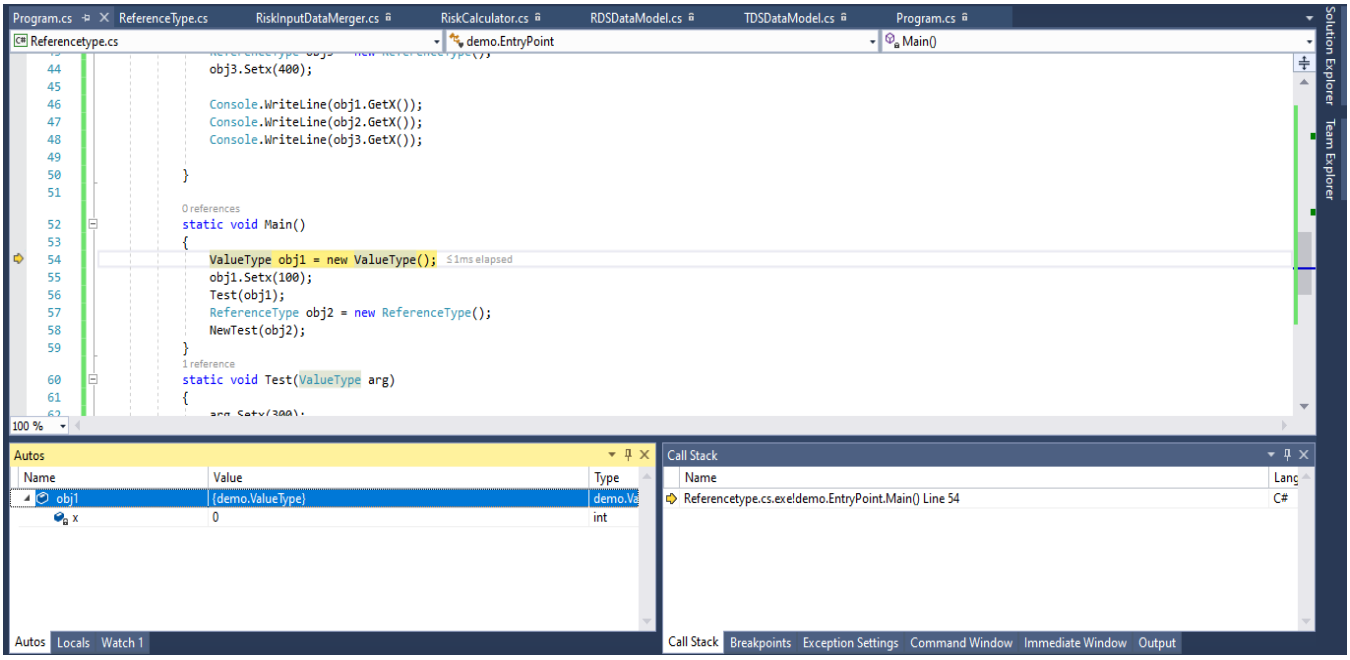
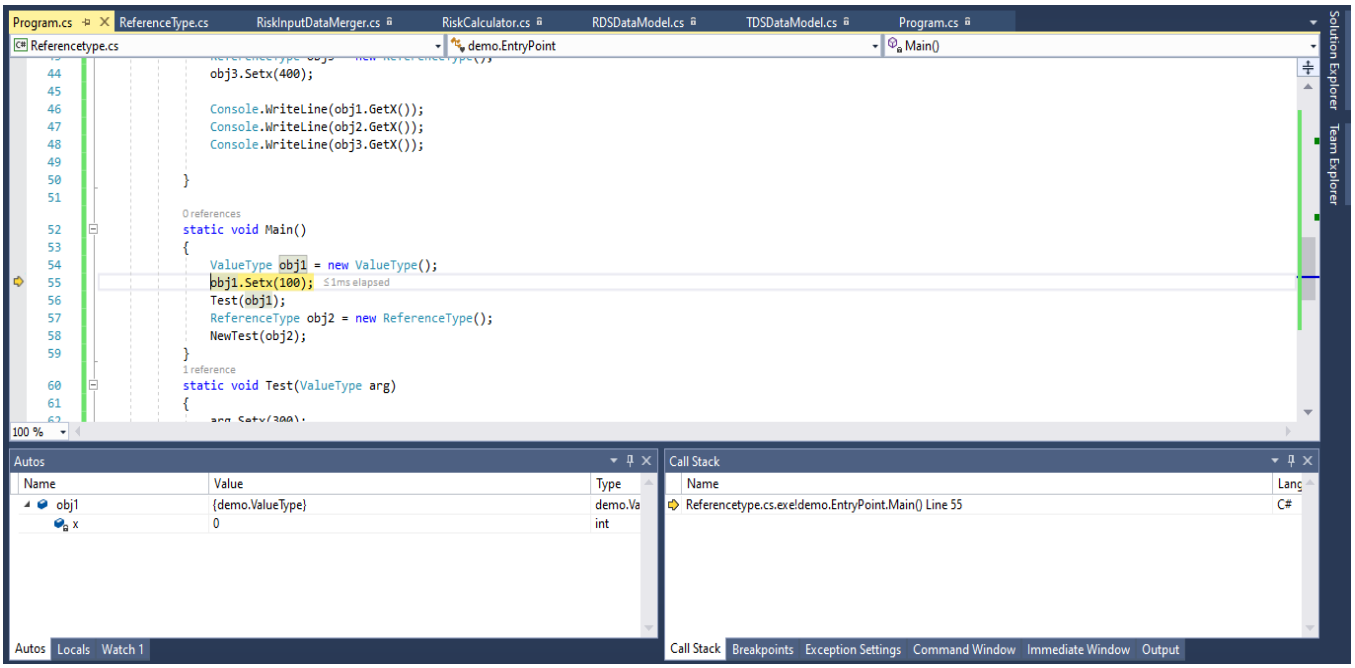
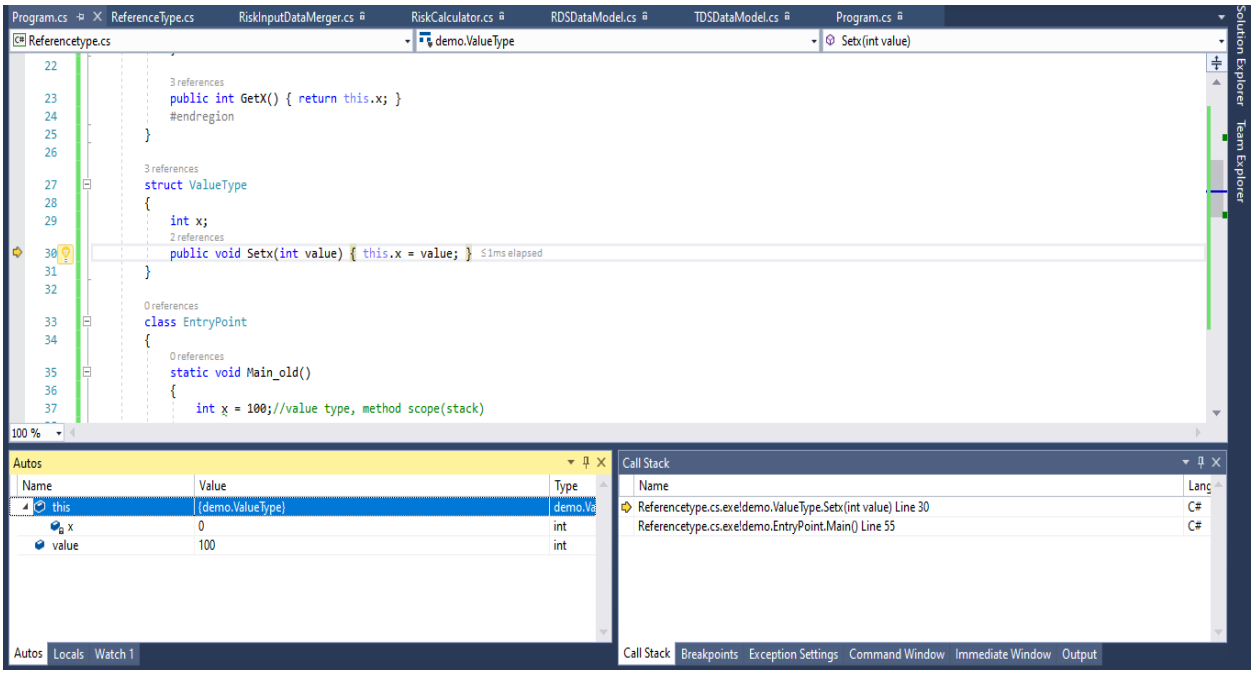
Step1: Object obj1 is created which is of value type. The datamember is x and is value is initialised to 0



