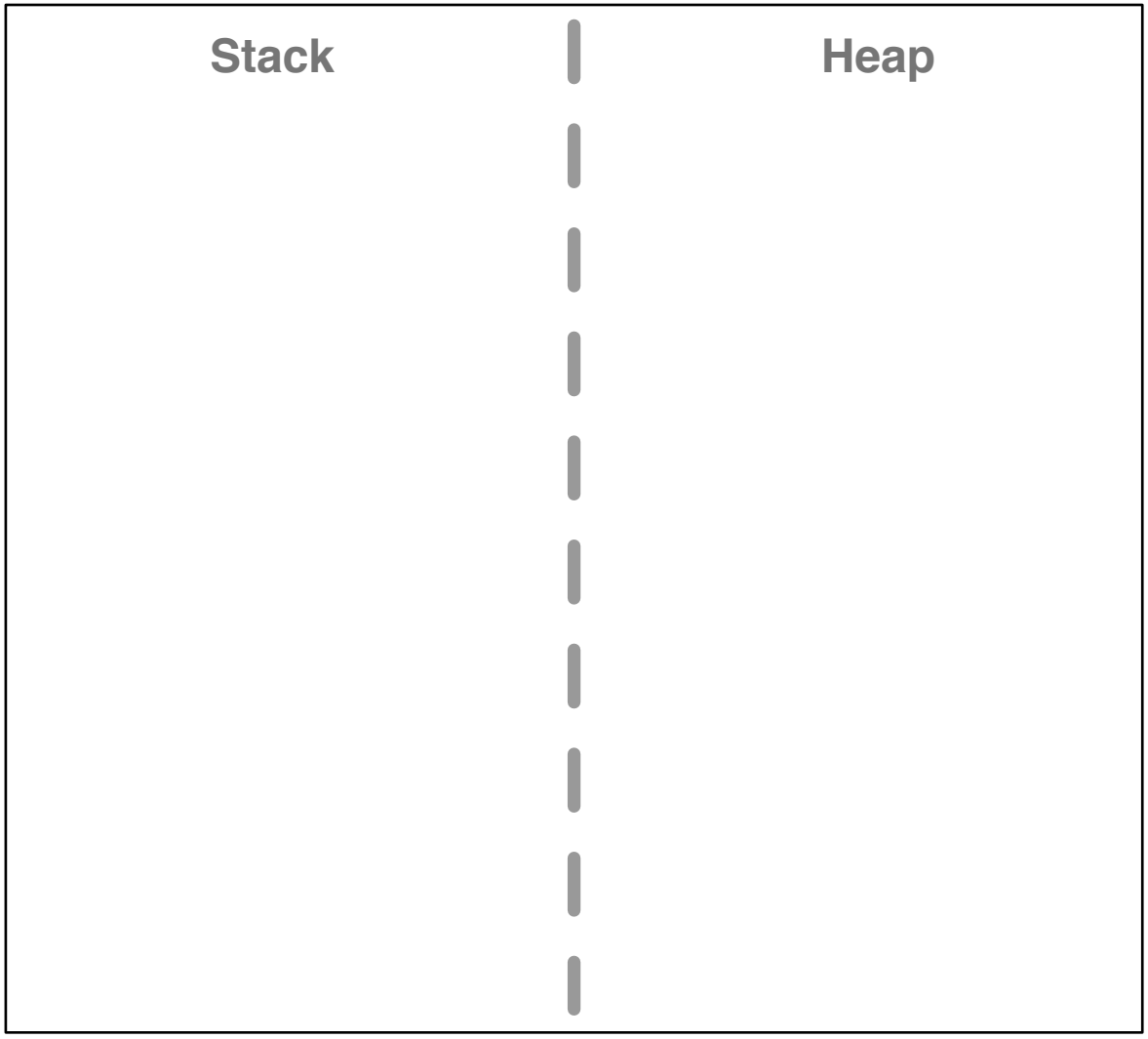
Memory Diagram - Step 1 of 15

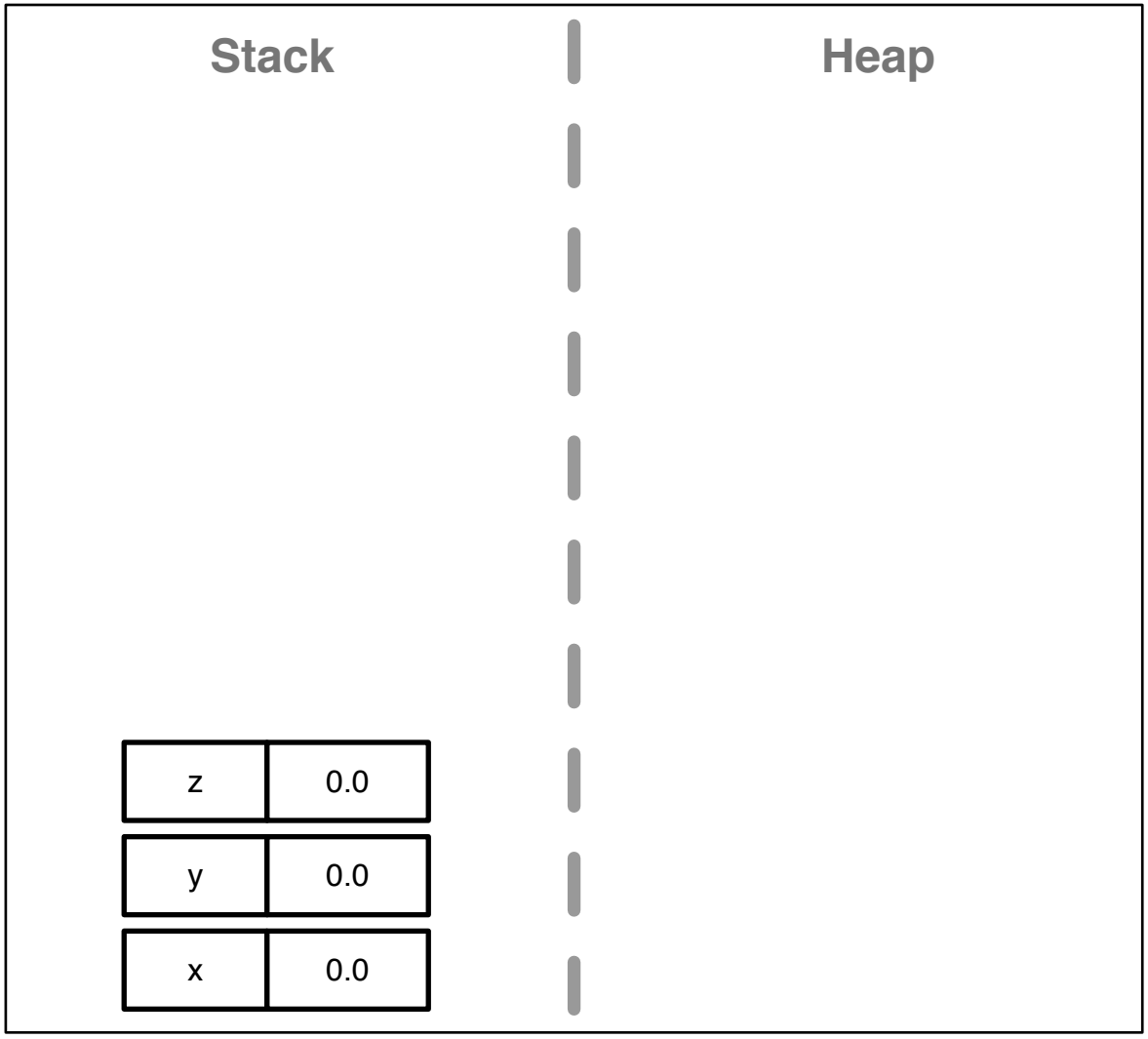
```
double x, y, z;
Circle globe, ball, sphere;

x = 3.1;
y = 4.2;
z = x;

globe = new Circle(1.2, 3.4, 25.2);
ball = new Circle(5.6, 7.8, 36.8);
sphere = globe;

x = 8.2;
y = x;

globe = new Circle(9.0, 1.5, 43.7);
ball = globe;

S.o.p(x);
S.o.p(y);
S.o.p(z);

S.o.p(globe.getX());
S.o.p(ball.getY());
S.o.p(sphere.getRadius());
```



Output:

