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- How many Counter objects were created?

Answer: There are 2 Counter objects

- What is the relationship between the variables and the objects?

Answer: Variables declared in main would be on stack which is having memory address for objects created on the heap.

- Example: myCounters[0] is having memory address for the object with the name "Counter 1".

- Why does resetting myCounter[2] change the value of the counter in myCounters[0]?

Answer: myCounters[2] and myCounters[0] are pointing to the same object memory, so any changes to the pointed object would be reflected at both variables.

- Where are objects allocated? The stack or the heap?

Answer: Objects are allocated on the heap

- How does a class' new method affect memory? What does it do and what does it return?

Answer: When new is called in a class it (creates the object of that class) then it returns (memory address of the new initialize object)

- Draw a diagram showing the locations of the variables and objects in main:

