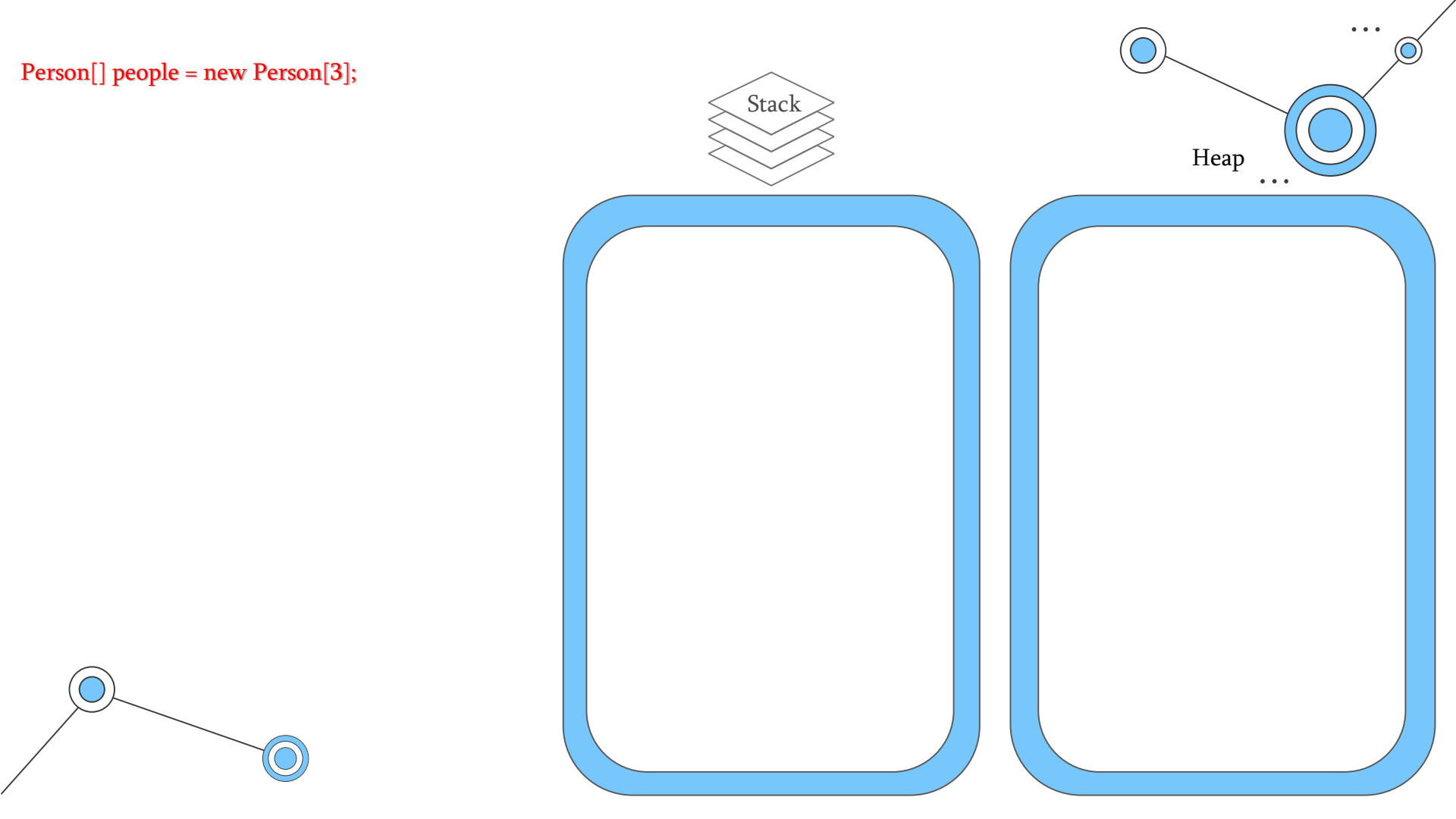




