Part 4:

* Stored In Static Heap: Main Mehod
* Stored In Stack:

+ Method getSerialNumber()

+ Method setSerialNumber()

+ Method getPrice()

+ Method setPrice()

+ Method getBuilder()

+ Method setBuilder()

+ Method getModel()

+ Method setModel()

+ Method getBackWood()

+ Method setBackWood()

+ Method getTopWood()

+ Method setTopWood()

+ Method createSound()

+ this.serialNumber = serialNumber;

+ this.price = price;

+ this.builder = builder;

+ this.model = model;

+ this.backWood = backWood;

+ this.topWood = topWood;

+ address of obj1 and obj2

* Store In Dynamic Heap:

+ obj 1

+ obj 2

* Object in program is Guitar
* State of obj1:

serialNumber: null

price: 0

builder: null

model: null

backWood: null

topWood: null

* State of obj2:

serialNumber: G123

price: 200

builder: Sony

model: Model123

backWood: hardWood

topWood: softwood

* The program already access all fields of obj1 in file Tester.java because the method createSound() has refence all variable in obj1
* when the program runs to the line “obj2.createSound() the current object is obj2.
* No because variable in obj2 is non-static variable