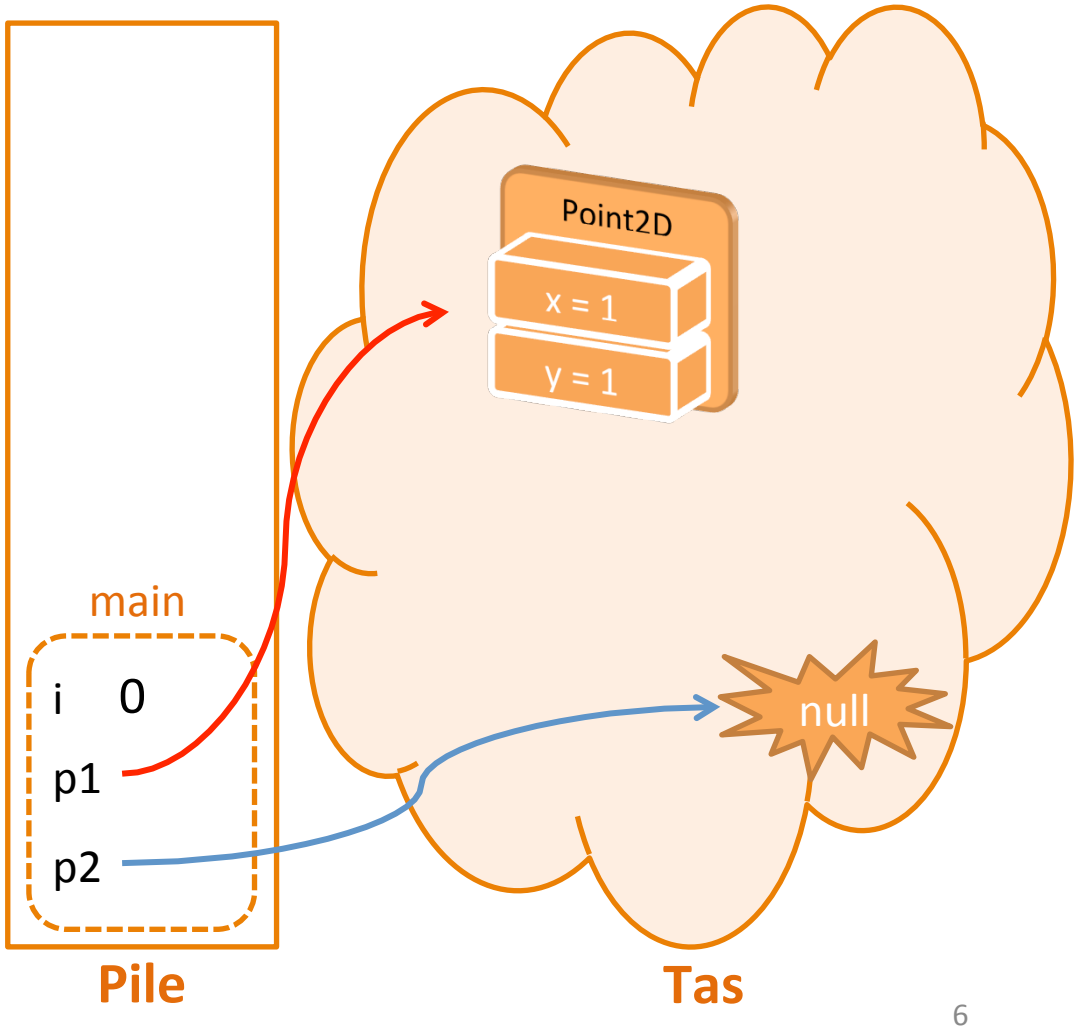

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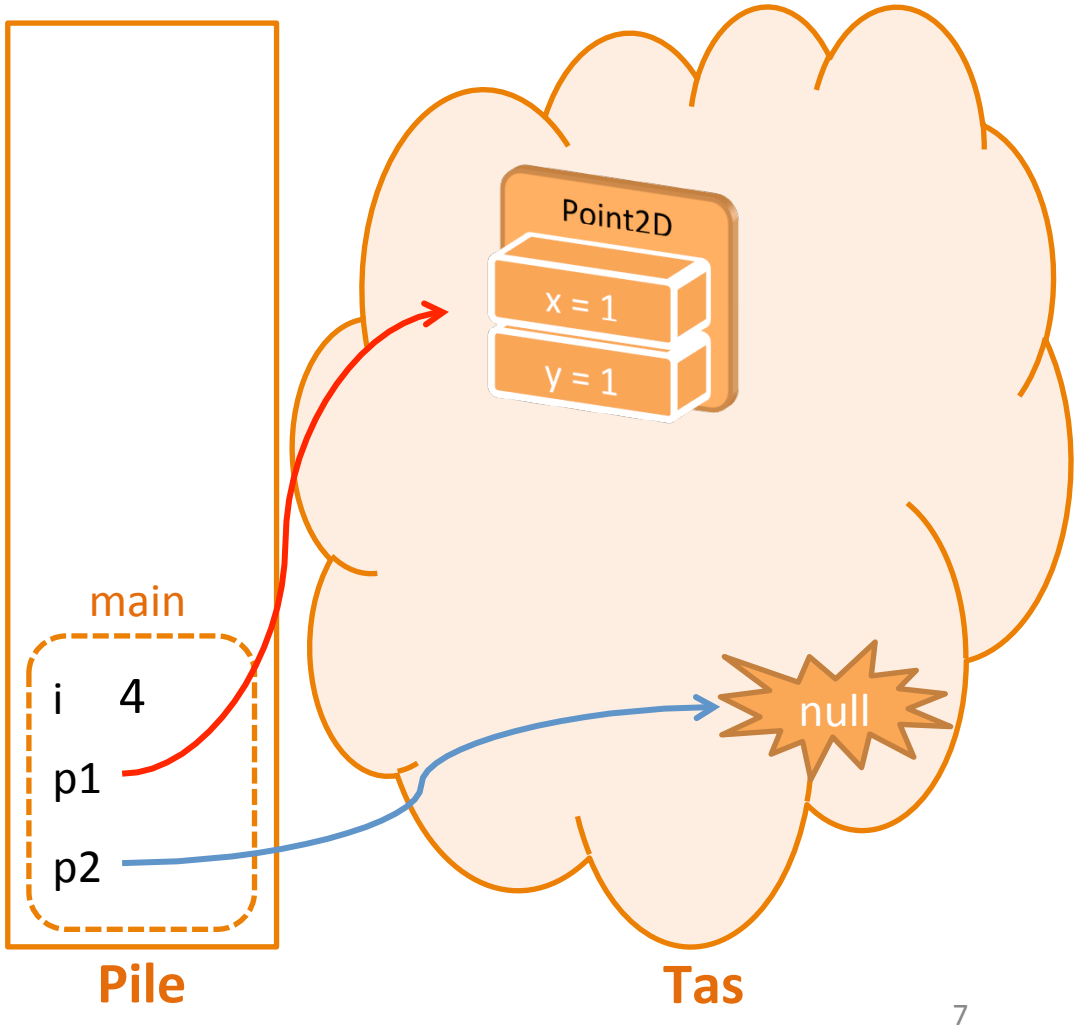

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