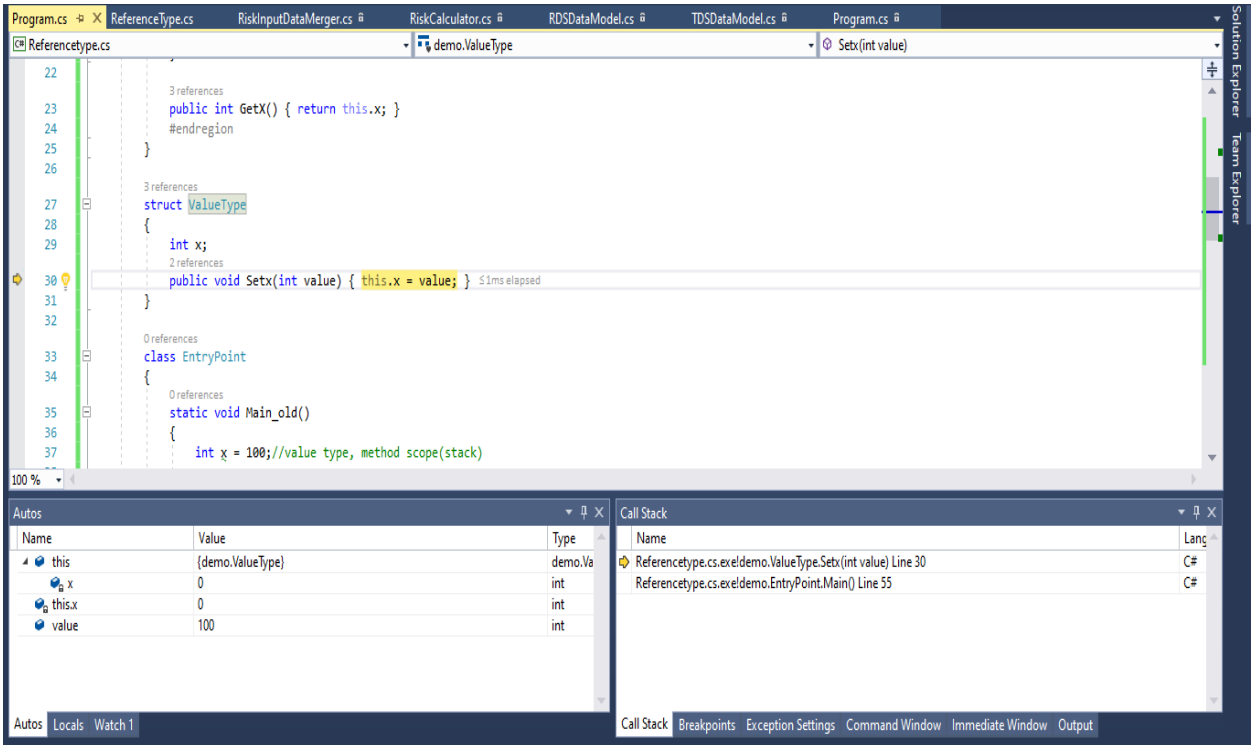
Step2: The program control is still in Entrypoint.Main()



