

Array, Object Memory Reference Summary

Primitive Type

- ❖ Primitive type does not go into Java heap memory
- ❖ When used by functions, only the value is passed in
- ❖ Primitive type value will not be influenced by method


```
public class MyProgram {  
    public static void main(String[] args) {
```

```
        int a = 10;  
        int b = function(a);  
        System.out.print(a);  
        System.out.print(b);
```

```
    }
```

```
    public int function(int a) {
```

```
        a = a + 10;  
        return a;
```

```
    }
```

```
}
```


Object Type

- ❖ Object types are stored in Java heap memory
- ❖ When used by functions, the memory reference is passed in to the function
- ❖ Object type value will not be influenced by method, be careful


```
public class MyProgram {  
    public static void main(String[] args) {
```

```
        int finalScore = 90;  
        Student a = new Student(90);  
        function(a);  
        System.out.print(a.final);
```

```
    }
```

```
    public void function(Student a) {  
        a.finalScore = 100;
```

```
    }
```

```
}
```



```
public class MyProgram {  
    public static void main(String[] args) {  
  
        int finalScore = 90;  
        Student a = new Student(90);  
        function(a);  
        System.out.print(a.final);  
  
    }  
  
    public void function(Student a) {  
        a.finalScore = 100;  
    }  
}
```

int finalScore = 90;
Student a = new Student(90);
function(a);
System.out.print(a.final);

Java Heap Memory

Address1: Student a


```
public class MyProgram {  
    public static void main(String[] args) {
```

```
        int[] myarray = {1,2,3,4,5};  
        function(myarray);  
        System.out.print(myarray[0]);
```

```
    }
```

```
    public void function(int[] input) {  
        input[0] = 9;  
    }
```

```
}
```


Object Copy

- ❖ Since Object types are stored in Java heap memory
- ❖ Directly use “=” will just point to the same memory address, this is shallow copy
- ❖ To deep copy, make sure all object values are copied and created a new object using new key word.
- ❖ For array, each value should be copied to the new array spot