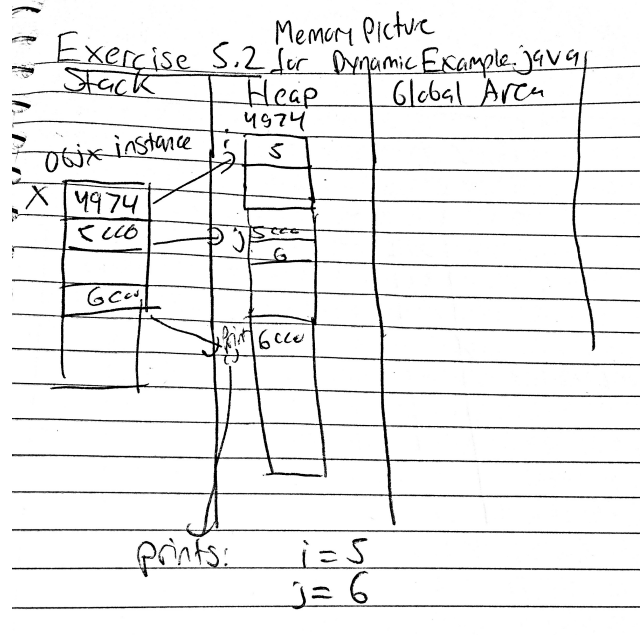
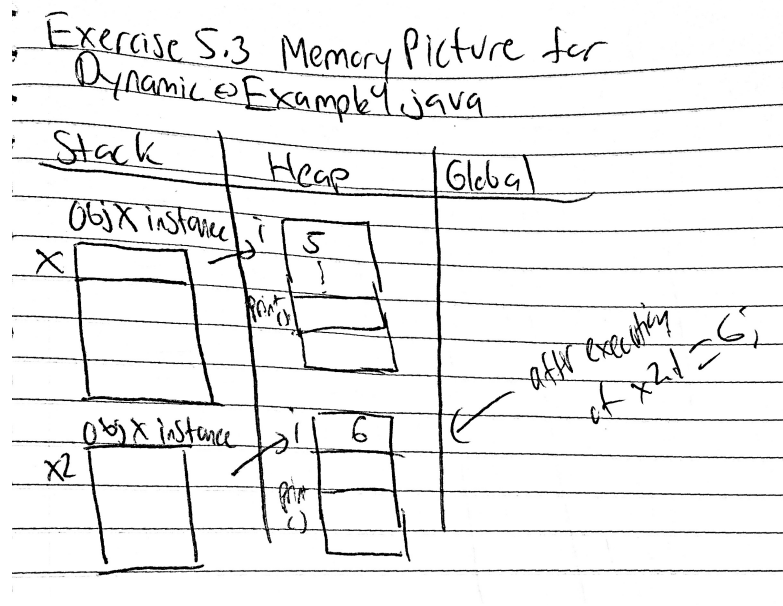