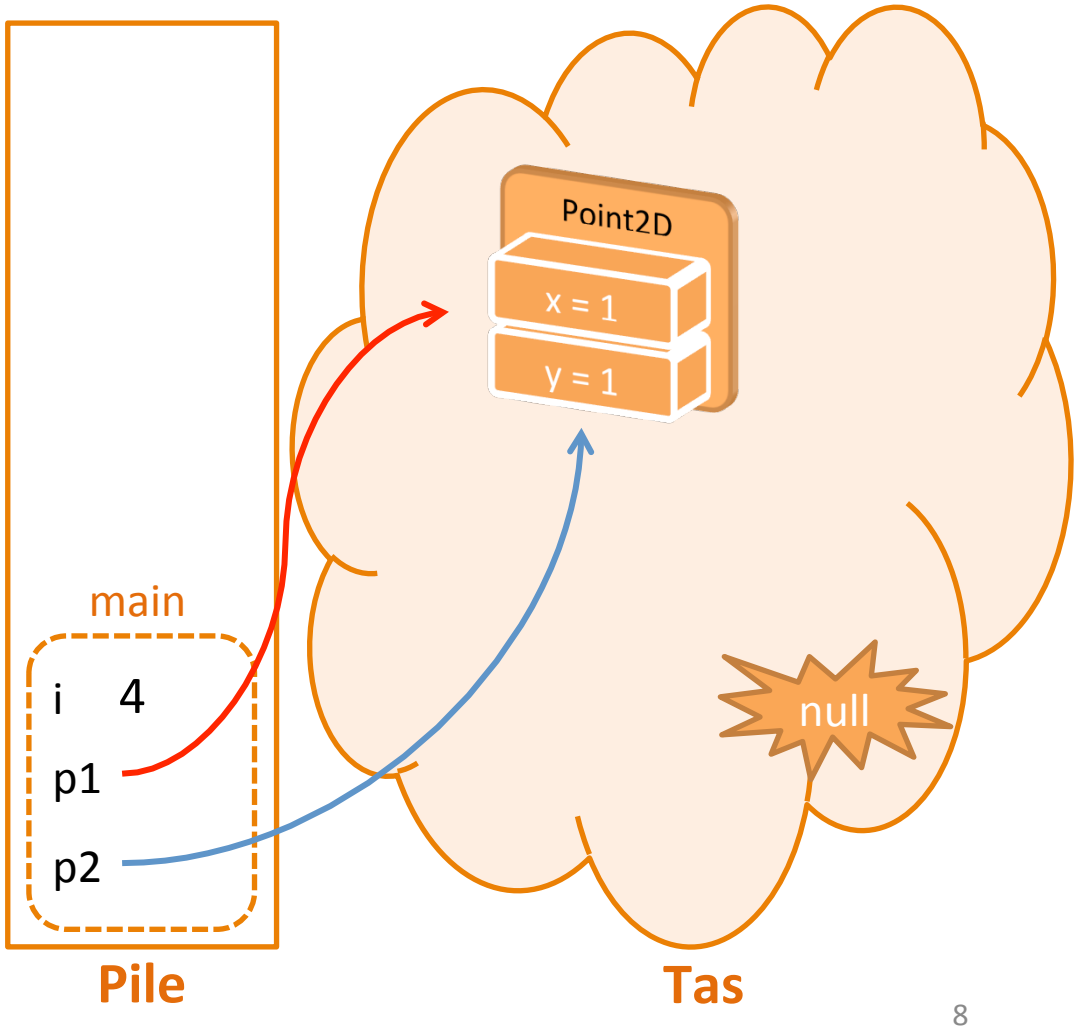

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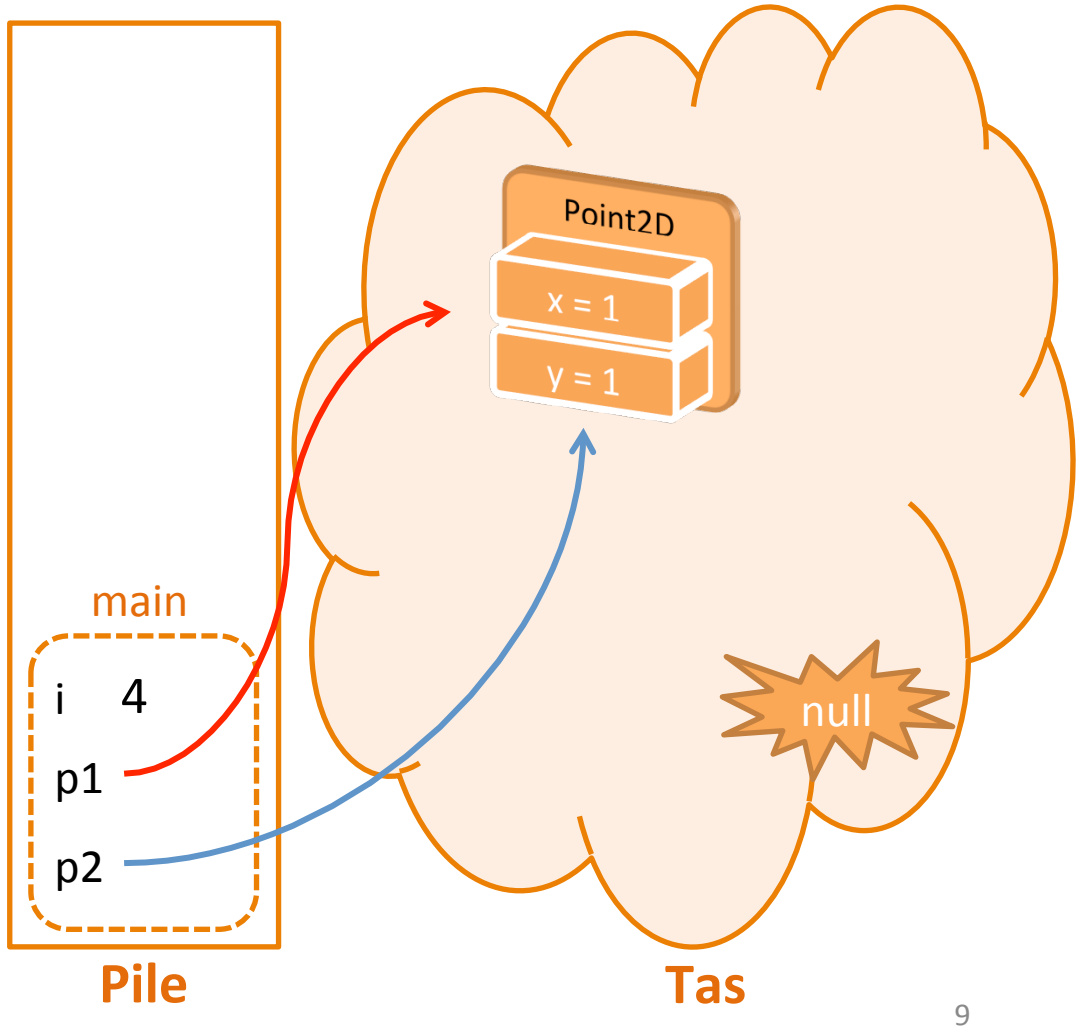

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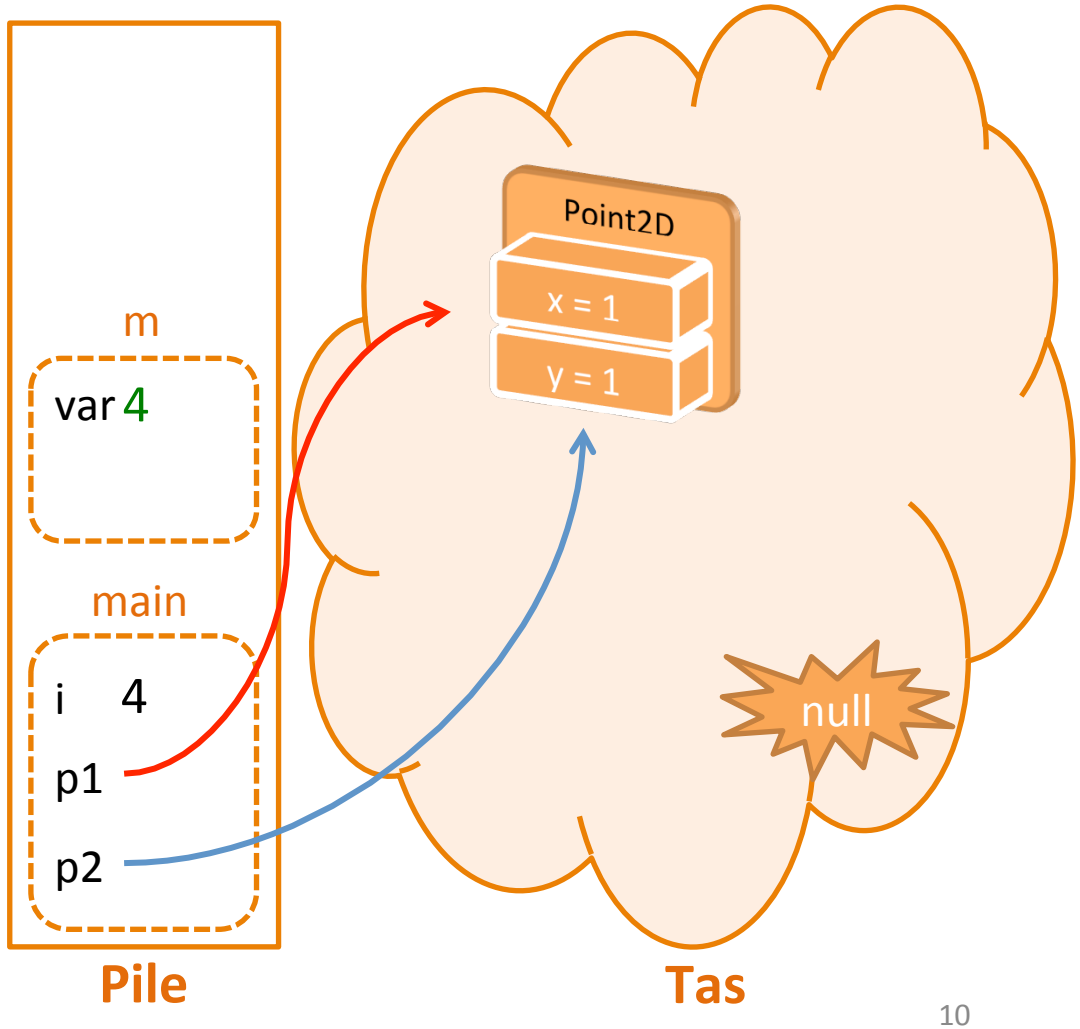