# Where in memory are variables stored?

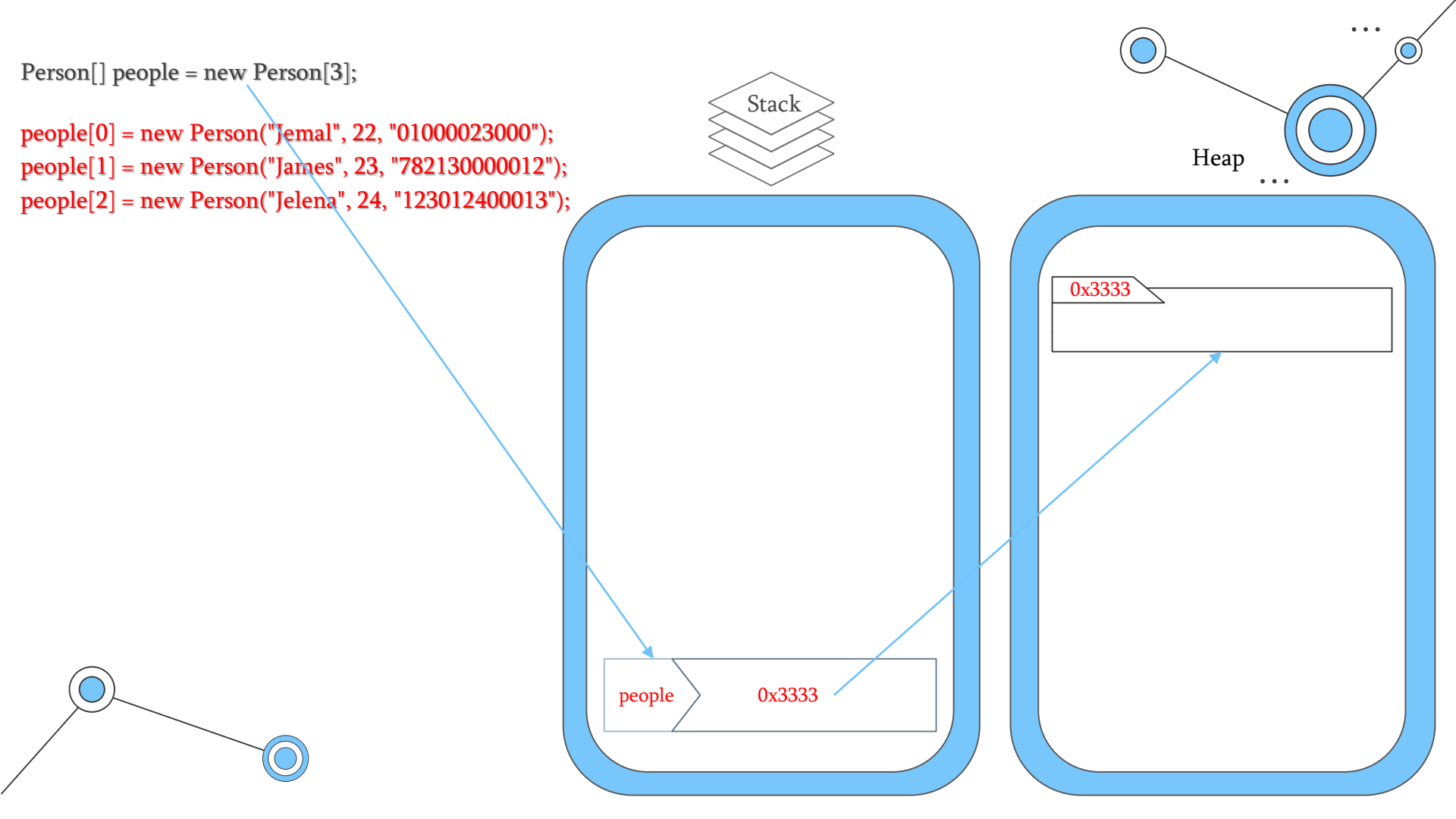
Giorgi Tamarashvili

```
Person[] people = new Person[3];
```



```
Person[] people = new Person[3];
```

```
people[0] = new Person("Jemal", 22, "01000023000");  
people[1] = new Person("James", 23, "782130000012");  
people[2] = new Person("Jelena", 24, "123012400013");
```



```
Person[] people = new Person[3];
```

```
people[0] = new Person("Jemal", 22, "01000023000");
```

```
people[1] = new Person("James", 23, "782130000012");
```

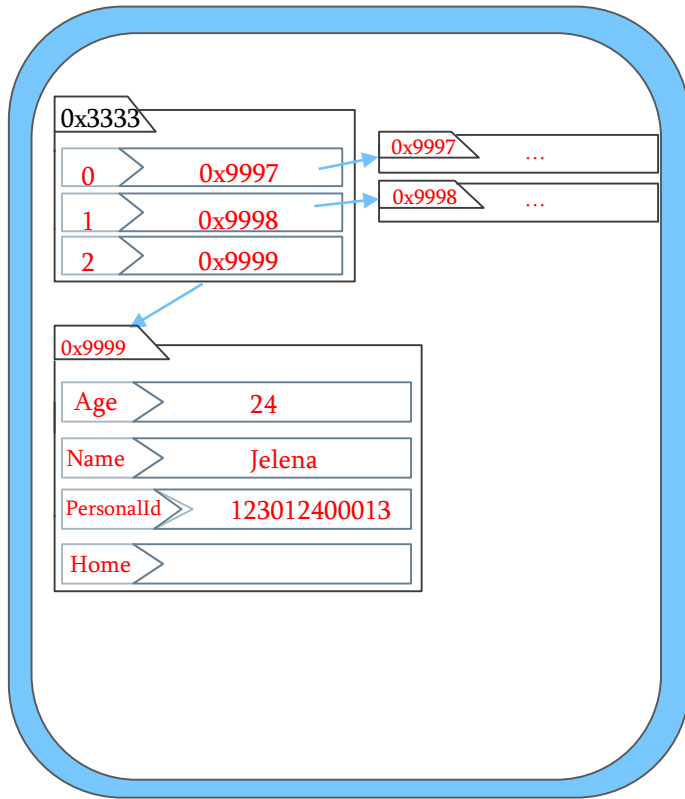
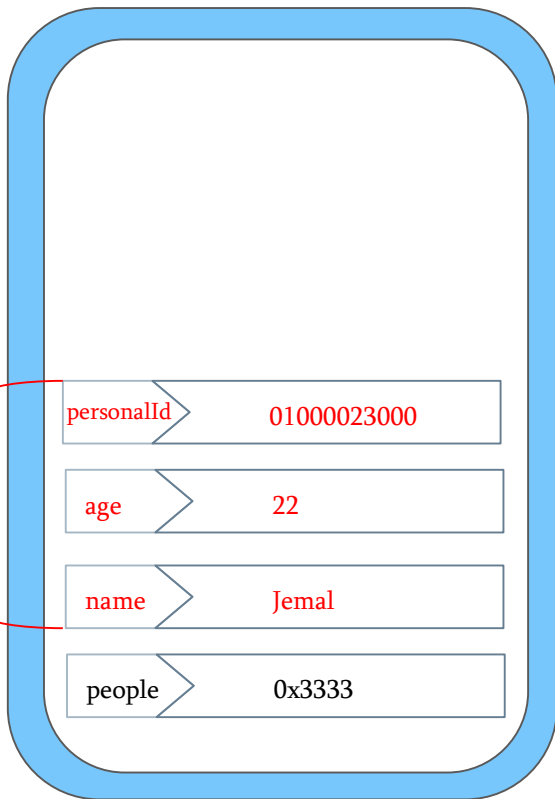
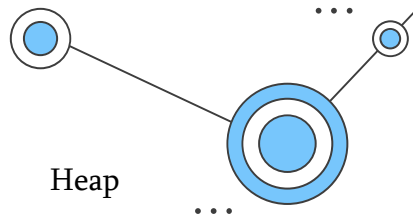
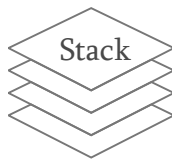
```
people[2] = new Person("Jelena", 24, "123012400013");
```

```