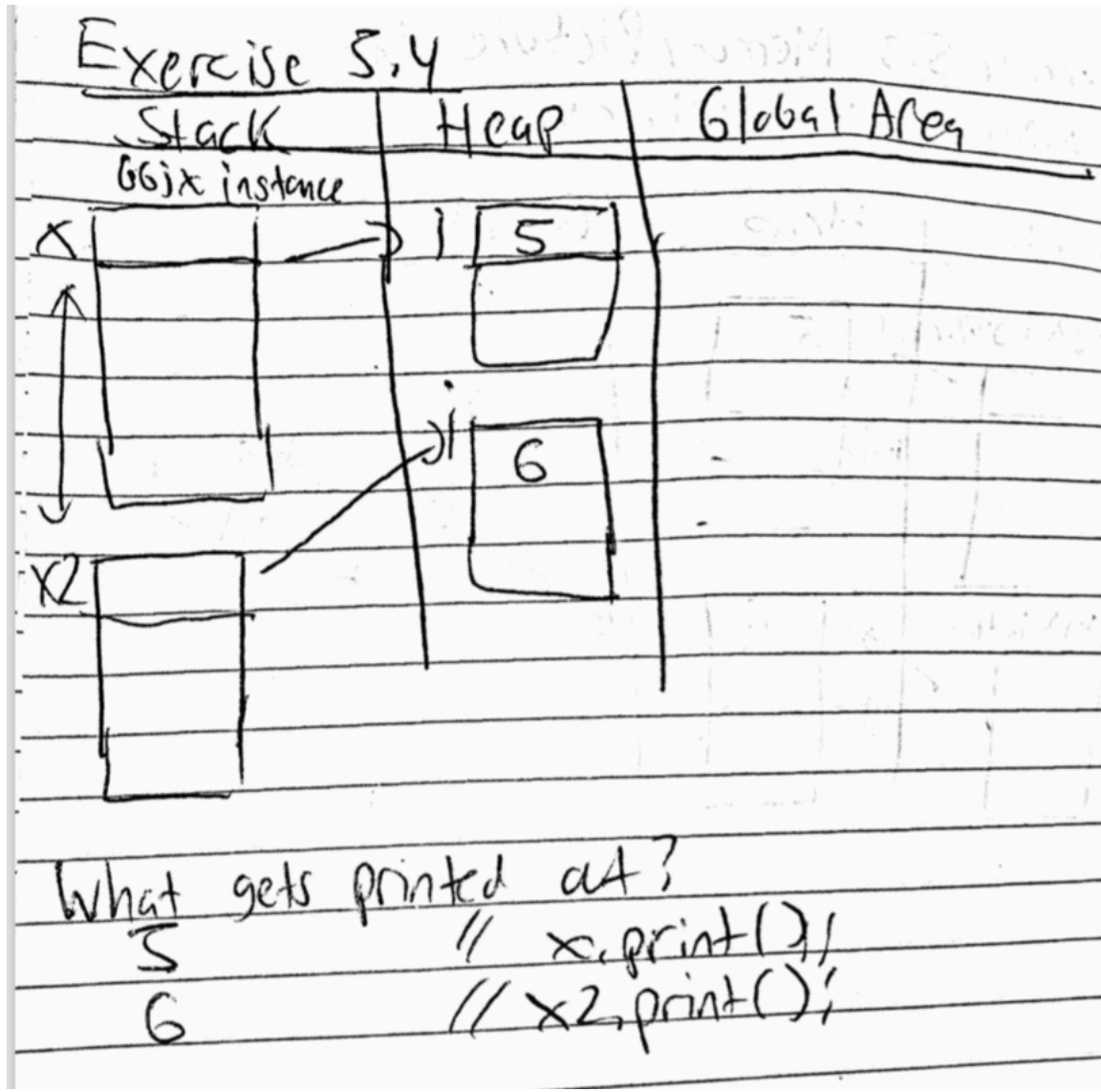
Exercise 5.2 Go back to the first example, `DynamicExample.java`, and draw the memory pictures for this example at various points in the execution of `main()`.



