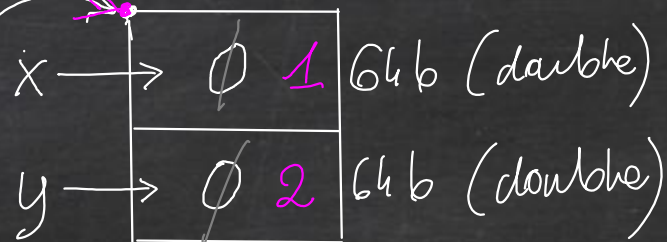
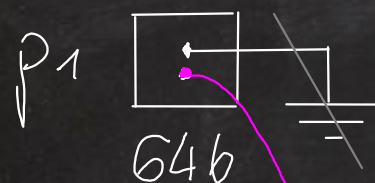


Point p1

STOS (STACK)

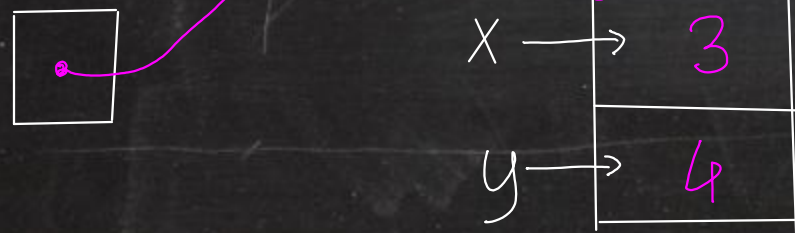
STERTA (JVM HEAP)



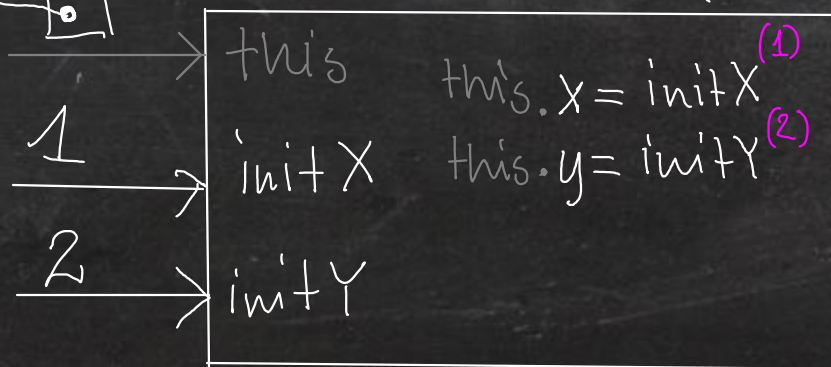
KOD WYKONYWALNY

Point (konstruktor)

