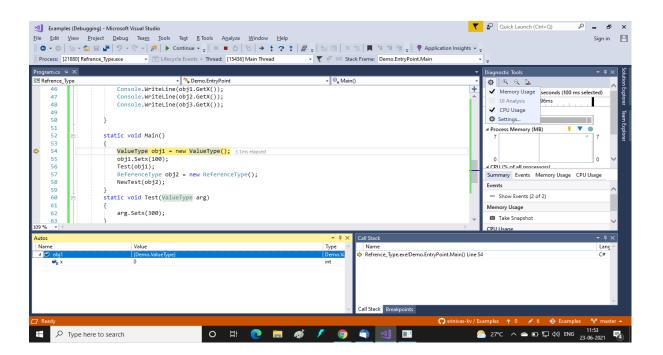
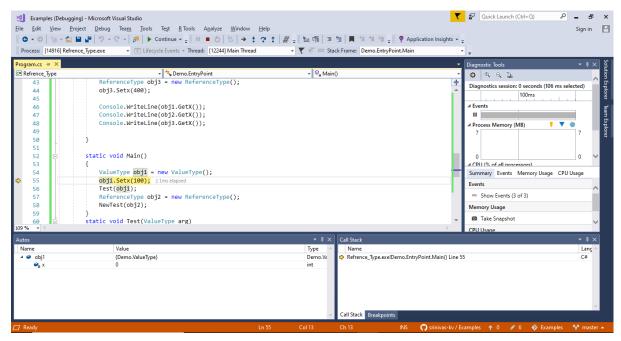


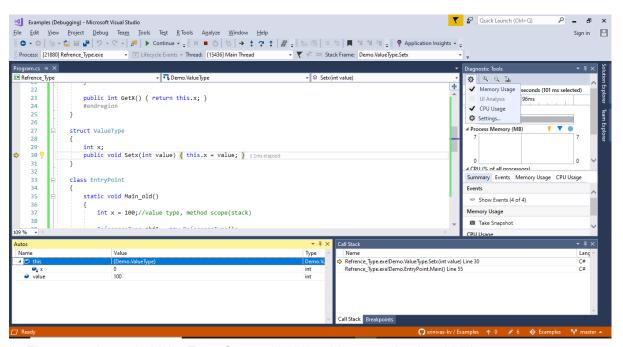
#1 Object obj1 is created which is of value type



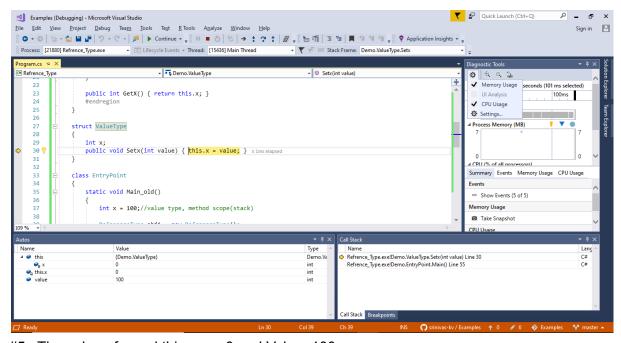
#2 Data member x is with value 0.



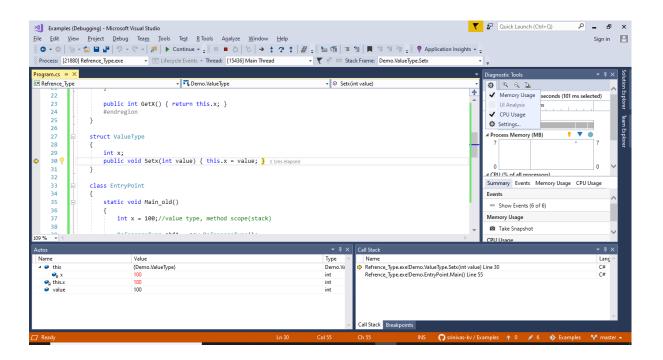
#3 Still the control is in EntryPoint.Main()

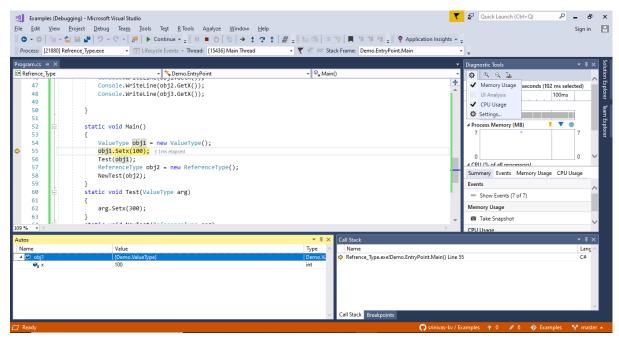


#4 The control now in ValueType.Setx and obj1 address and value 100 is sent as parameter