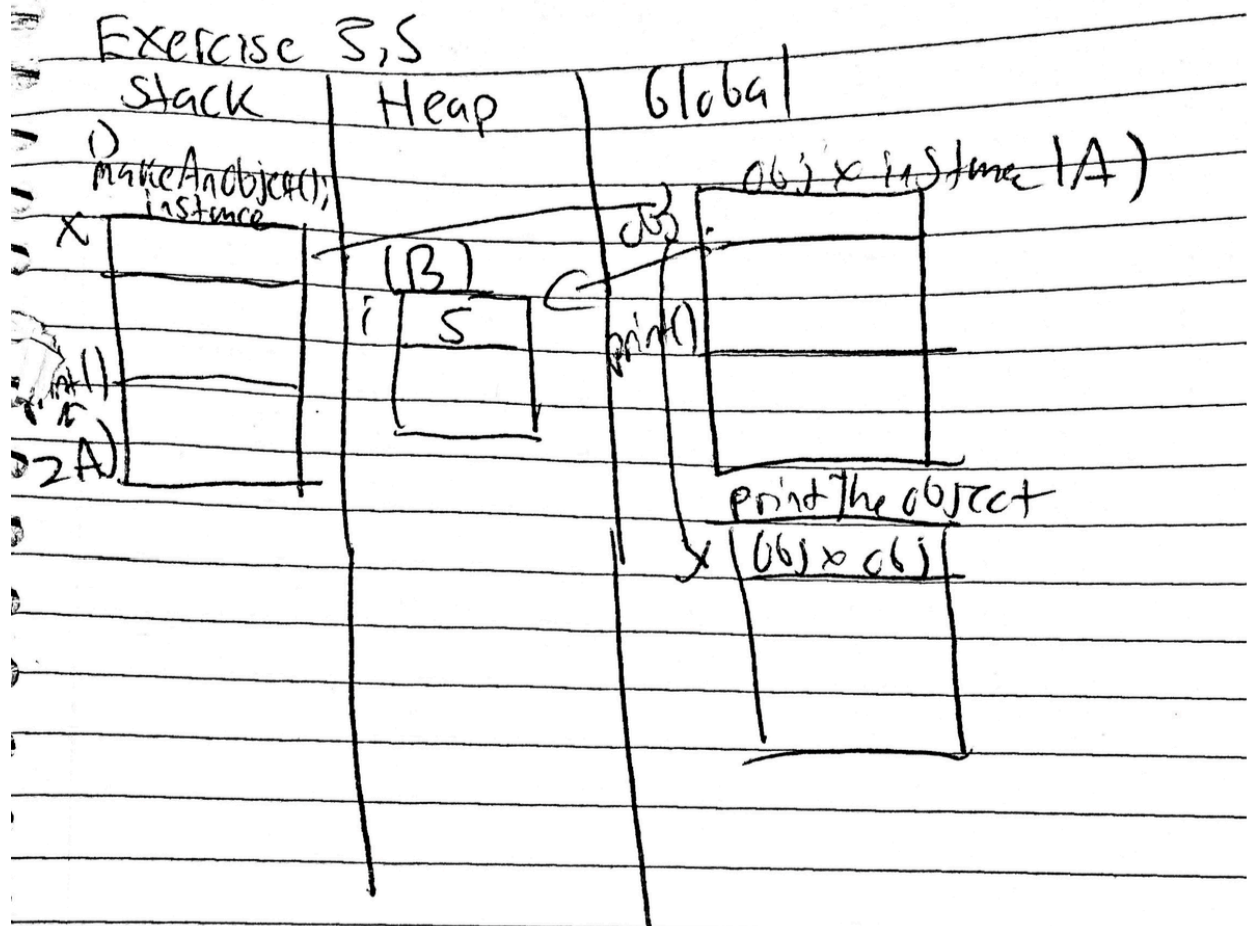
Exercise 5.3: Consider the example below and draw the memory picture just after the execution of `x2.i = 6`



Exercise 5.4: Consider the example below and draw the memory picture just after the execution of `x2.i=6`

