

Revisiting Memory

↓ heap

stack ↑

```
public class MyProgram
    extends ConsoleProgram {

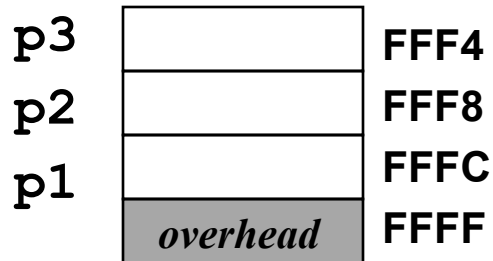
    public void run() {
        Point p1 = new Point(1, 2);
        Point p2 = p1;
        p2.move(3, 4);

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	<i>overhead</i>	1000
px	1	1004
py	2	1008

stack ↑

p3		FFF4
p2		FFF8
p1	1000	FFFC
	<i>overhead</i>	FFFF

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dx	3	FFE8
this	1000	FFEC
	<i>overhead</i>	FFF0
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                 int dy) {

    px += dx;
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reclaimed when
method is done
"popped off stack"

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ERROR!

**p3 is not pointing
to a valid object!**