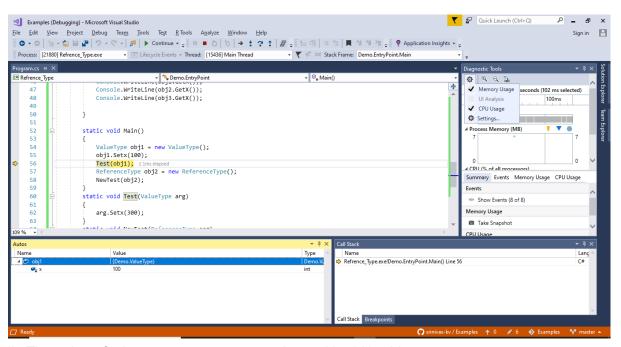


#5 : The value of x and this.x are 0 and Value=100

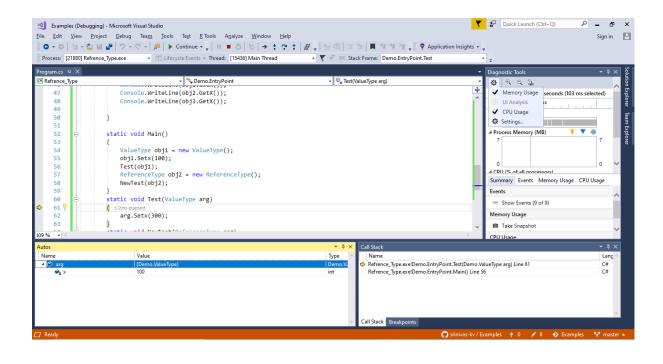


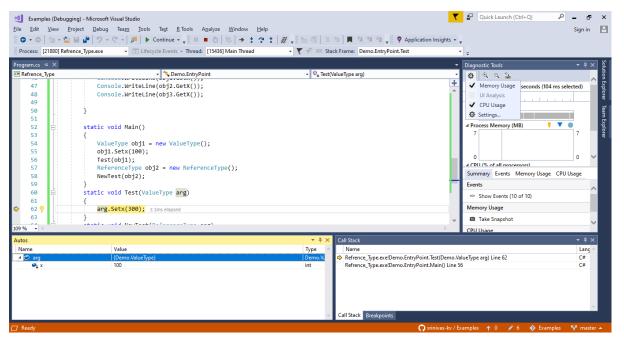


#6 Value of x in obj1 is now set to 100

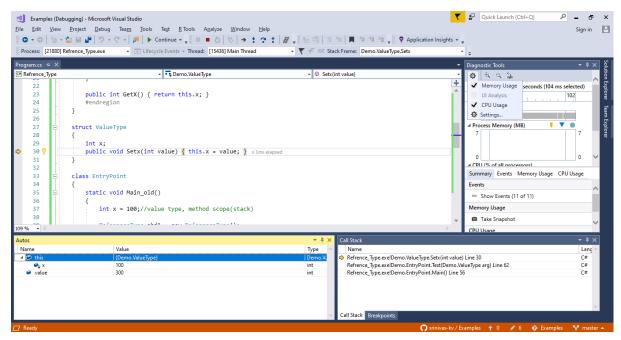


#7 The value of x is sent as an argument along with obj1 address

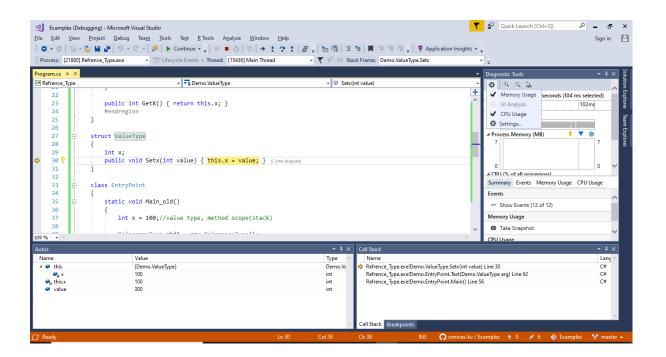


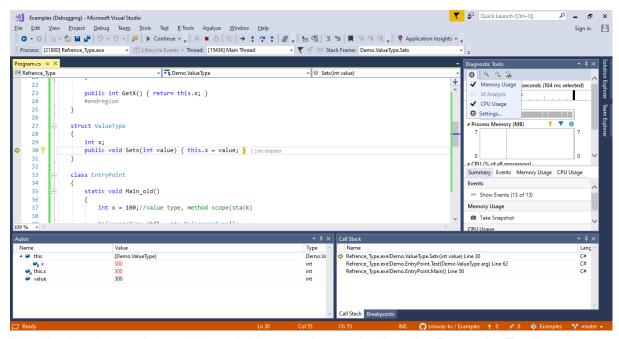


