



1. Since `String[]` is not a native type, functionality for the is stored in the heap.
2. When the class object `ttt` is created, memory is allocated for the variables in the `IntGrid2D` class.
3. An `intgrid2d` object is initialized, which has its own set of variables stored in the heap.
4. `Setpoint` and `getpoint` are created.
5. `getupperleftcorner` and `getlowerrightcorner` both create `iintpoint2d` objects, which have their own set of variables allocated memory in the heap.