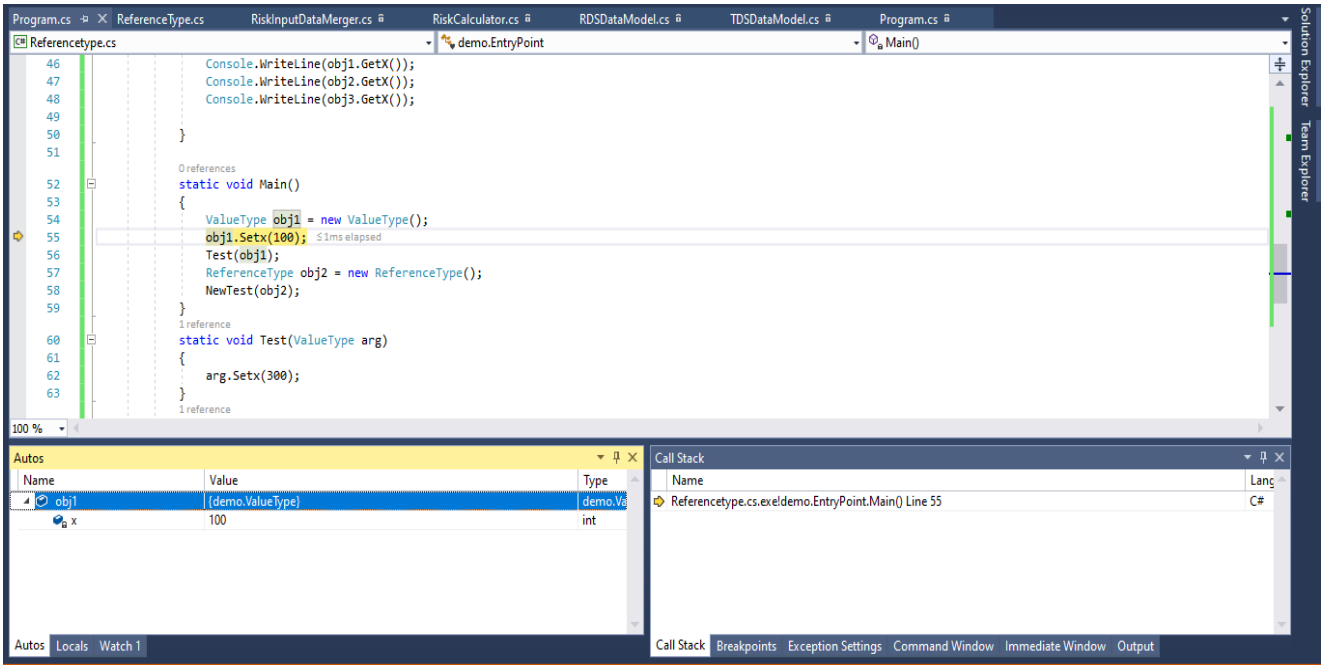
Step3: The control is now transferred to ValueType.Setx and obj1 address and value 100 is sent as parameter.



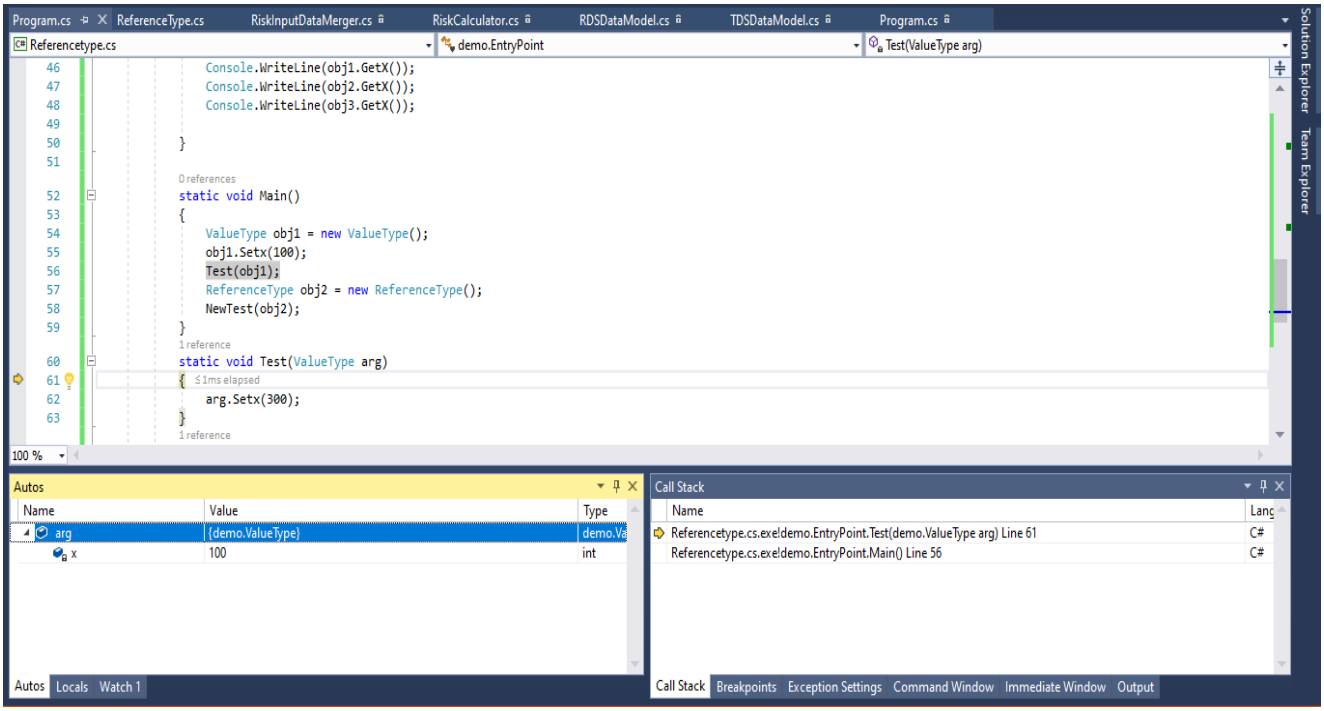
Step 4: The value of x and this.x (both are same) is 0 and Value=100