#8 Calls Setx function

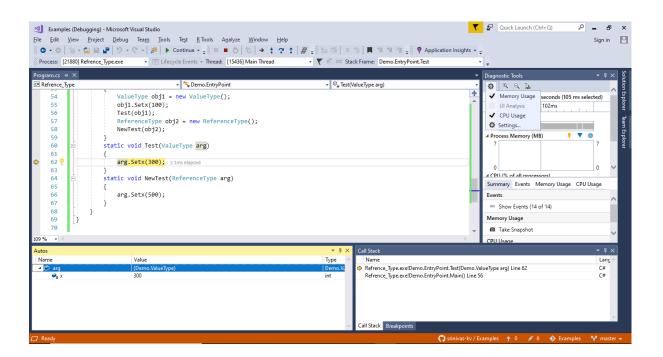


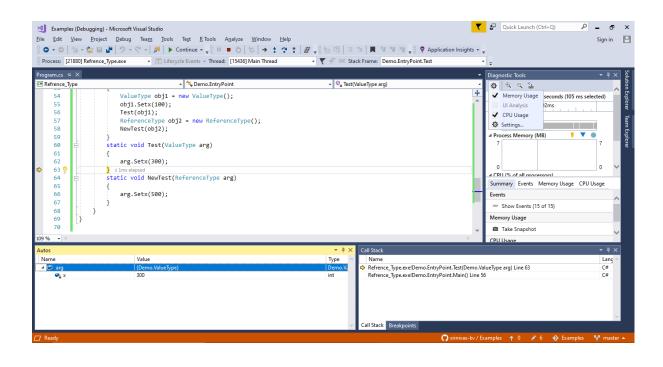
#9 Value sent is 300 along with obj1 address but value of x is 100

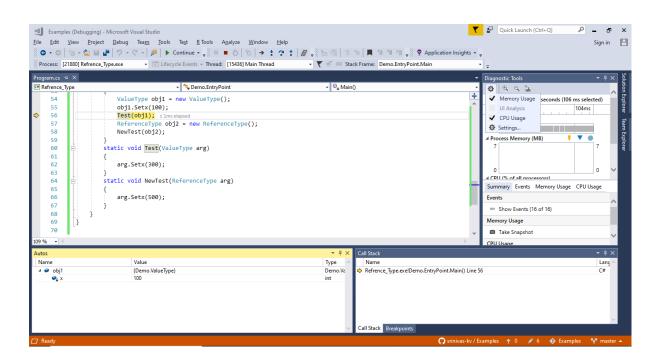


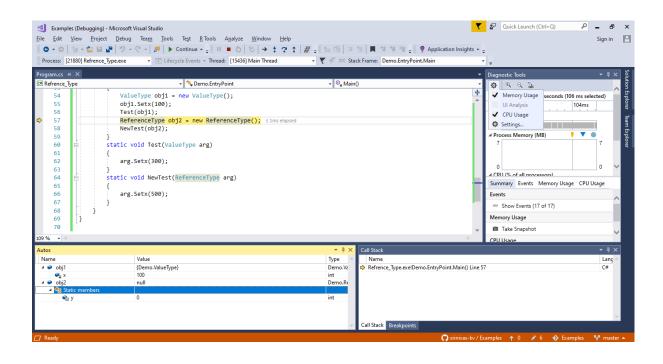


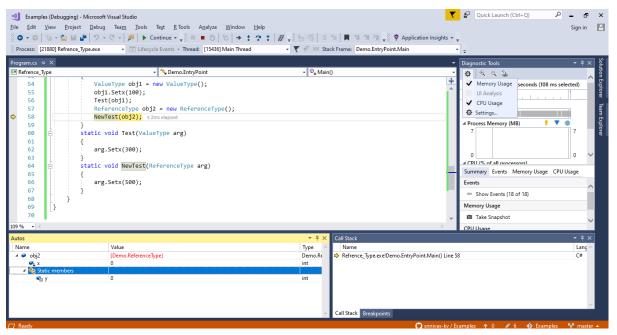
#10 : Assign the x value as 300 and this control come back to the Entrypoint.Test().