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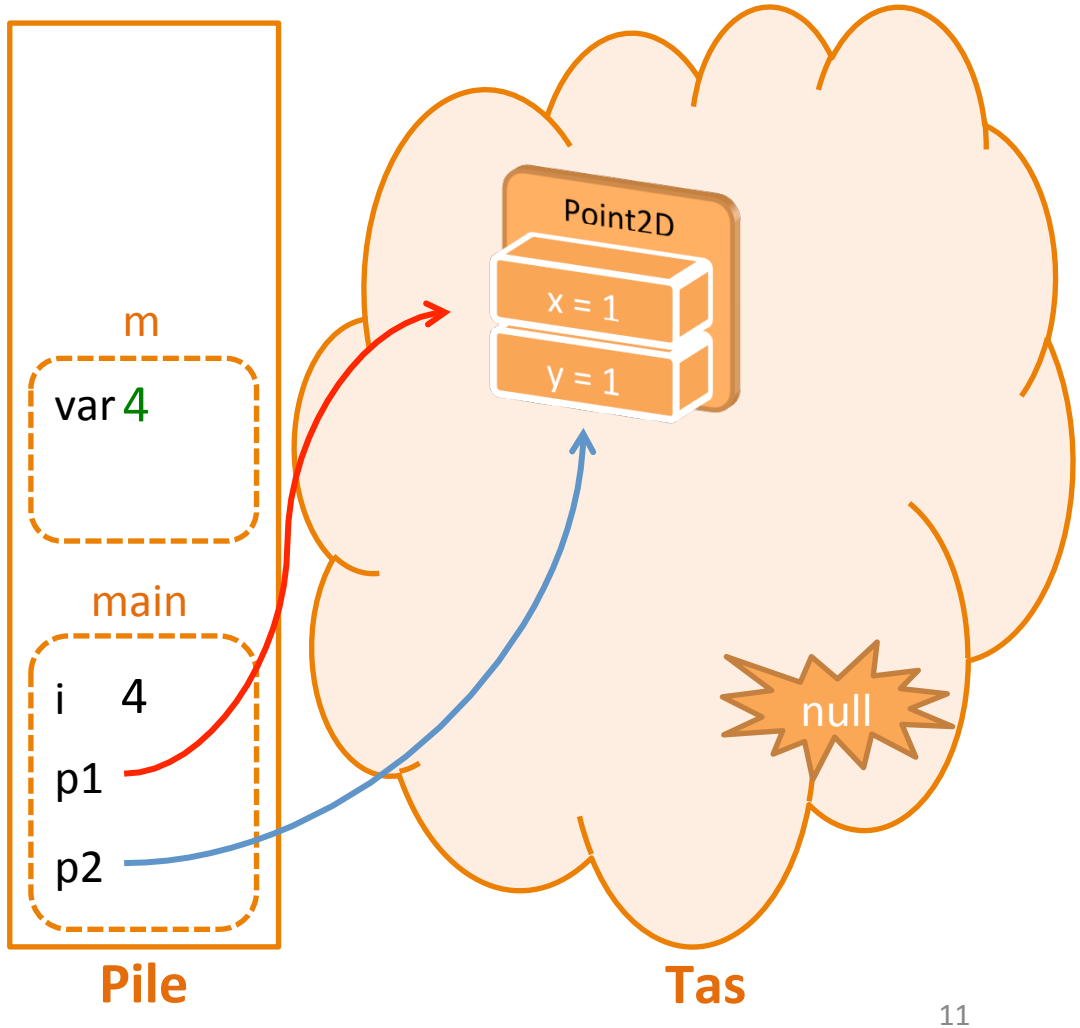

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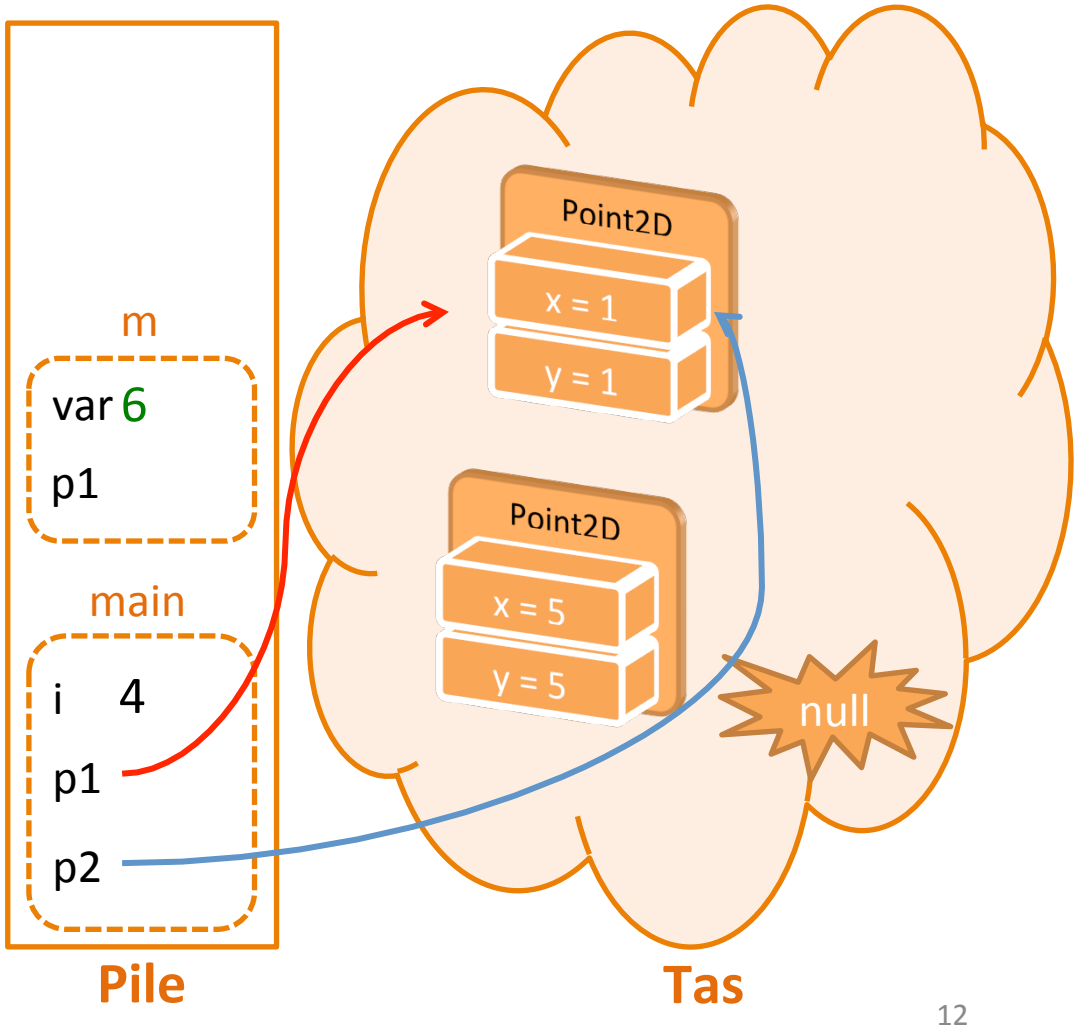