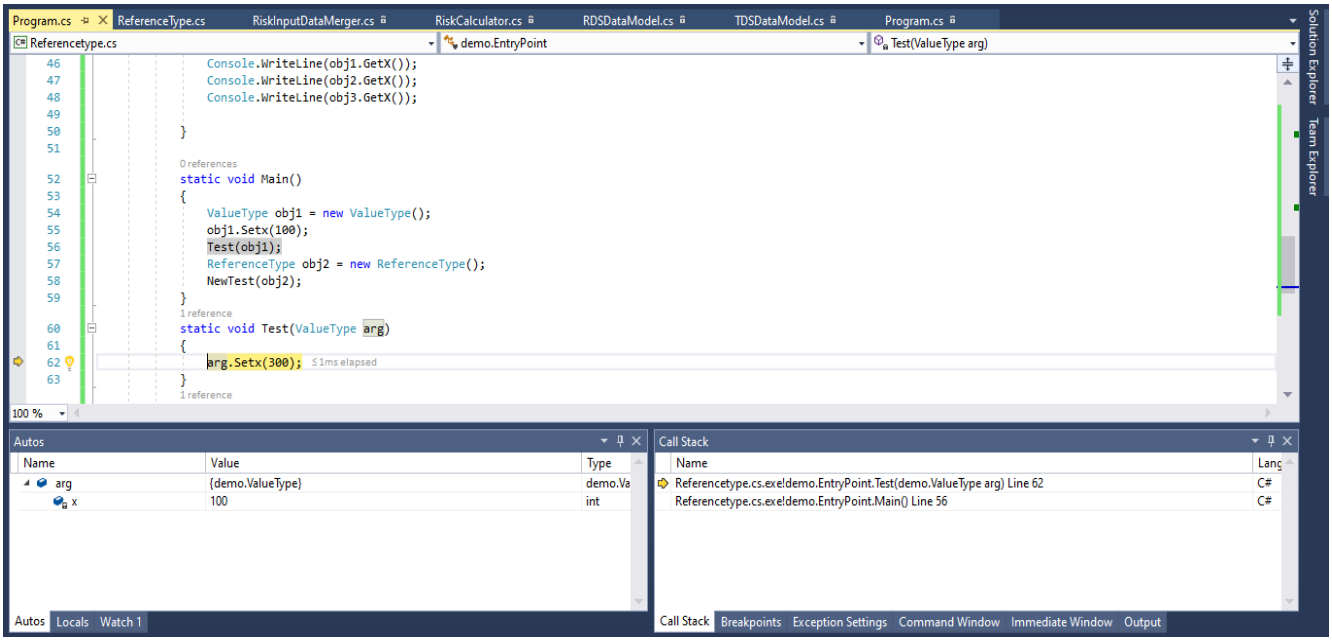
Step 5: Value of x in obj1 is now set to 100.



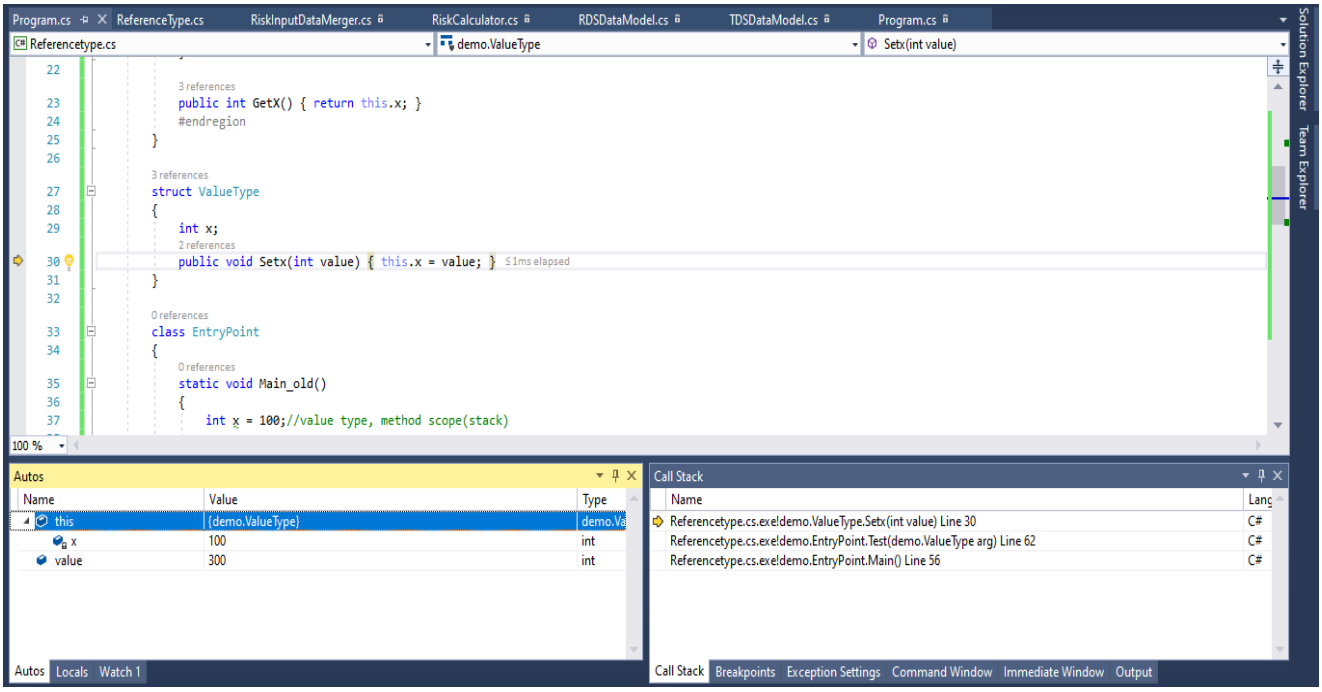
Step 6: The control is at Entrypoint.Test(). The value of x is sent as an argument along with obj1 address.



