## **WORKSHOP 4**

Name: TRẦN THANH DƯƠNG Code: **SE160185** Class: **AI1601** 

## PART 2

S	ГАСК		
<pre>void outputVase()</pre>			
<pre>void inputVase()</pre>	<b>Scanner</b> inp	_	Item
void main() in AntiqueShop class	<ul><li>String args[]</li><li>Item item</li><li>Int choice</li><li>Scanner sc</li></ul>	- - -	Vase Pain Stati Scan

## **STATIC HEAP**

- **n** class
- **e** class
- nting class
- ue class
- nner class

## **DYNAMIC HEAP**

- **Scanner** obj: sc (attributes and methods) **Scanner** obj: inp (attributes and methods)
- **Item** obj: item (attributes and methods)
- --> **Vase** obj (extends from **Item** obj) (attributes and all methods)

In this case, the program will create a **Vase object** when user type and enter number 1 on the keyboard, the Painting and Statue object will have a familiar structure of memory like above. Stack will store all local variables in methods. Static heap will hold all the class declaration which is implemented in the program. Dynamic heap will be used to store objects and all attributes and methods inside them.