

```
public class Point {  
    int x;  
    int y;  
}
```

```
public class Dimension {  
    int height;  
    int width;  
}
```

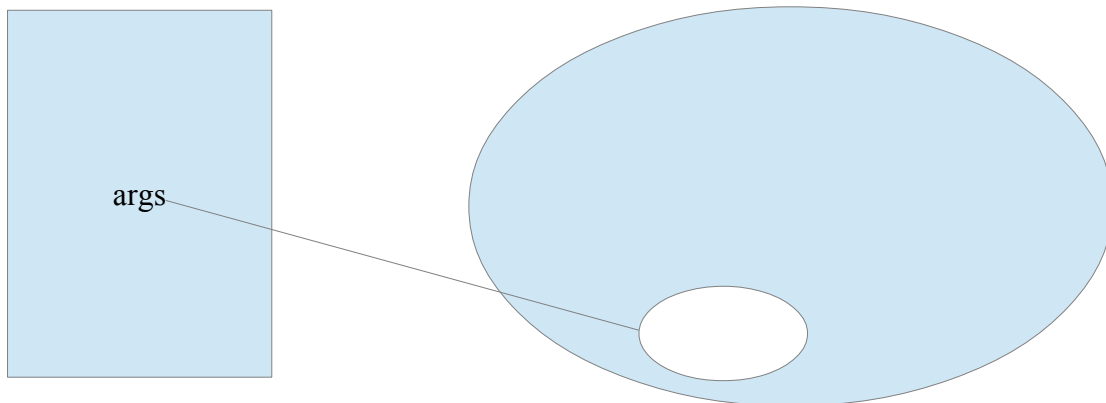
```
public class Zone {  
    Point origin;  
    Dimension size;  
}
```

```
public class Main {  
    public static void main(String args[]) {  
    }  
}
```

