

CSci 2113 - Lecture 7: Collections and Memory

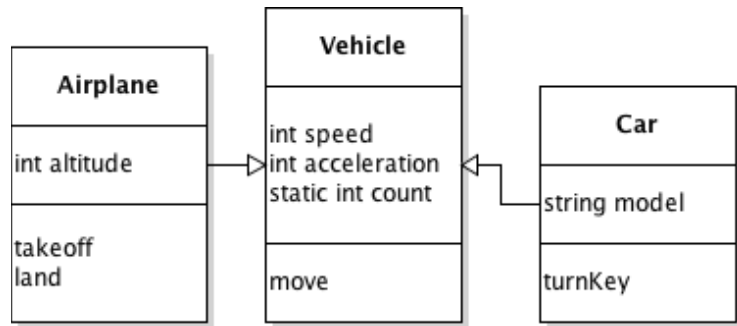
Prof. T. Wood

Fall 2016

1. Fill in the basic data members and methods for this UML diagram.

```
public class Vehicle
```

```
int speed
int acceleration
static int count;
public void move() {}
public Vehicle()
```



```
public class Airplane extends Vehicle
```

```
int altitude
public void takeoff()
public void land()
```

Stack		
Address	Name	Contents
10000	s	65
10008	v	
10016	v2	
10016	c	

```
public class Car extends Vehicle
public string model
public void turnKey() {}
```

Heap	
Address	Contents

```
public static void main() {
    int s = 65;
    Vehicle v;
    Vehicle v2 = new Vehicle();
    v2.speed = s;
    Car c = new Car("Honda");
}
```