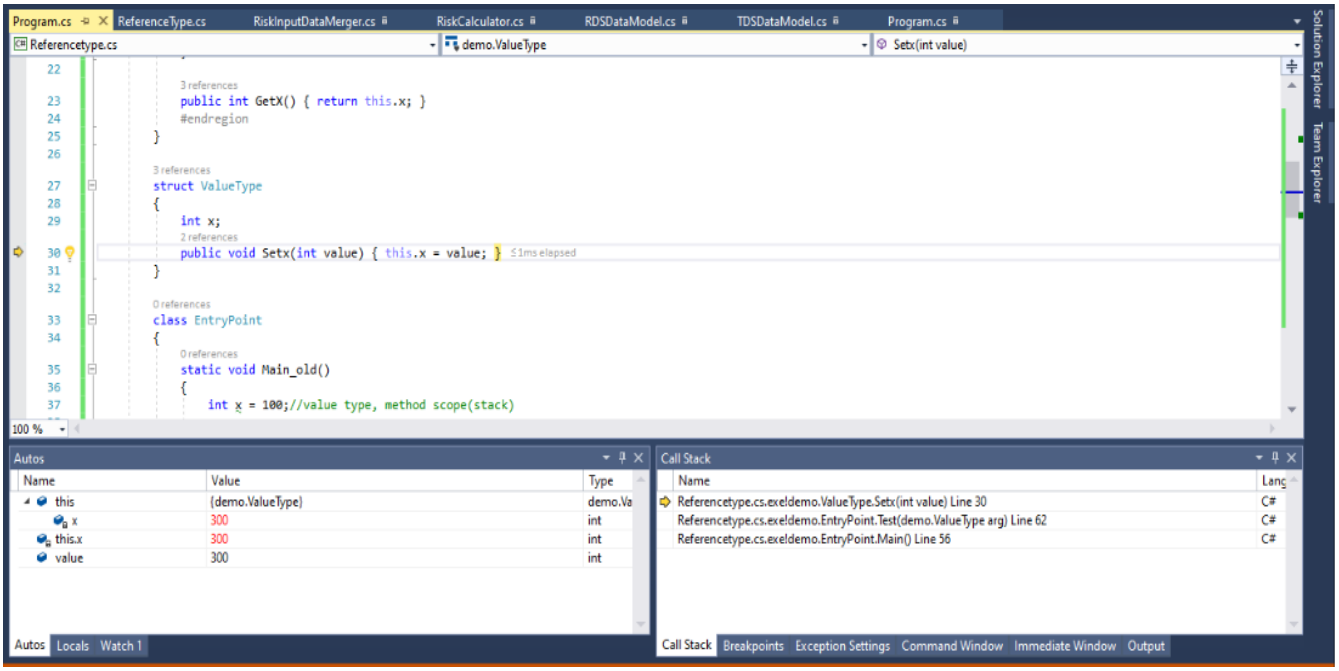
Step 7: Calls Setx function and transfer its control to there.

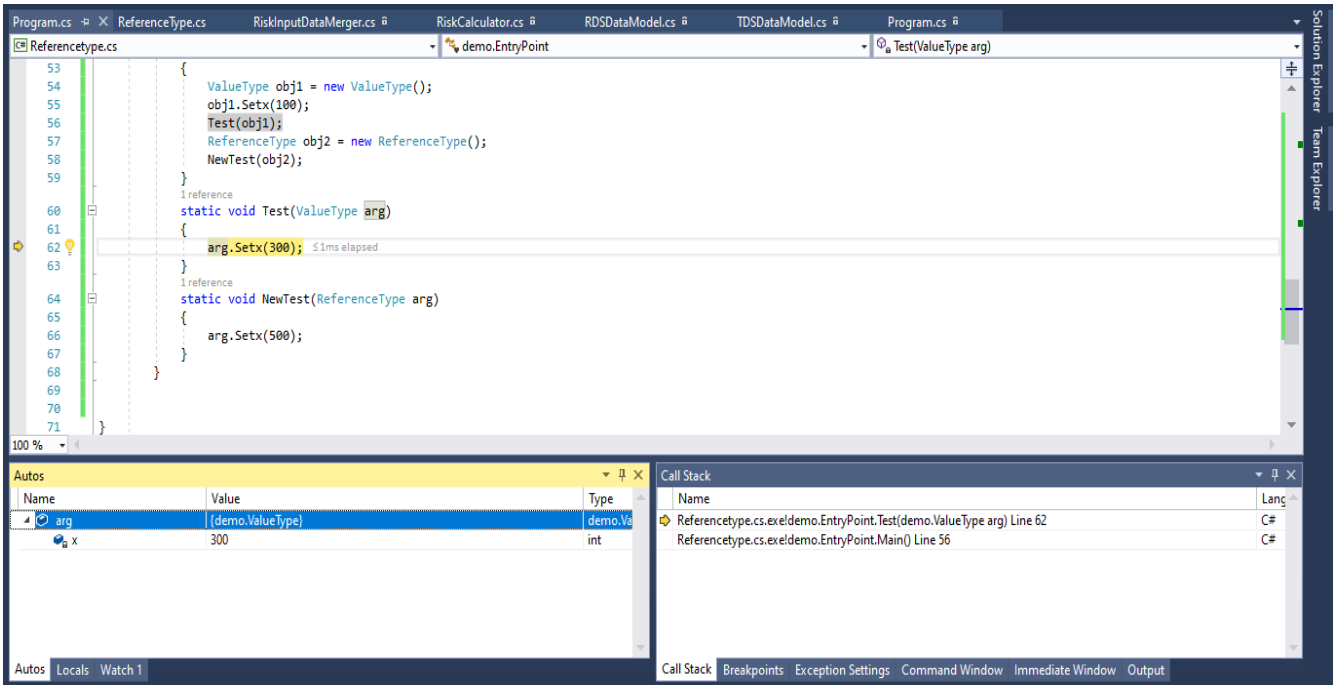


Step 8: Now the control is in ValueType.Setx(int value). Value is sent is 300 along with obj1 address but value is x is 100