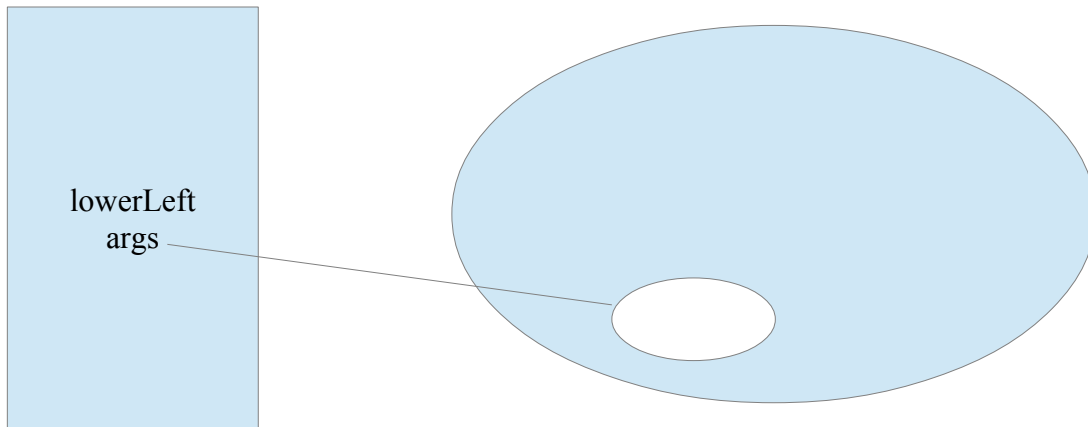
JVM

main stack

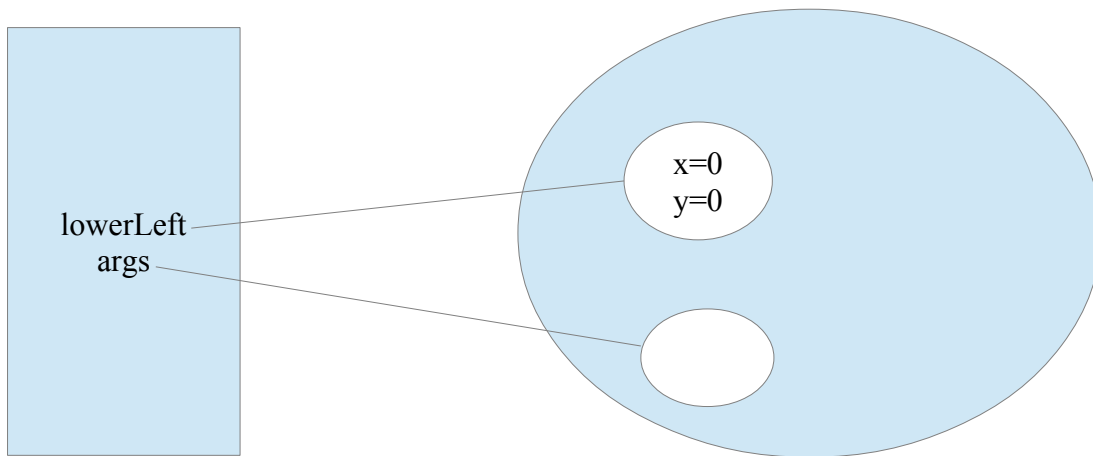
heap memory



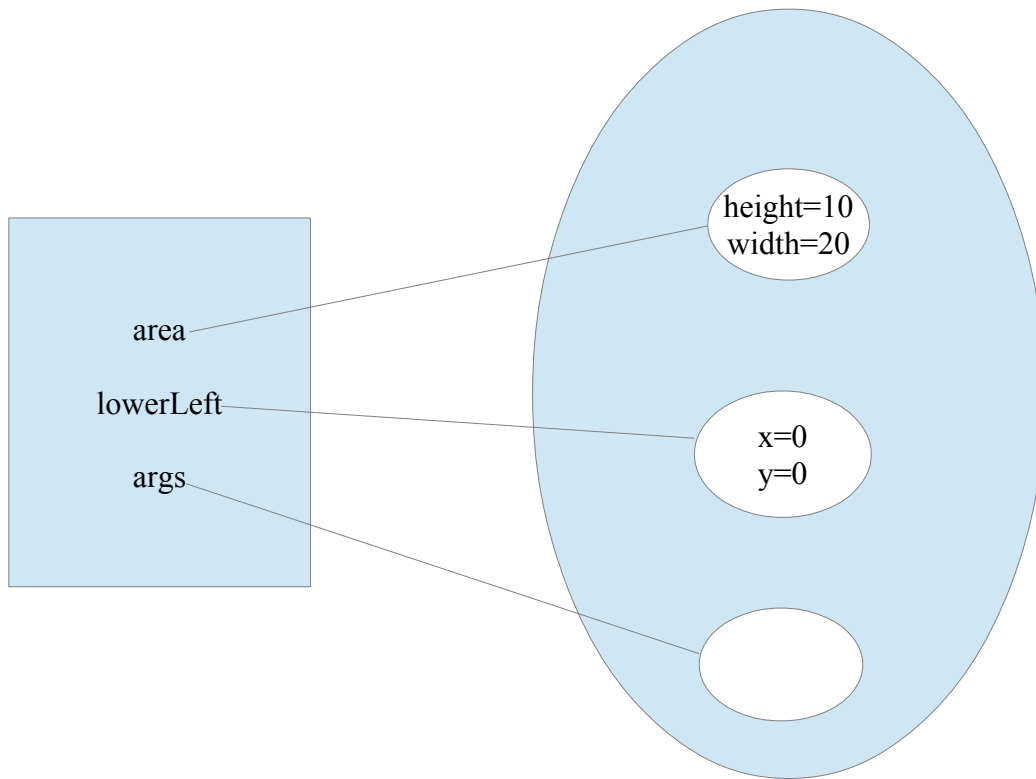
```
public class Main {  
    public static void main(String args[]) {  
        Point lowerLeft;  
    }  
}
```



```
public class Main {  
    public static void main(String args[]) {  
        Point lowerLeft;  
        lowerLeft = new Point(0,0);  
    }  
}
```



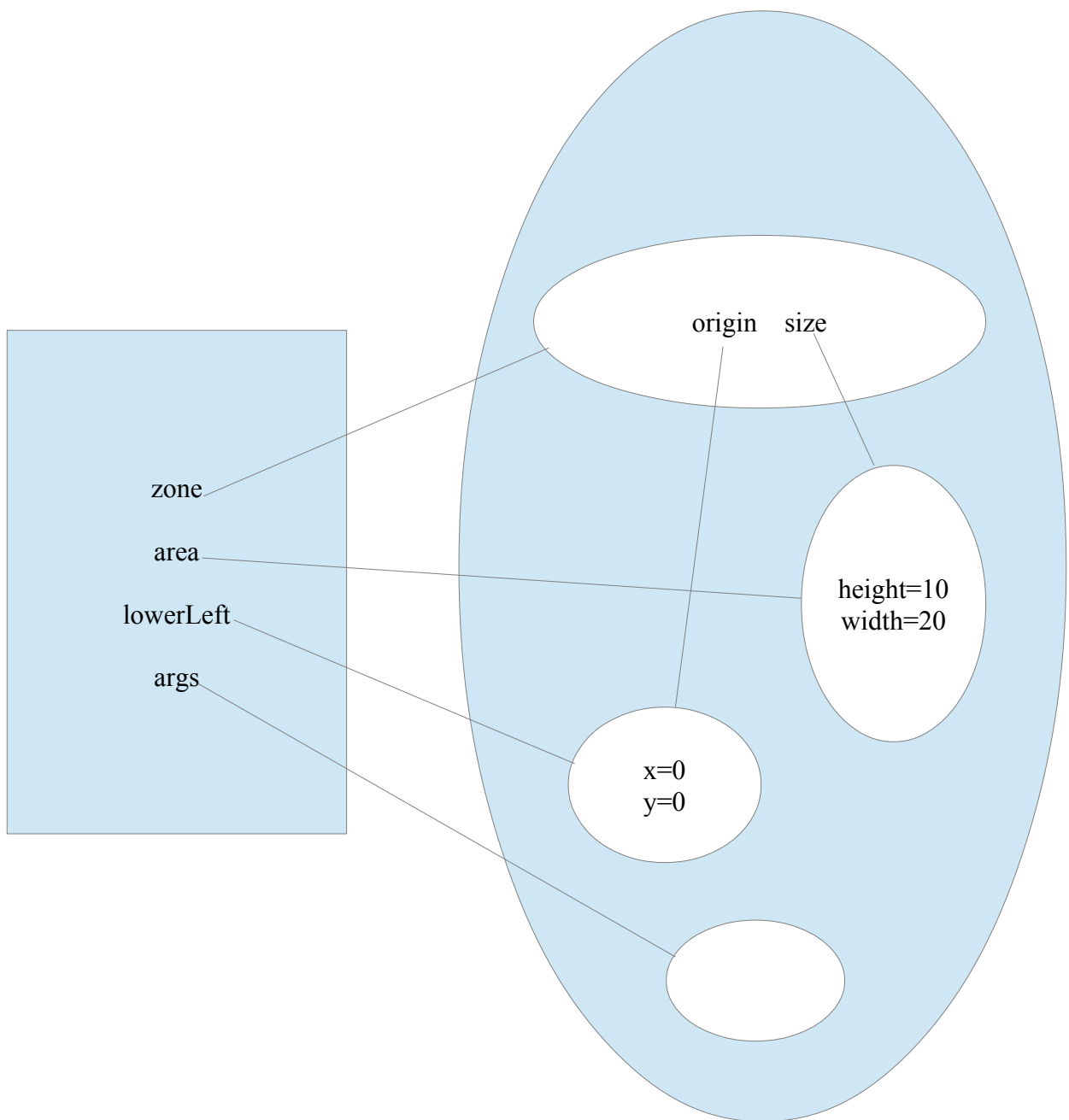
```
public class Main {  
    public static void main(String args[]) {  
        Point lowerLeft lowerLeft = new Point(0, 0);  
        Dimension area = new Dimension(10, 20);  
    }  
}
```



