Person[] people = new Person[3]

Stack

people | 0x1110

Heap

0x1110

0x1110

People[0]

null

0x1114

People[1]

null

0x1118

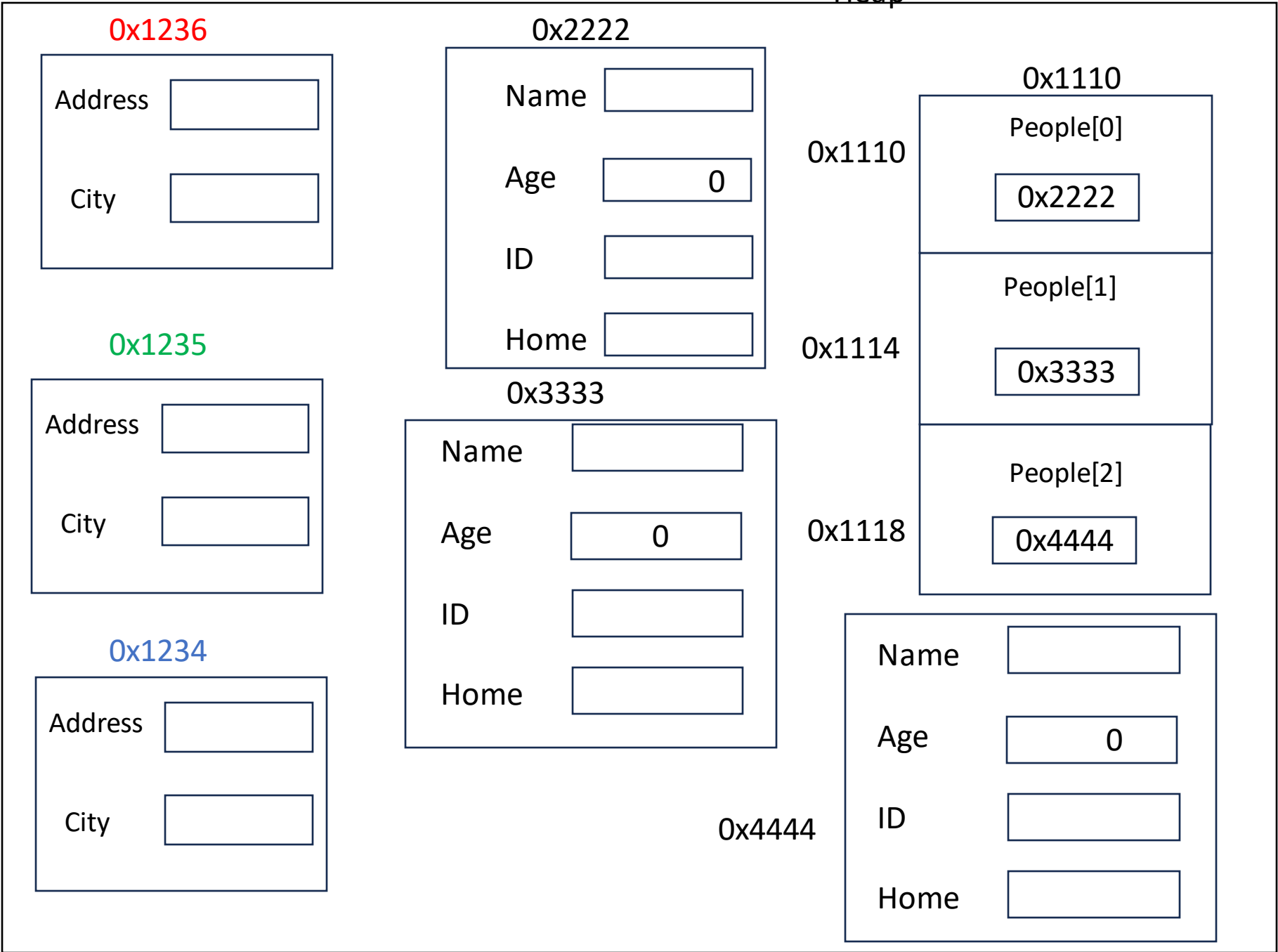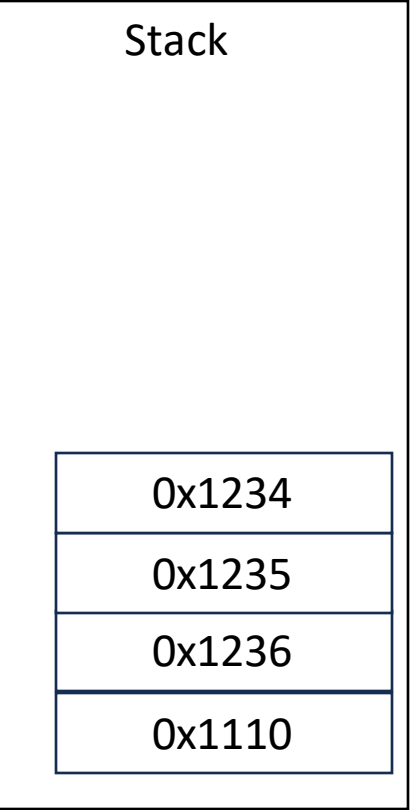People[2]

