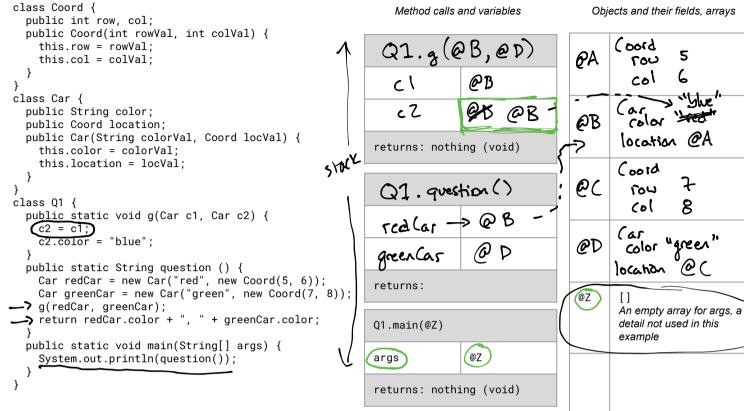
Stack

Heap

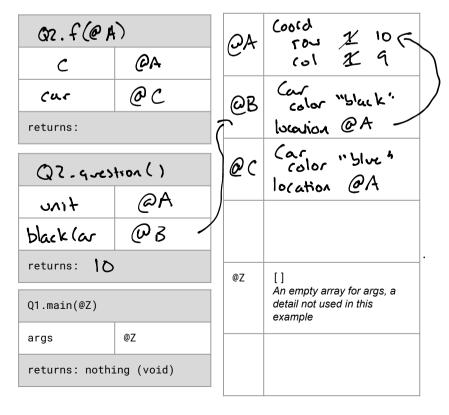
Objects and their fields, arrays



Fields are associated with classes and objects. In the code above, row, col, color, and location are all fields. Also called instance variables, but we will use "field" to avoid confusion with other kinds of variables.

Variables are associated with methods. In the code above, c1, c2, redCar, greenCar, rowVal, colVal, colorVal, and locVal are variables. Variables in the method signature (for example c1 and c2) are also called parameters.

```
public class Q2 {
  public static void f(Coord c) {
    Car car = new Car("blue", c);
    car.location.row = 10;
    car.location.col = 9;
  public static int question() {
    Coord unit = new Coord(1, 1);
    Car blackCar = new Car("black", unit);
    f(unit);
  return blackCar.location.row;
  public static void main(String[] args) {
    System.out.println(question());
}
```



```
interface StringList {
  // We will fill this in together
void add (String s)
void insert (int index, Strings)
void swap (int index), int index?)
int size()
String get(int index)
}
class StringListIdea1 implements StringList {
  // How will it store the data?
```

// How will it implement the methods?

}

```
· Array List
· Stry [] -> How BIG?
```