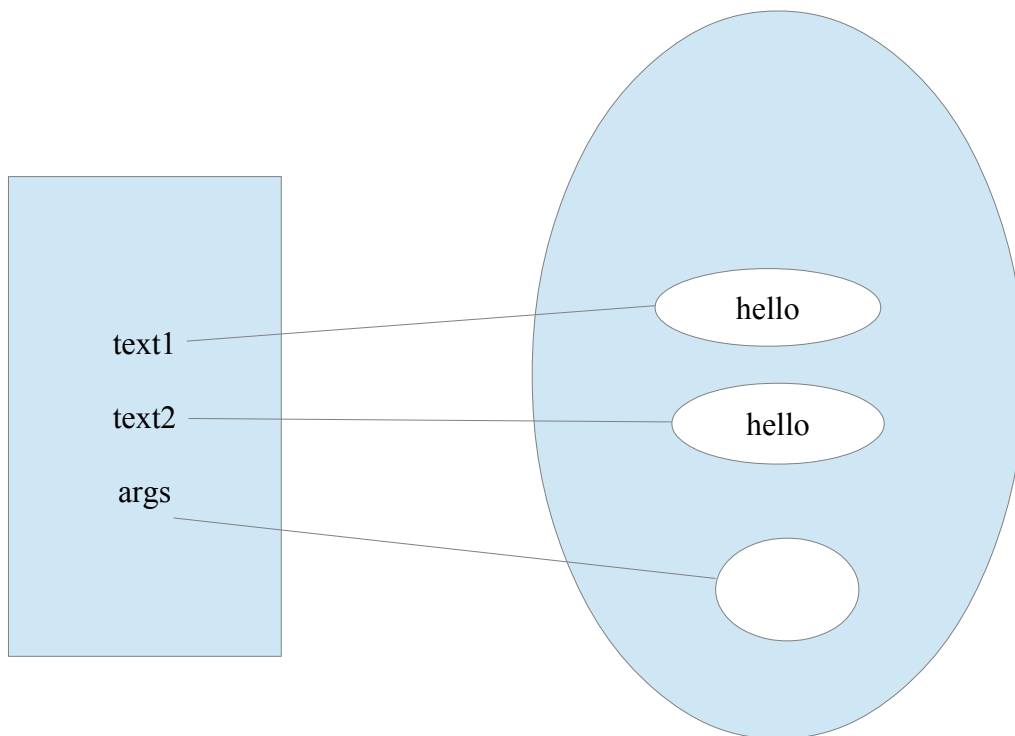
```

public class Main {
    public static void main(String args[]) {
        Point lowerLeft lowerLeft = new Point(0, 0);
        Dimension area = new Dimension(10, 20);
        Zone zone = new Zone(lowerLeft, area);
    }
}

```



```
public class Main {  
    public static void main(String[] args) {  
        String text1 = new String("hello");  
        String text2 = new String("hello");  
        if (text1 == text2) {  
            System.out.println("==");  
        }  
        if (text1.equals(text2)) {  
            System.out.println("equals");  
        }  
    }  
}
```



```
public class Main {  
    public static void main(String[] args) {  
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        if (text1 == text2) {  
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        }  
        if (text1.equals(text2)) {  
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        }  
    }  
}
```

Orange is the String Pool