p₂



referencja



argumenty | parametry formalne
operandy

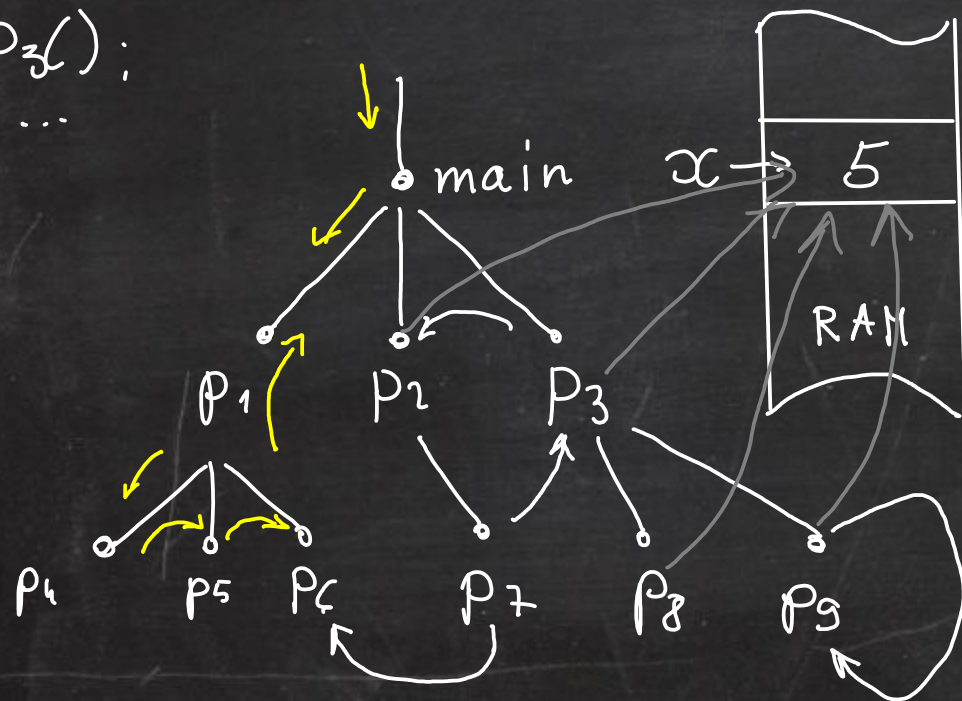
new Point
(1, 2);

```

main(...) {
  p1();
  p2();
  p3();
  ...
}

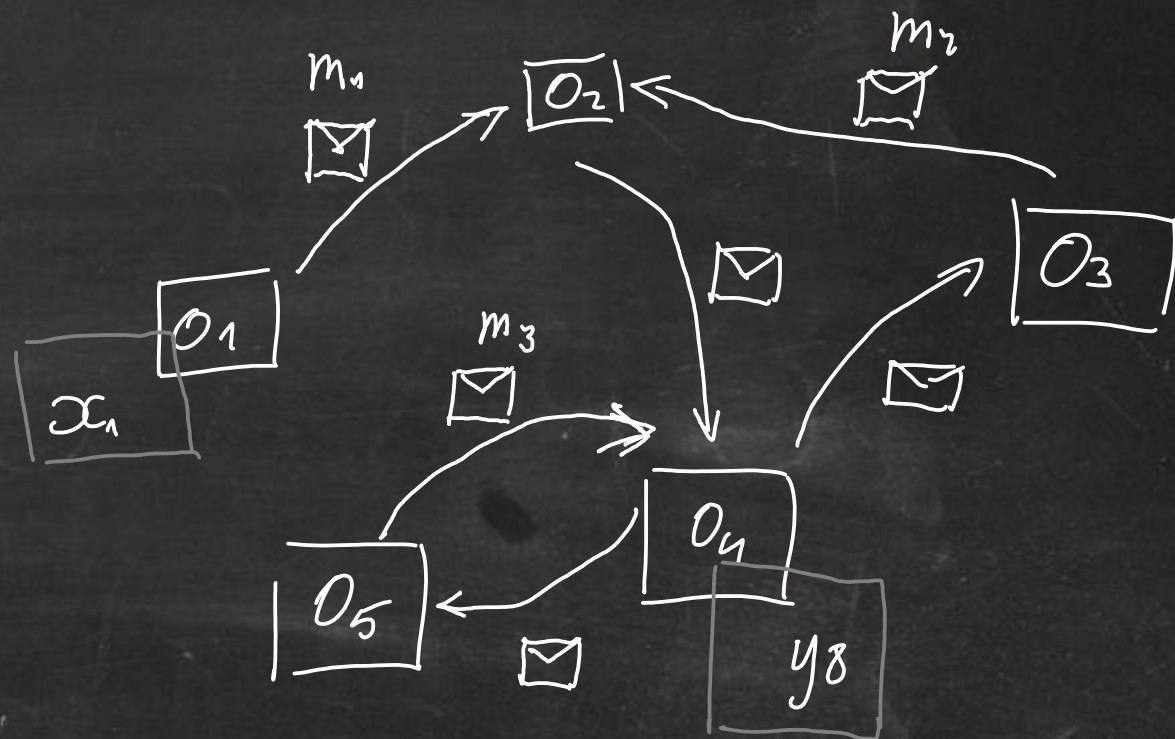
```

$1+2$
 $"+"(1, 2)$
 $(+ 1 2 3 4 \dots)$



STRUKTURALNY STYL PROGRAMOWANIA
 (ang. structured programming)
 Fortran, Algol, C

OBIĘKTOWY STYL PROGRAMOWANIA



Hermetyzacja
 (enkapsulacja)

Smalltalk, Simula