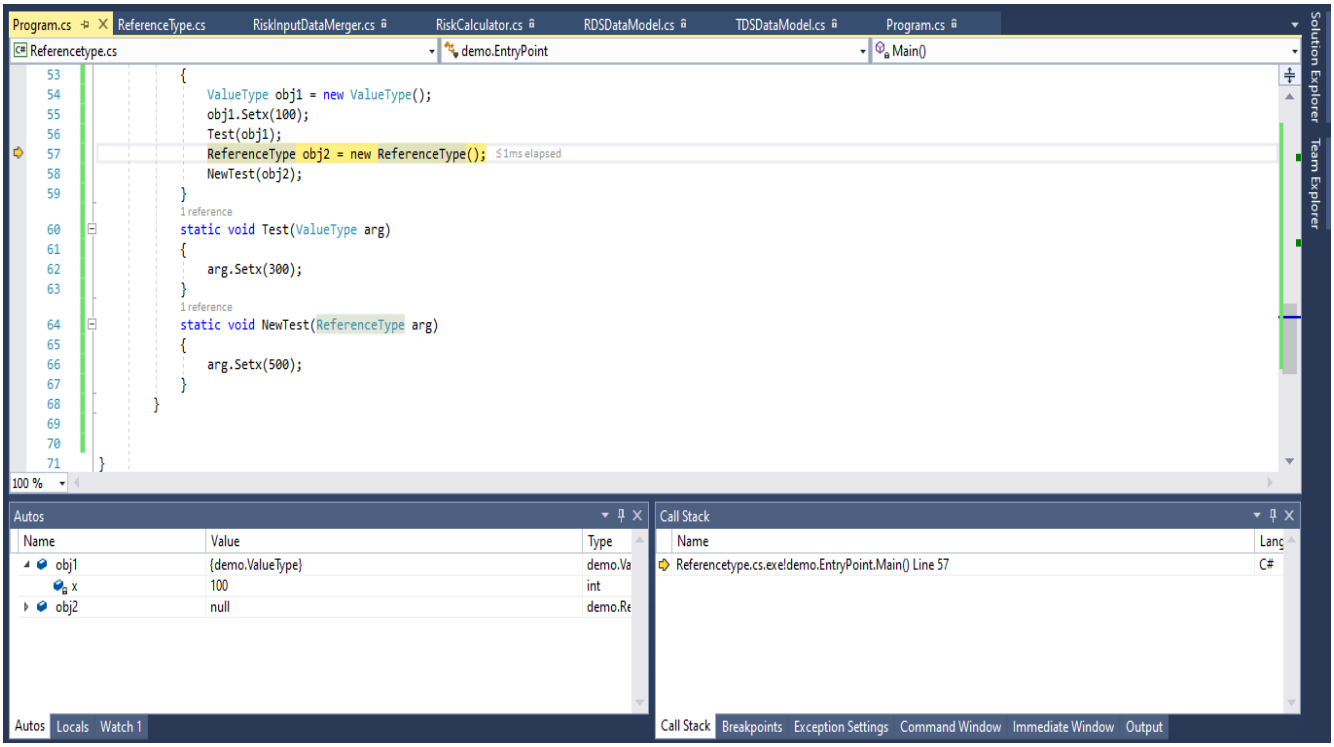


Step 9: Assigns the x value as 300. After this control comes back to Entrypoint.Test().

