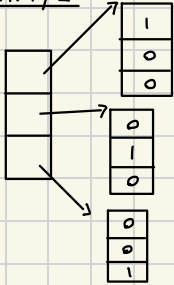


Activity 1

- 1) a reference is a pointer to another object. I.e. if $x = [1, 2, 3]$, x is a ref to the array $[1, 2, 3]$
- 2) creating the array $[1, 2, 3, 4, 5]$
assigning the variable x to the array
- 3) each slot in an array is the same size this allows to look up a specific value at a position versus having to iterate through the array

Activity 2



Activity 3

$x \rightarrow "abc"$

$y \rightarrow$

"foo"	"bar"	"baz"
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$y \rightarrow$

"hello"	"world"	
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"here"	"is"	"data"
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$x \rightarrow "abc"$

$y \rightarrow "nothing\ here,\ any\ more"$

$x \rightarrow "abc"$