null
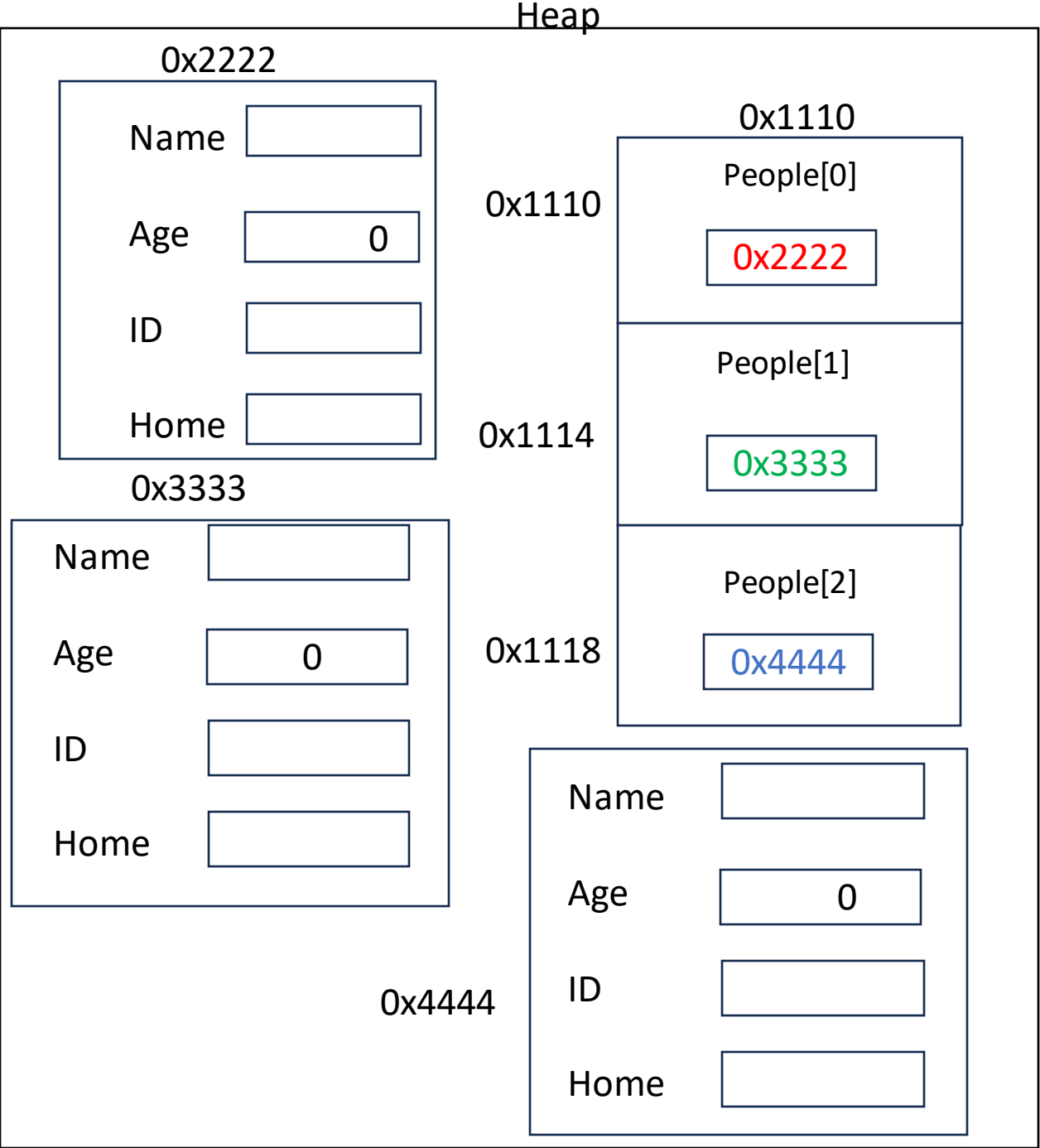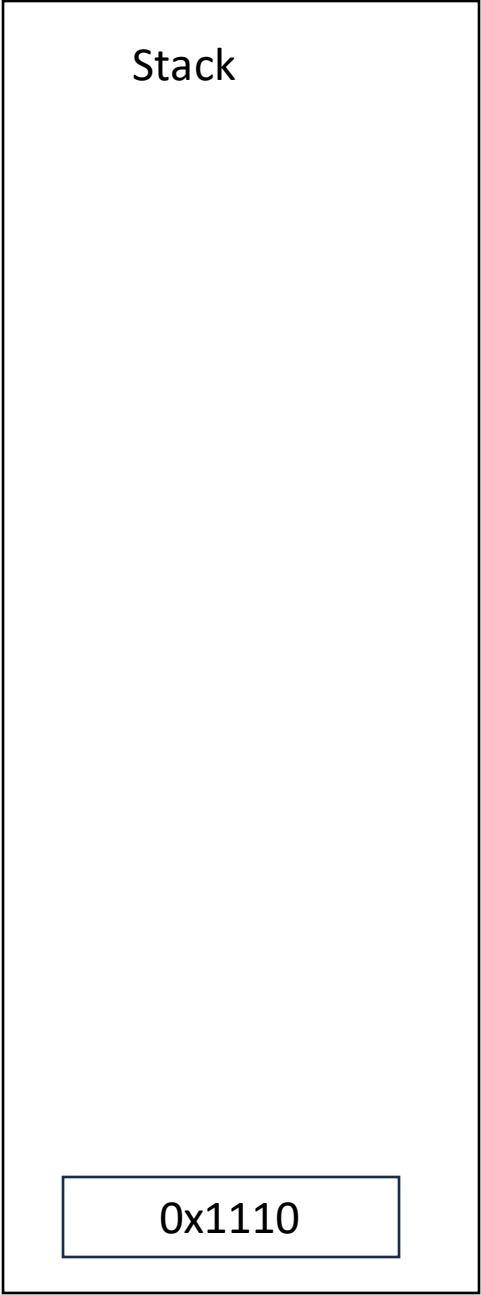
Home home1 = new Home()
Home home2 = new Home()
Home home2 = new Home()

Heap

0x1236

Address [ ]

City [ ]

0x2222

Name [ ]

Age [0]

ID [ ]

Home [ ]

0x1110

0x1110

People[0]
[0x2222]

People[1]
[0x3333]

People[2]
[0x4444]

0x1114

0x1118

0x1235

Address [ ]

City [ ]

0x3333

Name [ ]

Age [0]

ID [ ]

Home [ ]

Stack

home3 [0x1234]

home2 [0x1235]

home1 [0x1236]

people [0x1110]

0x1234

Address [ ]

City [ ]

Name [ ]

Age [0]

ID [ ]

Home [ ]

0x4444

Heap

people[0].Home = home1;
people[1].Home = home2;
people[2].Home = home3;

0x1236

Address

City

0x2222

Name

Age   0

ID

Home   0x1236

0x1110

People[0]

0x2222

0x1110

People[1]

0x3333

0x1114

0x1235

Address

City

0x3333

Name

Age   0

ID

Home   0x1235

People[2]

0x4444

0x1118

Stack

0x1234

Address

City

0x4444

Name

Age   0

ID

Home   0x1234

home3   0x1234
home2   0x1235
home1   0x1236
people   0x1110