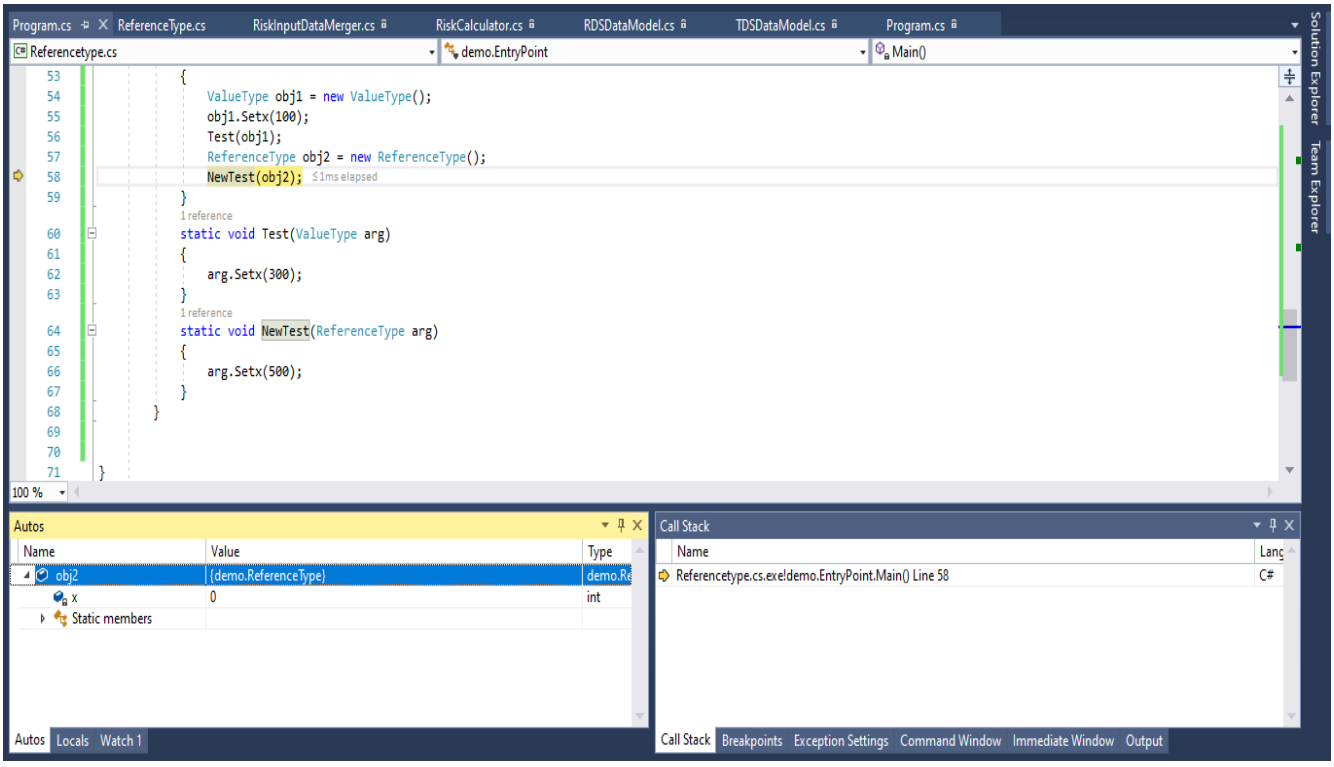




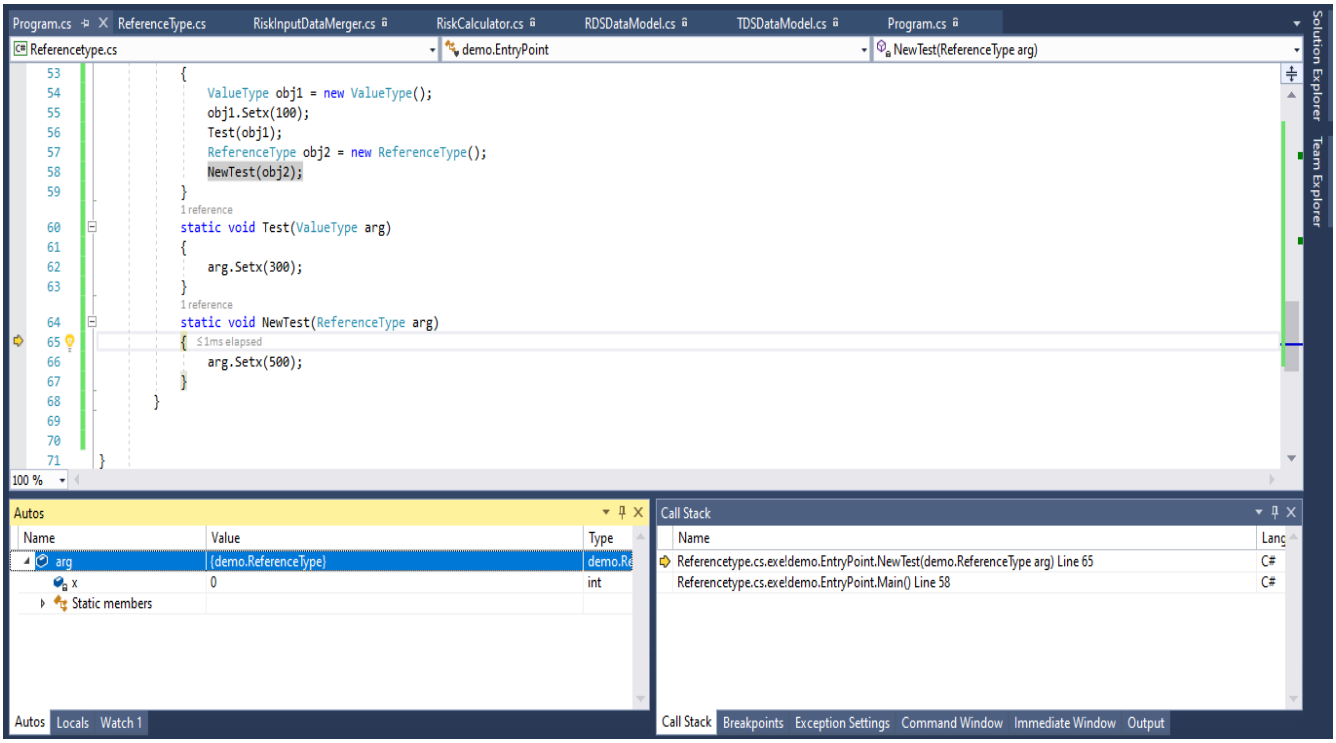
Step 10: Now control comes to Entrypoint.Main().



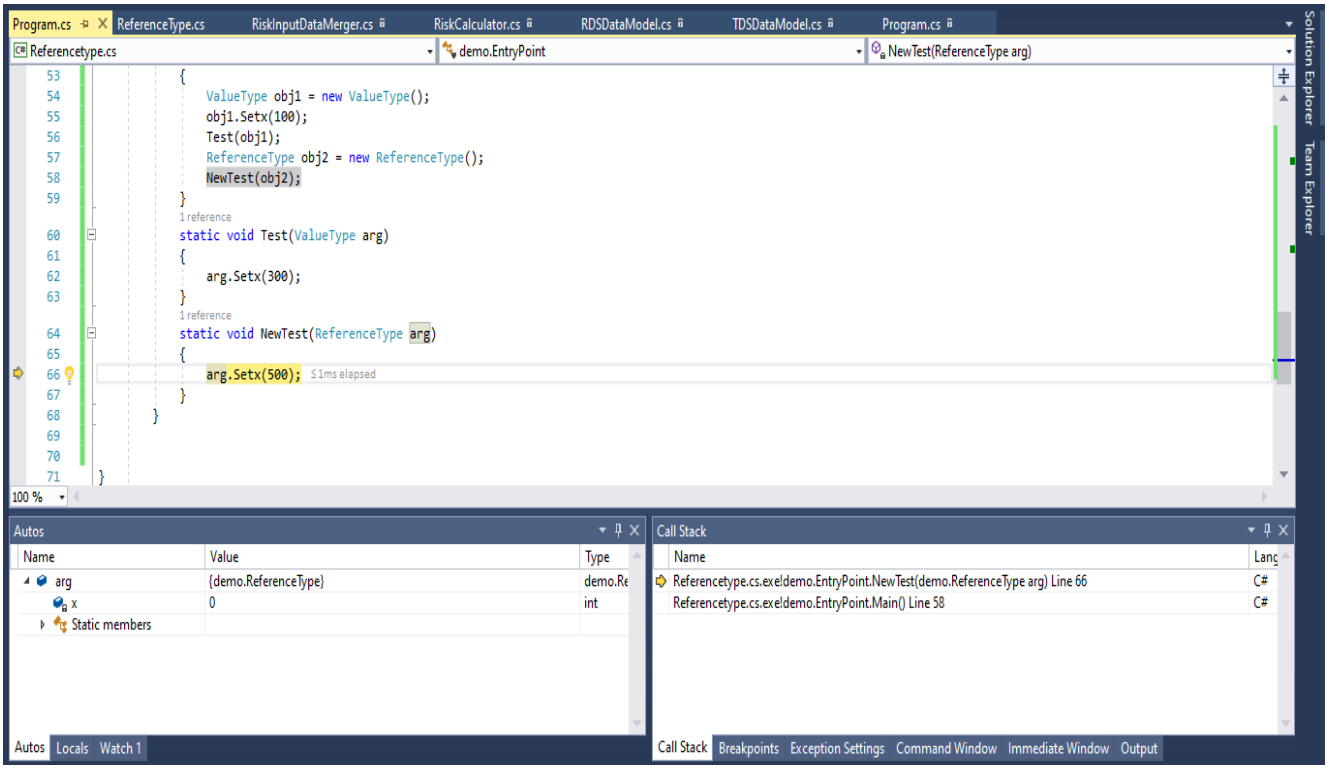
Step 11 : obj1 memory is cleared. New object obj2 is created and the value of x is initialised to 0 by default.



