Reference type – e.g.: Course, BankAccount (reference of a )

Value type

garbage collection: background memory cleanup via deallocation of memory unreachable objects

An object S1 is created and S1 is stored in the heap. The object and its attributes are stored in the heap

An object has three main aspects:

1. An identifier/reference (memory address)
2. State (represented using data e.g.: a bank account in a negative balance state is represented by a negative balance)
3. Behaviour (represented using operations / changes during run-time)