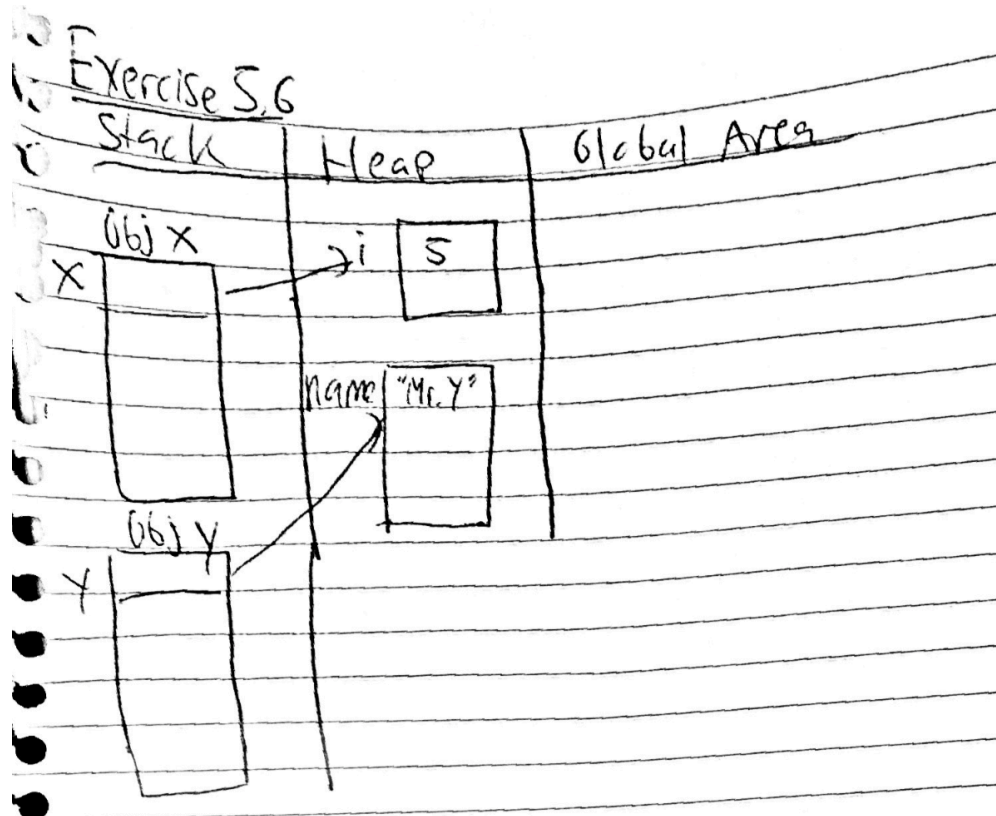


Exercise 5.5: What is the memory picture just after executing the only line in `printTheObject()`, but before the method returns?

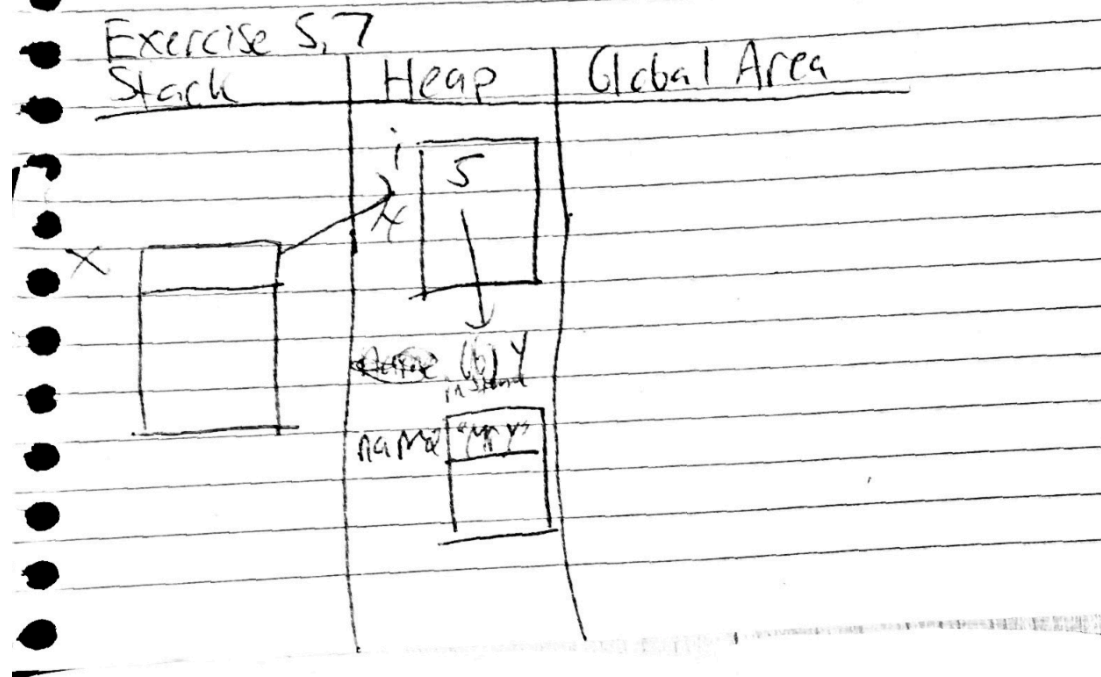


1) = objX x = makeAnObject();
 (a) = objX obj = new objX ();
 (B) = obj, i = S;
 return obj; (sets objX x distance eq to obj in global)
 2) printTheObject (objX obj)
 2A) obj.print();

