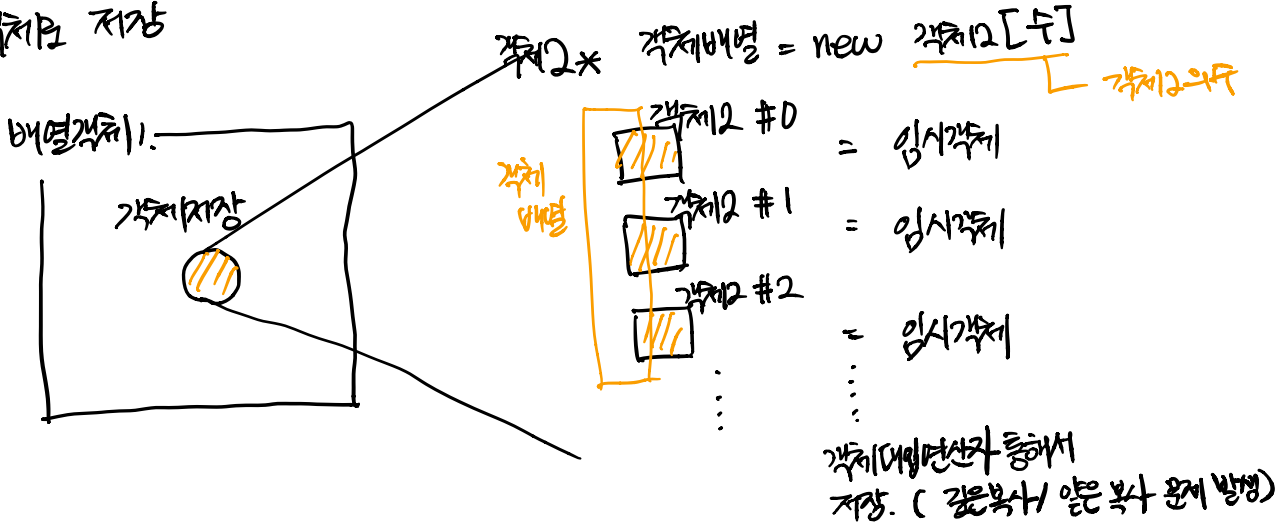
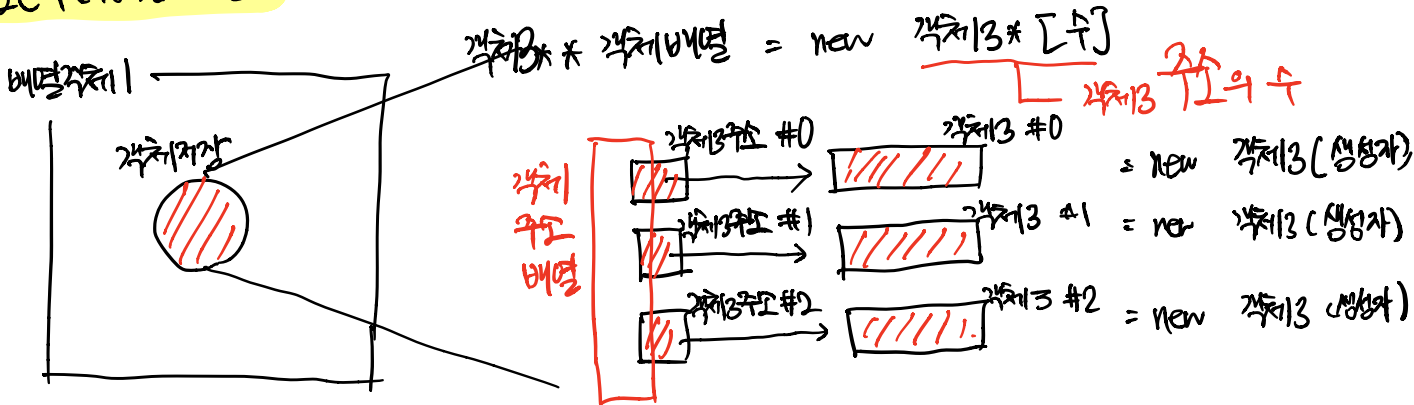


# 객체저장방식

## ① 객체2 저장



## ② 객체3인터 (주소)를 저장



↳ (예시) ArrayObj-2d.cpp