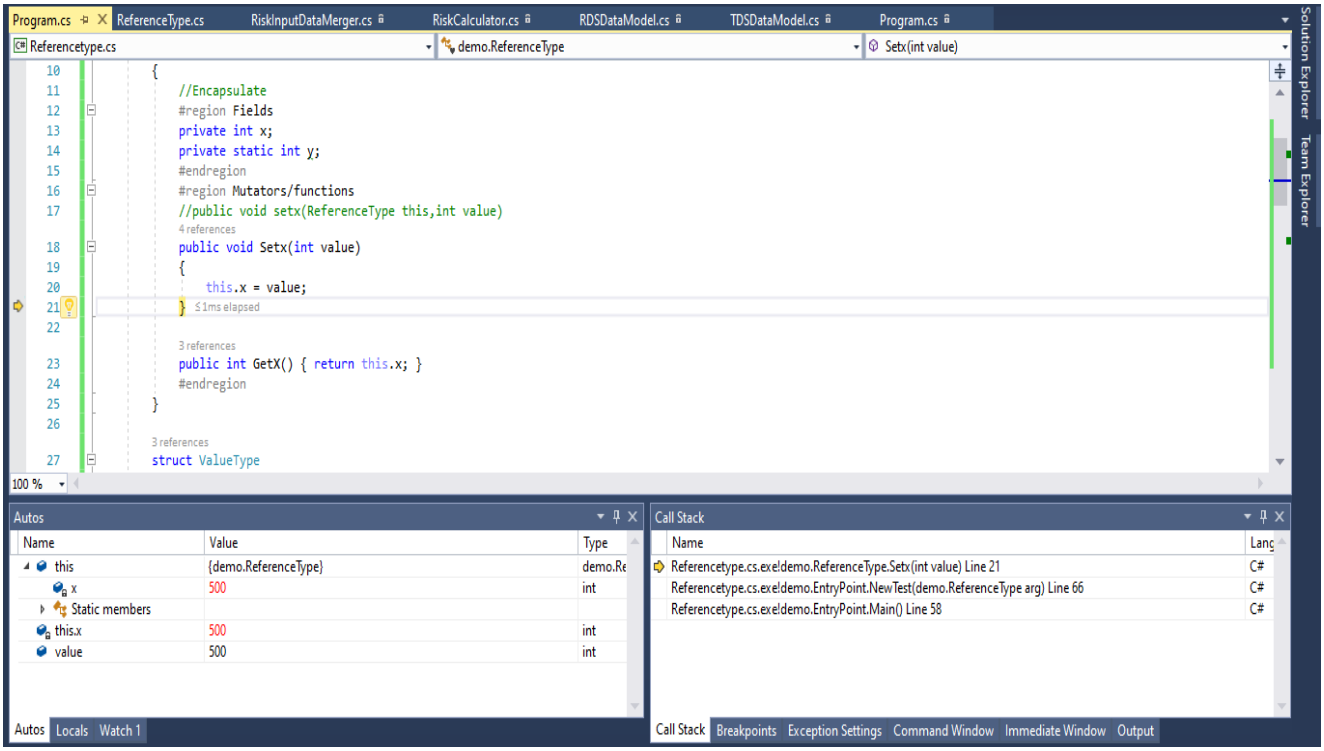
Step 12 : The control now comes to Entrypoint.NewTest().The arguments sent is obj2.



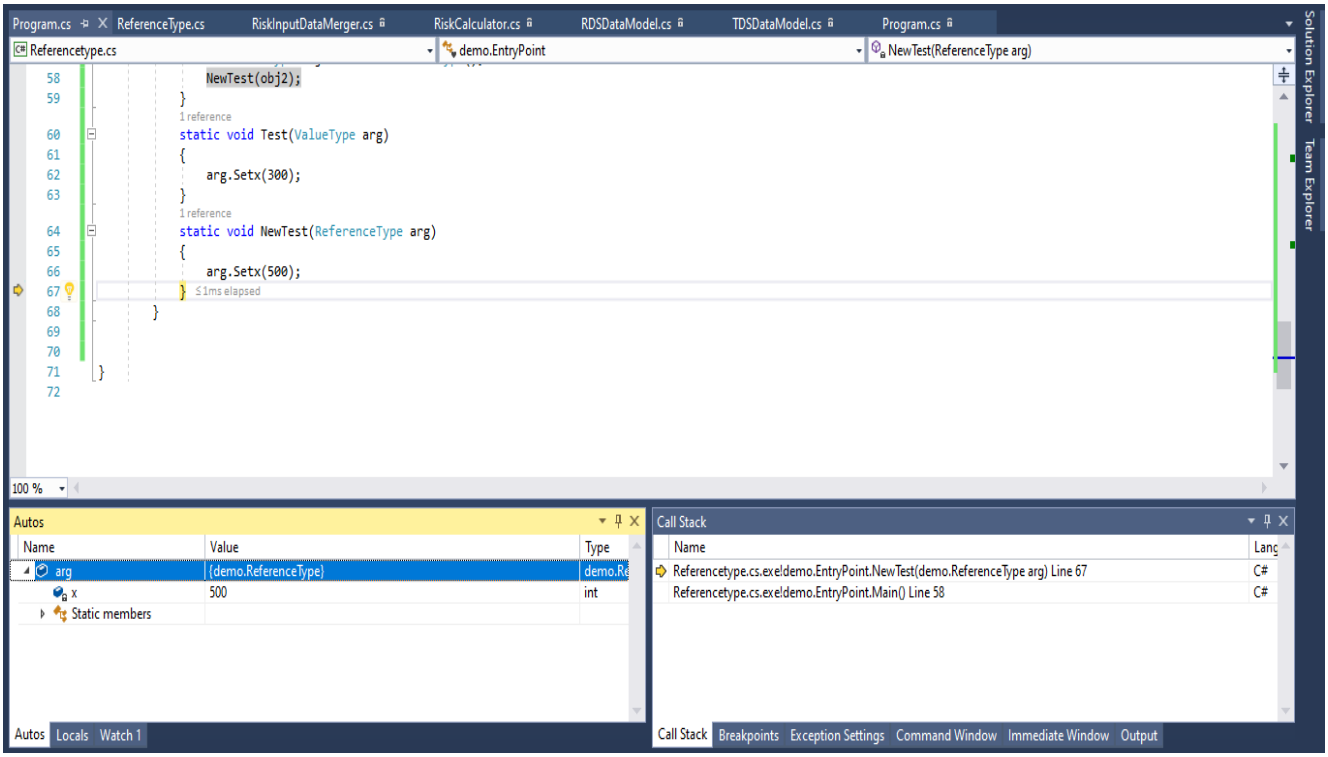
Step 13: Calls Setx method and sends obj2 and value=500 as parameter.



Step 14 : The value in “value” is assigned to x.



Step 15: Control comes back to Entrypoint.NewTest().



Step 16: Control jumps to Entrypoint.Main() completes the program execution.