Home firstHome = new Home("Some address", "Tbilisi");
```

```
Home secondHome = new Home("Some address", "NYC");
```

```
Home thirdHome = new Home("Some address", "Moscow");
```

უნდა ვიგულისხმოდ, რომ ამ სამი დროებითი ცვლადის შექმნა მოხდა სამივე ობიექტისთვის ცალკეა, შესაბამისი მნიშვნელობებით



```
Person[] people = new Person[3];
```

```
people[0] = new Person("Jemal", 22, "01000023000");
```

```
people[1] = new Person("James", 23, "782130000012");
```

```
people[2] = new Person("Jelena", 24, "123012400013");
```

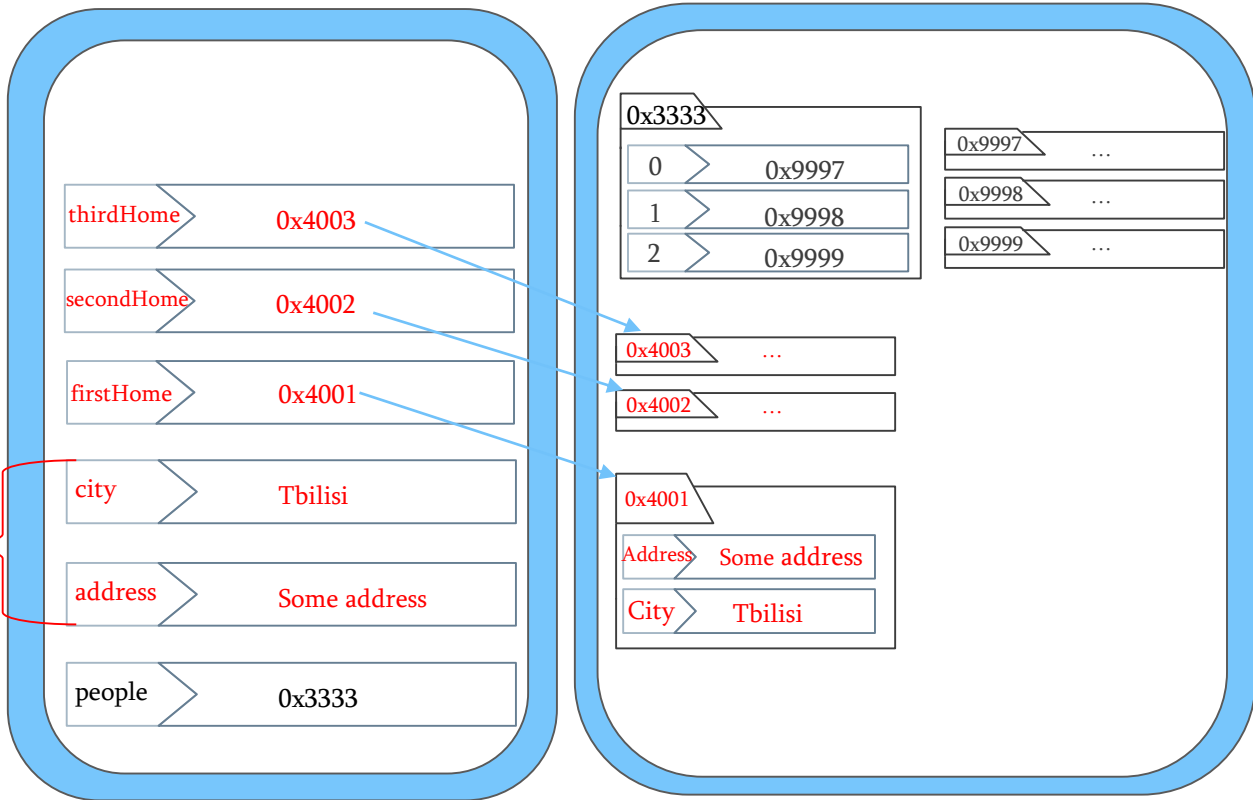
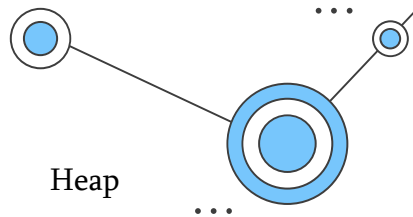
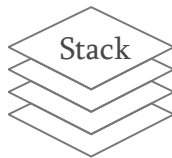
```
Home firstHome = new Home("Some address", "Tbilisi");
```

```
Home secondHome = new Home("Some address", "NYC");
```

```
Home thirdHome = new Home("Some address", "Moscow");
```

```
people[0].Home = firstHome;  
people[1].Home = secondHome;  
people[2].Home = thirdHome;
```

კვლავ ვგულისხმობთ რომ ეს ორი დროებითი  
ცვლადი შეიქმნა სამივე ობიექტისთვის,  
შესაბამისი მნიშვნელობებით



```
Person[] people = new Person[3];
```

```
people[0] = new Person("Jemal", 22, "01000023000");
```

```
people[1] = new Person("James", 23, "782130000012");
```

```
people[2] = new Person("Jelena", 24, "123012400013");
```

```
Home firstHome = new Home("Some address", "Tbilisi");
```

```
Home secondHome = new Home("Some address", "NYC");
```

```
Home thirdHome = new Home("Some address", "Moscow");
```

```
people[0].Home = firstHome;
```

```
people[1].Home = secondHome;
```

```
people[2].Home = thirdHome;
```

