

Javier Salvador Vincent R.  
BSIT 2-1

OOP

## Activity #1 Variables

### PART A - Variable Identification Table

VARIABLE NAME	DATA TYPE	VARIABLE TYPE	STORED IN
s1	Student	Local Variable	Stack
s2	Student	Local Variable	Stack
s3	Student	Local Variable	Stack
name	string	Instance	Heap
grade	int	instance	Heap

### PART B - Key moments // Explanation

Statement	What Happens?	Memory Impact
Student s1 = new Student("John", 85);	with constructor Student it stores the value of John and 85 for s1.	s1.name = "John"; s1.grade = 85;
Student s2 = new Student("maria", 90);	with the use of constructor Student, it stores value of maria and 90 for s2.	s2.name = "maria"; s2.grade = 90;
Student s3 = s2;	It creates a duplicate value of s2 for s3.	s3.name = "maria"; s3.grade = 90;
s1.grade = 95;	changes value of s1 grade as 95.	s1.name = "John"; s1.grade = 95;
s3.name = "Ann";	it changes the value of s3 name as "Ann"	s3.name = "Ann"; s3.grade = 90;

### PART C - Output

John 95  
Ann 90  
Ann 90