

Data Lifecycle

Storage by reference:

1	<code>Sphere s;</code>
2	<code>myStack.push(s);</code>

Storage by pointer:

1	<code>Sphere s;</code>
2	<code>myStack.push(&s);</code>

Storage by value:

1	<code>Sphere s;</code>
2	<code>myStack.push(s);</code>