

# Datatypes

Primitive



Value types



byte, short, char, int,  
long, float, double, boolean

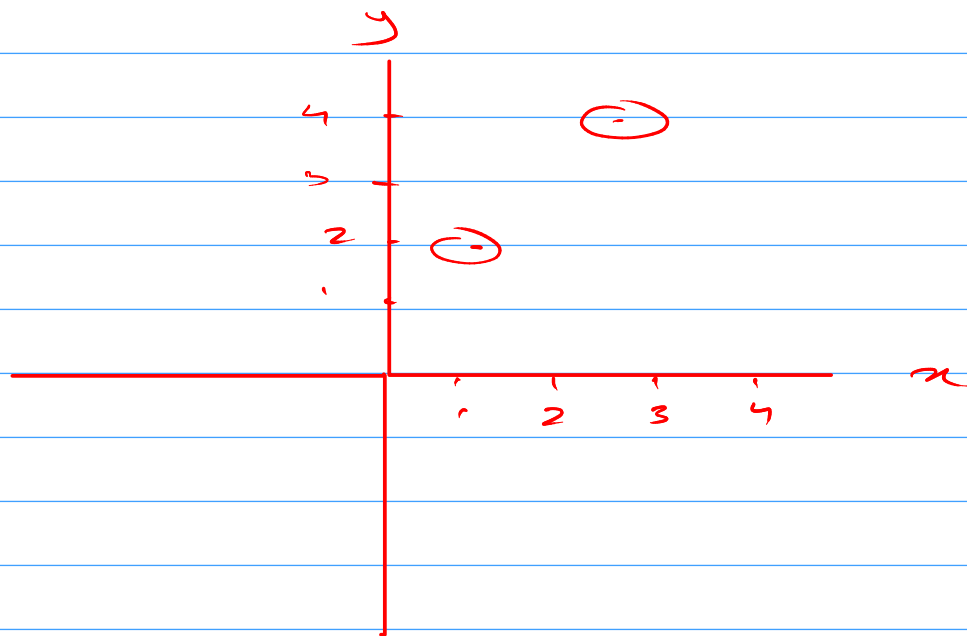
Non-primitive



Reference type

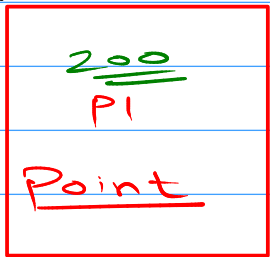


Class, interface, Array

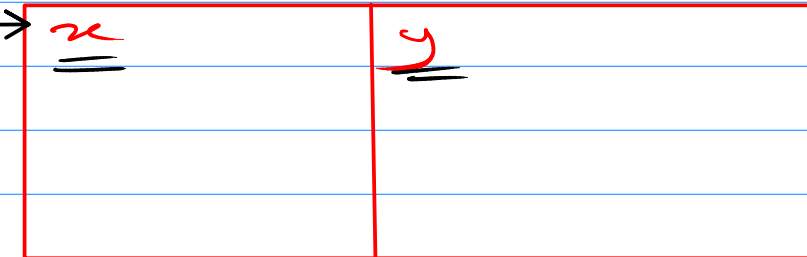


Java  
Stack

heap ←



Reference



200 . new Point();

?

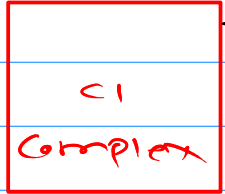
instance of class



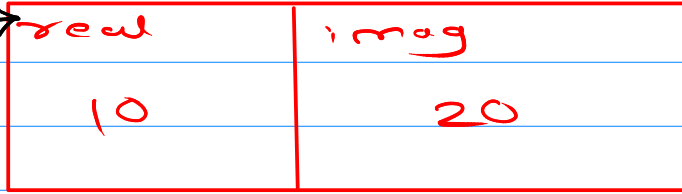
Object

## Stack

## Heap

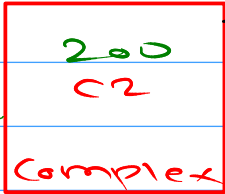


Reference

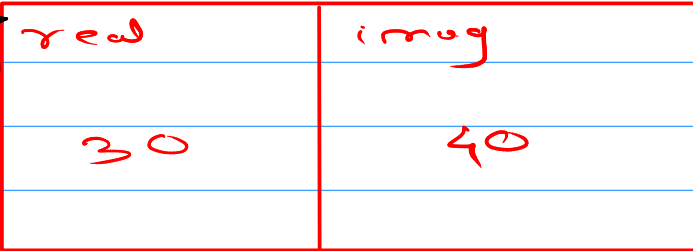


instance

new Complex();

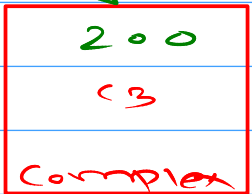


Reference



200 instance

new Complex();



Reference