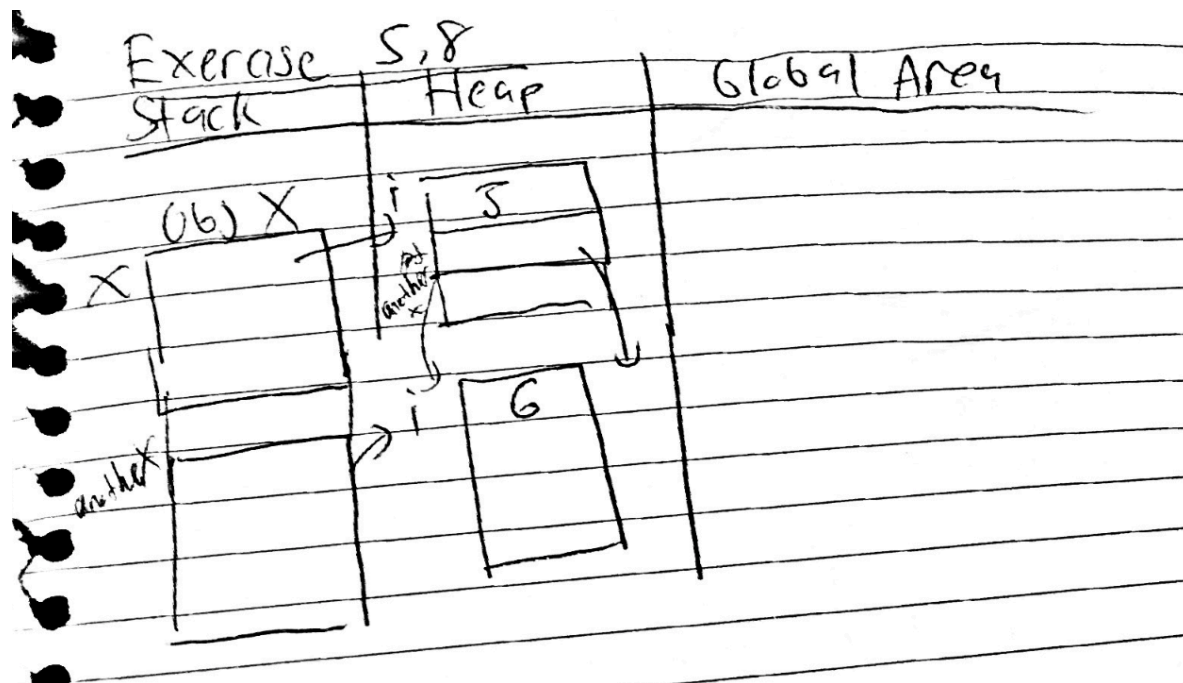
Exercise 5.6: Download [DynamicExample8.java](#) and draw the memory picture just after the last statement in main().



Exercise 5.7: Draw the memory picture after the last line executes in main().



Exercise 5.8: Draw the memory picture after the last line executes in main().



Exercise 5.9: Download the above program, compile and run. Now remove the `toString()` method from `ObjX`, compile and run. What do you see?

Before removing the `toString()` method from `ObjX` it prints:

`i=5`

Object x: `i=5`

After removing the `toString()` method from `ObjX` it prints:

`ObjX@7852e922`

Object x: `ObjX@7852e922`

It prints the memory address which is what `toString()` does by default instead of the value of `i` when you do not override the default `toString()` method.

Exercise 5.10:

Declare the two variables inside your class Complex as static. Does it work? Explain.

Yes, declaring the variables for realPart and imagPart as static still works because you are creating an instances of complex in the main method, if you were not creating instances in the main method then declaring the variables would not work (they would need to be dynamic objects)

Exercise 5.11: (in folder with code)

Exercise 5.12: Consider these two familiar lines of Java code:

```
System.out.println ("Number of primes below 100: ");  
System.out.println (25);
```

- What is out? Is it a class? A method?

System is a class that is included in the java.lang package. “out” is a static member of this class, it is in particular an instance of java.io.PrintStream. It is not a class or a method but a variable that is used to initialize the PrintStream constructor.

- Where do you find the println() method? What is its signature?

Just like “out”, println() is a method found in java.io.PrintStream in the java.lang package. Its signature is println(), the default return type is void so it has no parameters. However, every time you use it, you are overloading the default method in order to print what you put in the parentheses using the

Exercise 5.13: (code in folder)