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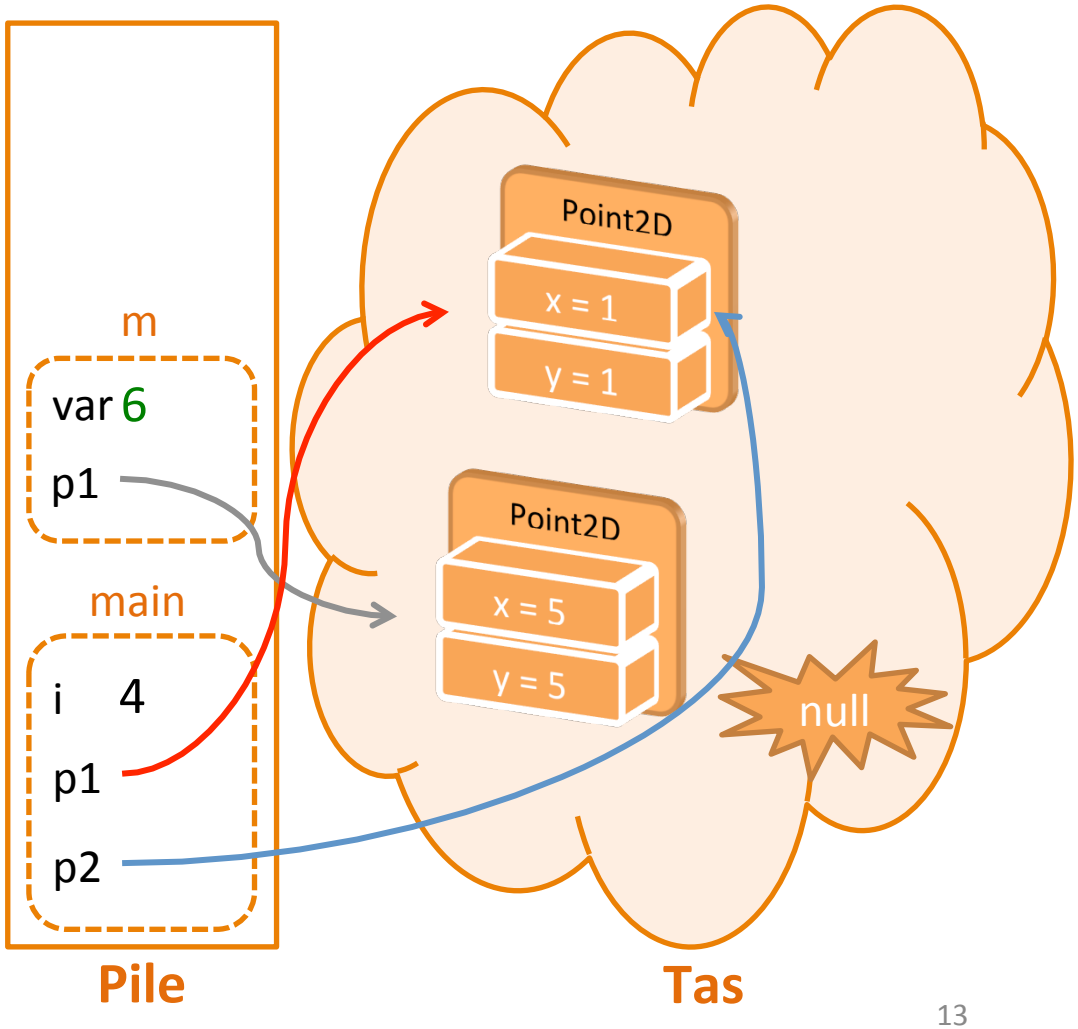

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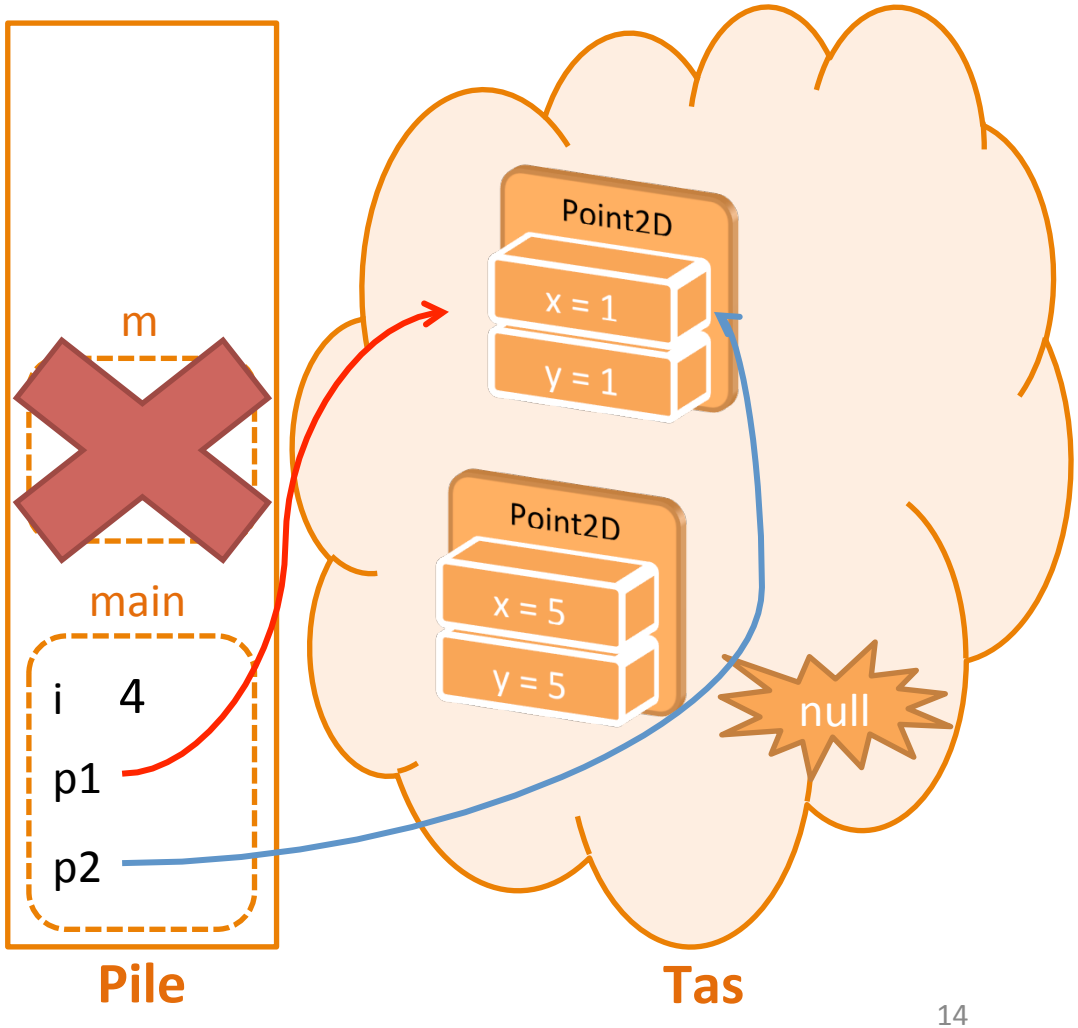