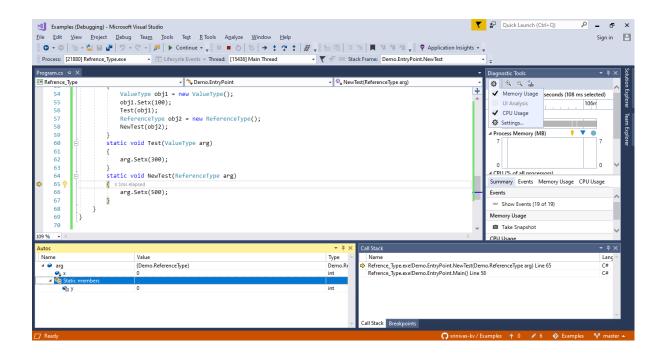


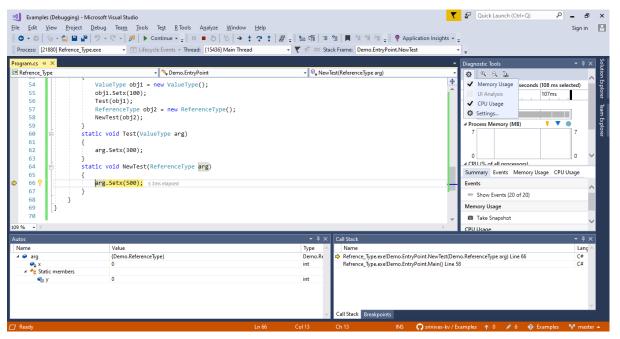




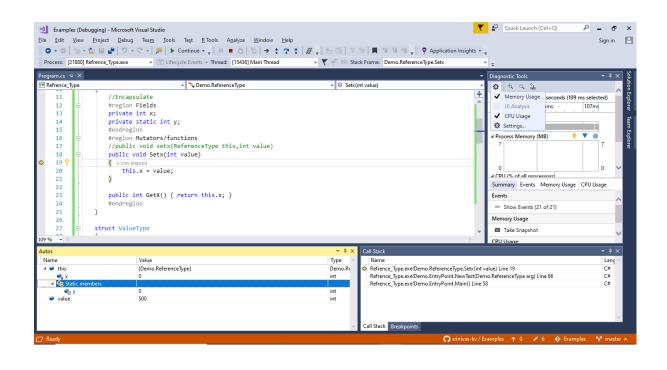


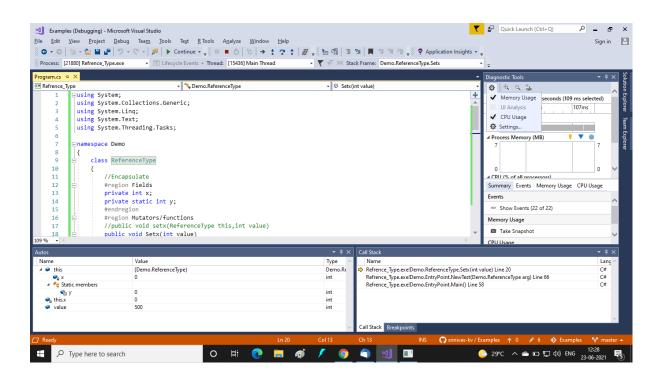
#11 obj1 memory is cleared and new object obj2 is created and the value of x is initialised to 0 by default.

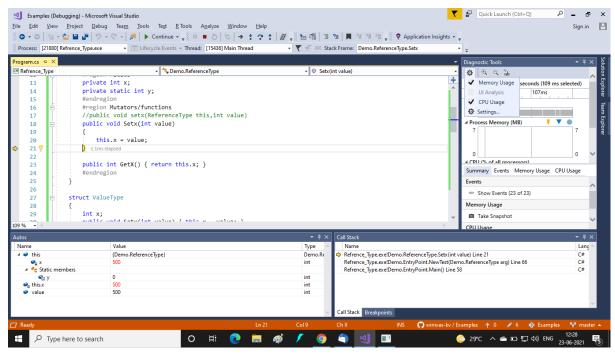




#12 Calls Setx method and sends obj2.







#13 The value in "value" is assigned to x.