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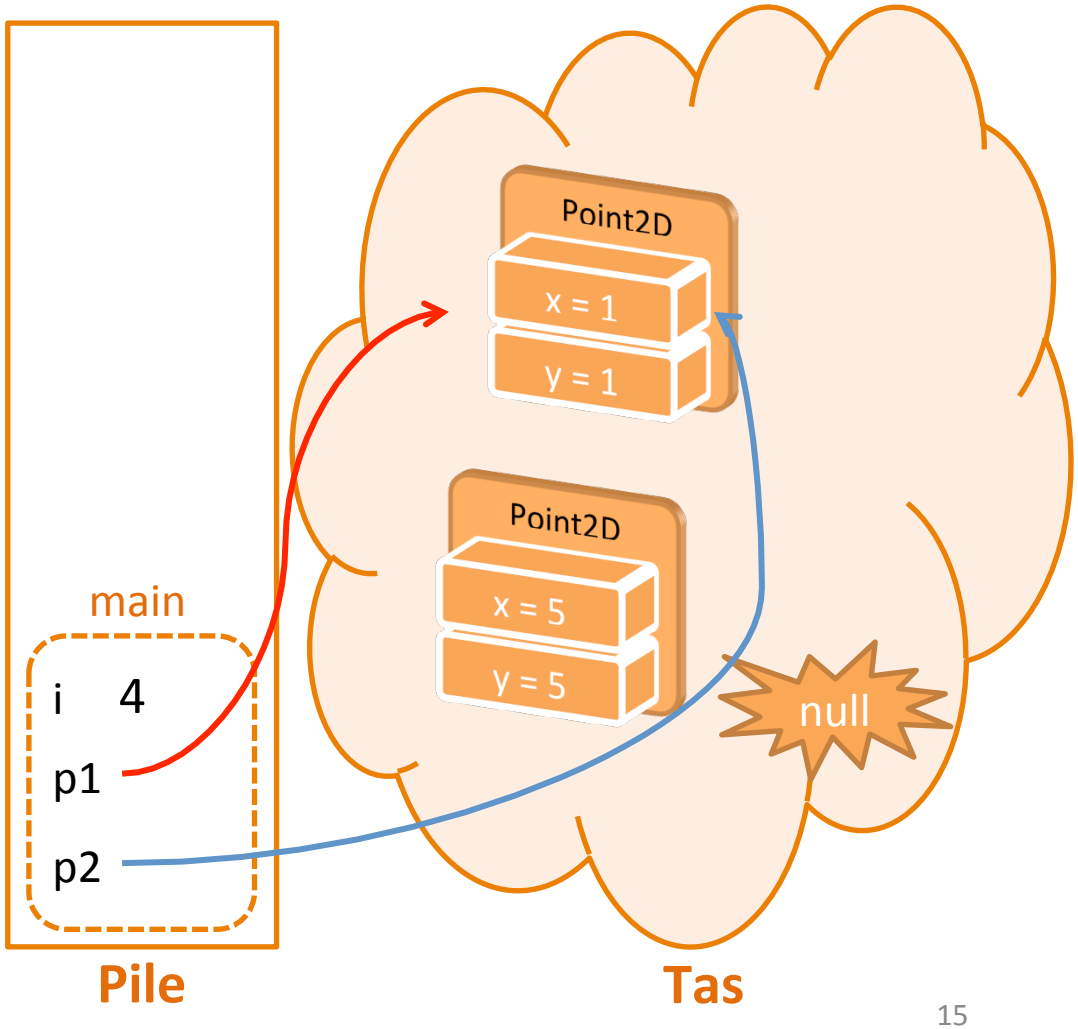

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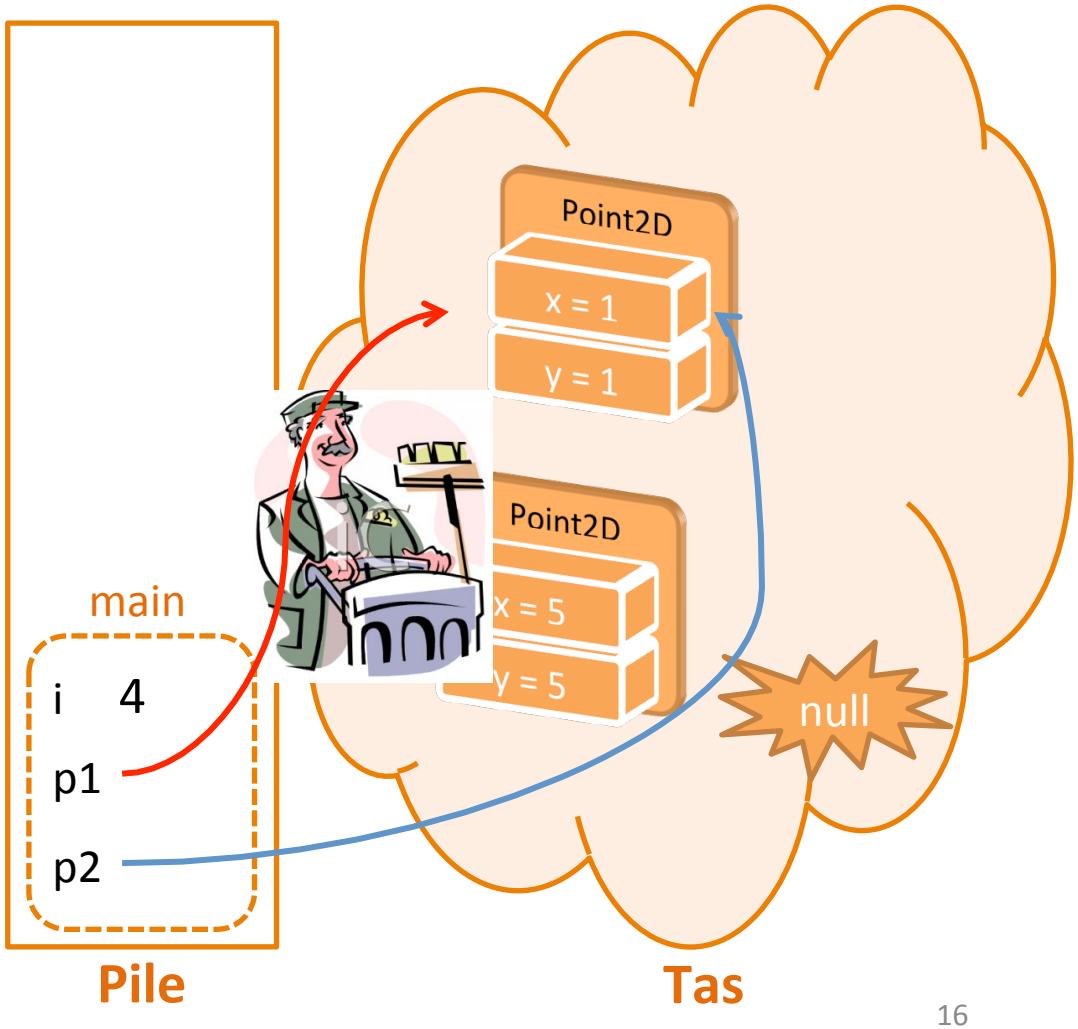

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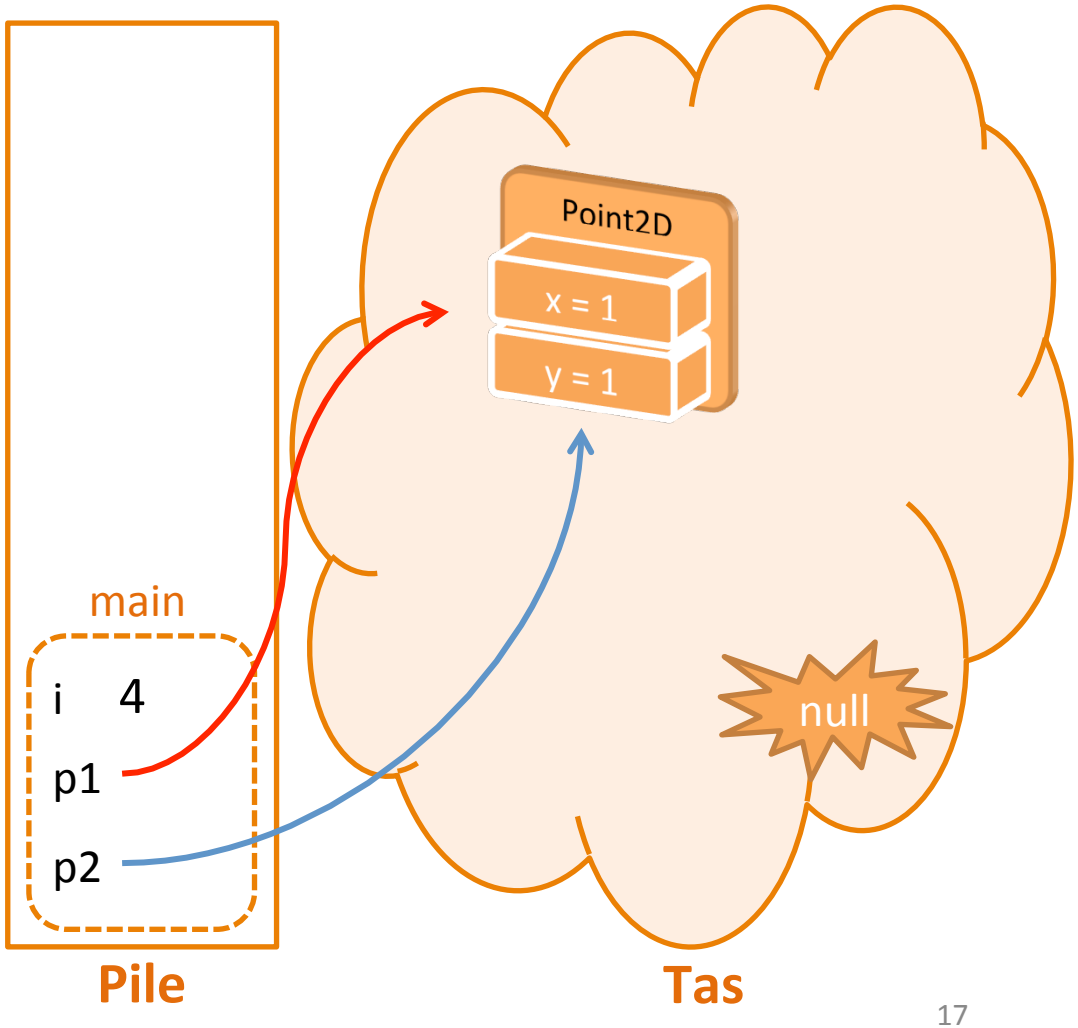

Résumé

- 2 types de zones mémoire :
  - **Tas** : partagée
  - **Pile** : stocke des contextes locaux créés pour chaque méthode; unique par un thread/programme
- Seules des **données de type primitifs** et des **références à des objets** peuvent être stockées dans la **Pile**
- Tous les **objets** **sont forcément créés** dans le **Tas** et donc **partagés**.
- Java propose un mécanisme de gestion de la mémoire (*Garbage Collection*) → lorsqu'un **objet n'est plus accessible** par personne il est **détruit** !