Memory Diagram - Step 2 of 15

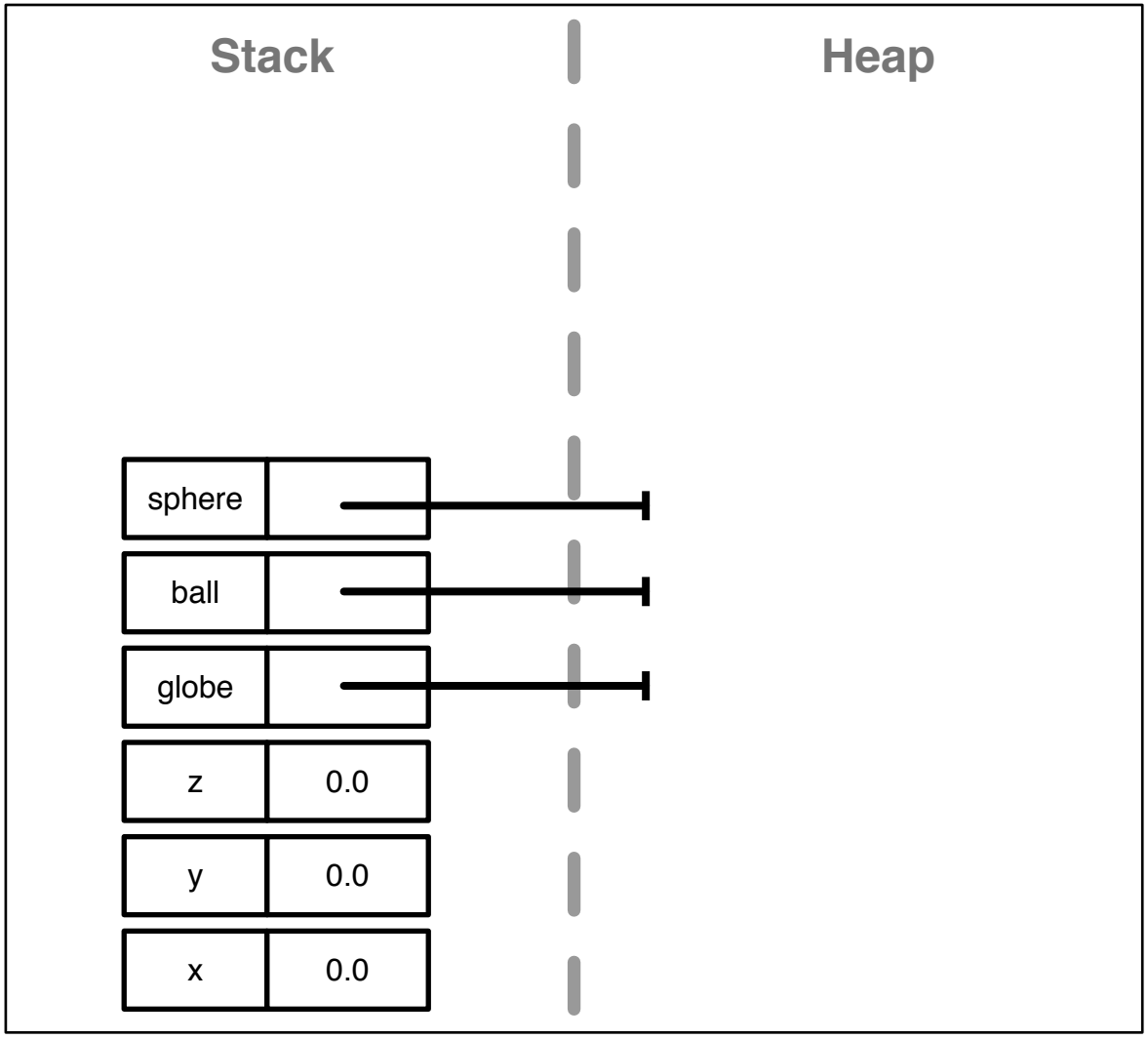
```
double x, y, z;
Circle globe, ball, sphere;

x = 3.1;
y = 4.2;
z = x;

globe = new Circle(1.2, 3.4, 25.2);
ball = new Circle(5.6, 7.8, 36.8);
sphere = globe;

x = 8.2;
y = x;

globe = new Circle(9.0, 1.5, 43.7);
ball = globe;

S.o.p(x);
S.o.p(y);
S.o.p(z);

S.o.p(globe.getX());
S.o.p(ball.getY());
S.o.p(sphere.getRadius());
```



Output:

Memory Diagram - Step 3 of 15

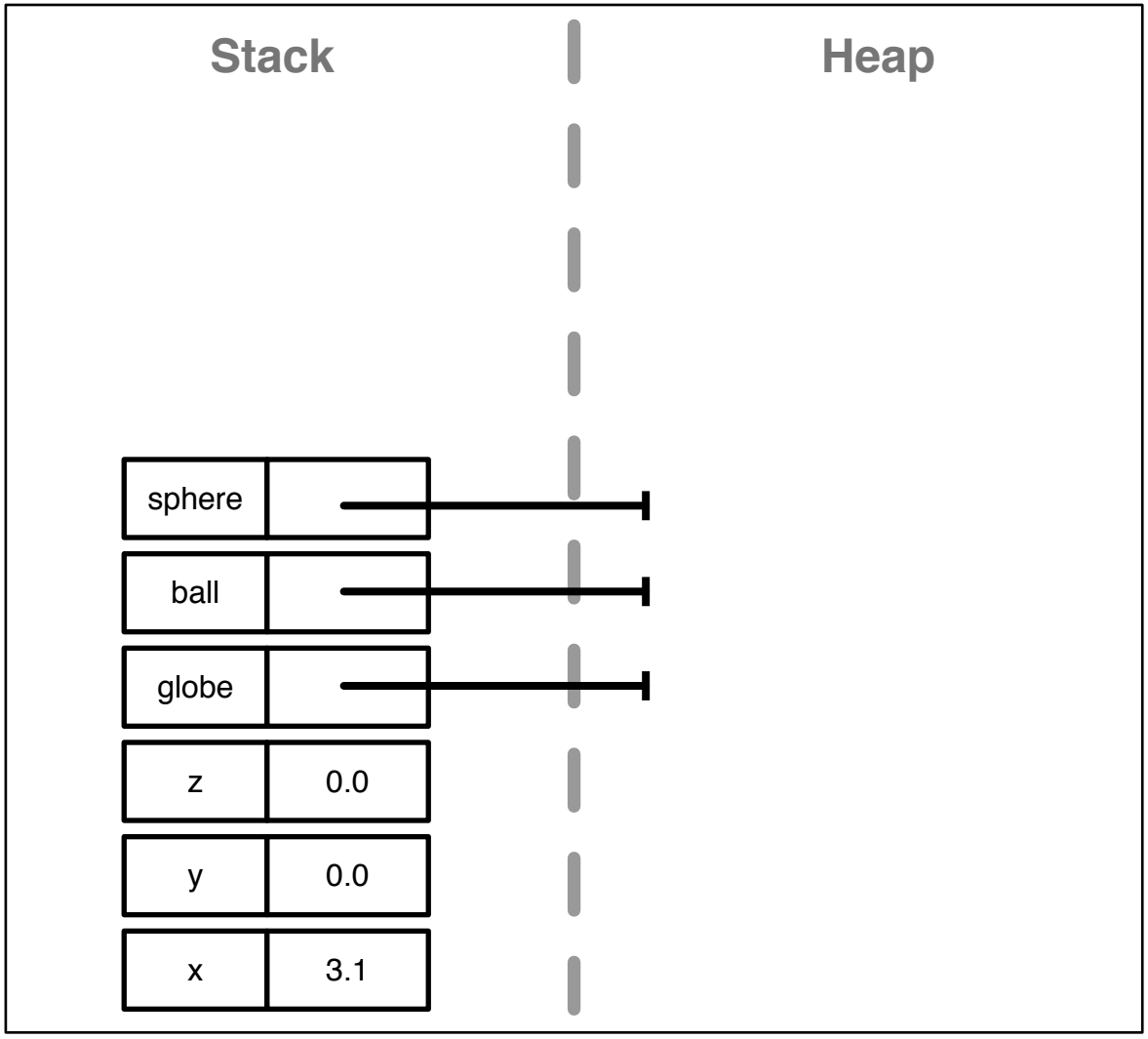
```
double x, y, z;
Circle globe, ball, sphere;

x = 3.1;
y = 4.2;
z = x;

globe = new Circle(1.2, 3.4, 25.2);
ball = new Circle(5.6, 7.8, 36.8);
sphere = globe;

x = 8.2;
y = x;

globe = new Circle(9.0, 1.5, 43.7);
ball = globe;

S.o.p(x);
S.o.p(y);
S.o.p(z);

S.o.p(globe.getX());
S.o.p(ball.getY());
S.o.p(sphere.getRadius());
```



Output:

Memory Diagram - Step 4 of 15

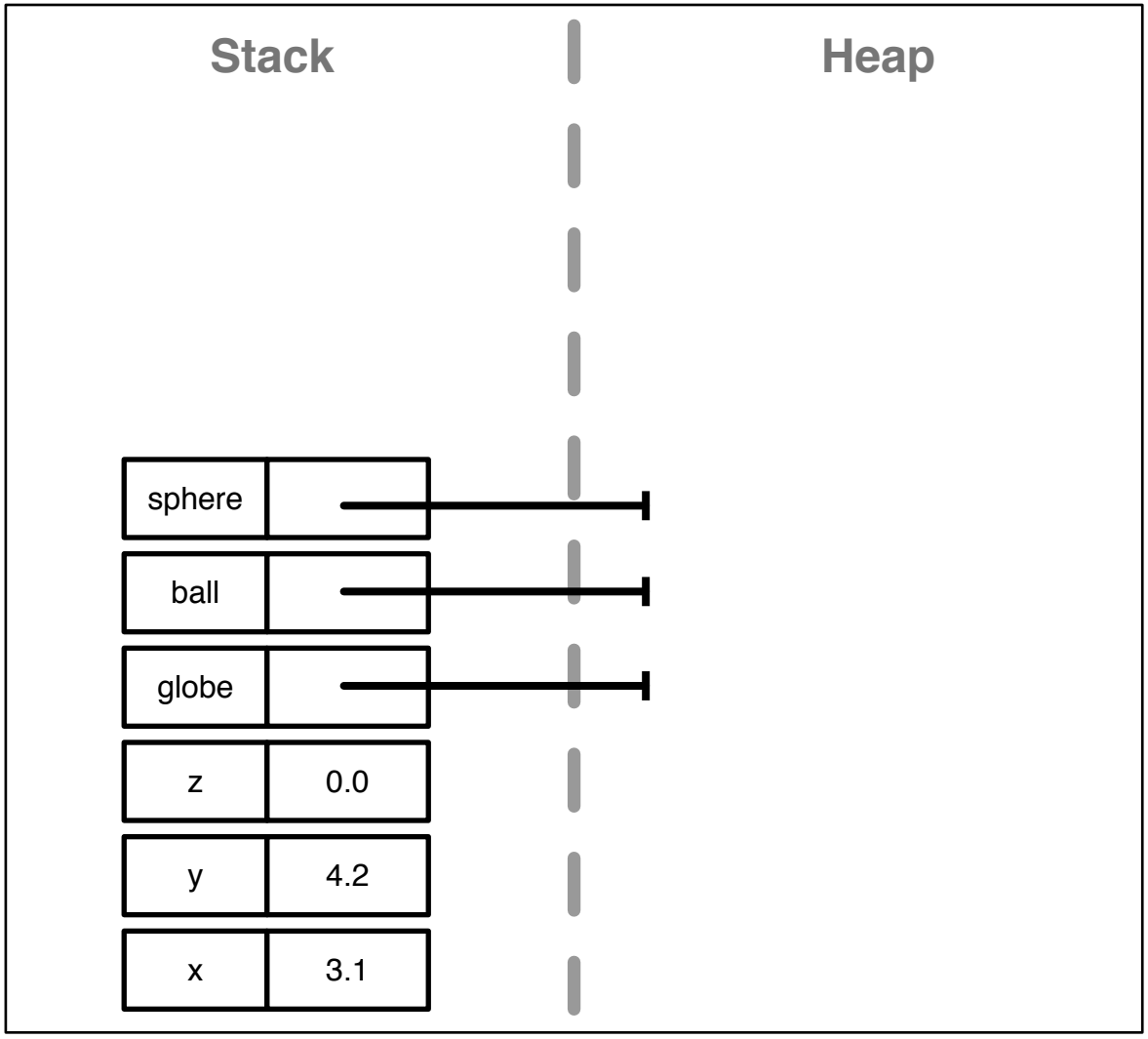
```
double x, y, z;
Circle globe, ball, sphere;

x = 3.1;
y = 4.2;
z = x;

globe = new Circle(1.2, 3.4, 25.2);
ball = new Circle(5.6, 7.8, 36.8);
sphere = globe;

x = 8.2;
y = x;

globe = new Circle(9.0, 1.5, 43.7);
ball = globe;

S.o.p(x);
S.o.p(y);
S.o.p(z);

S.o.p(globe.getX());
S.o.p(ball.getY());
S.o.p(sphere.getRadius());
```



Output:

Memory Diagram - Step 5 of 15

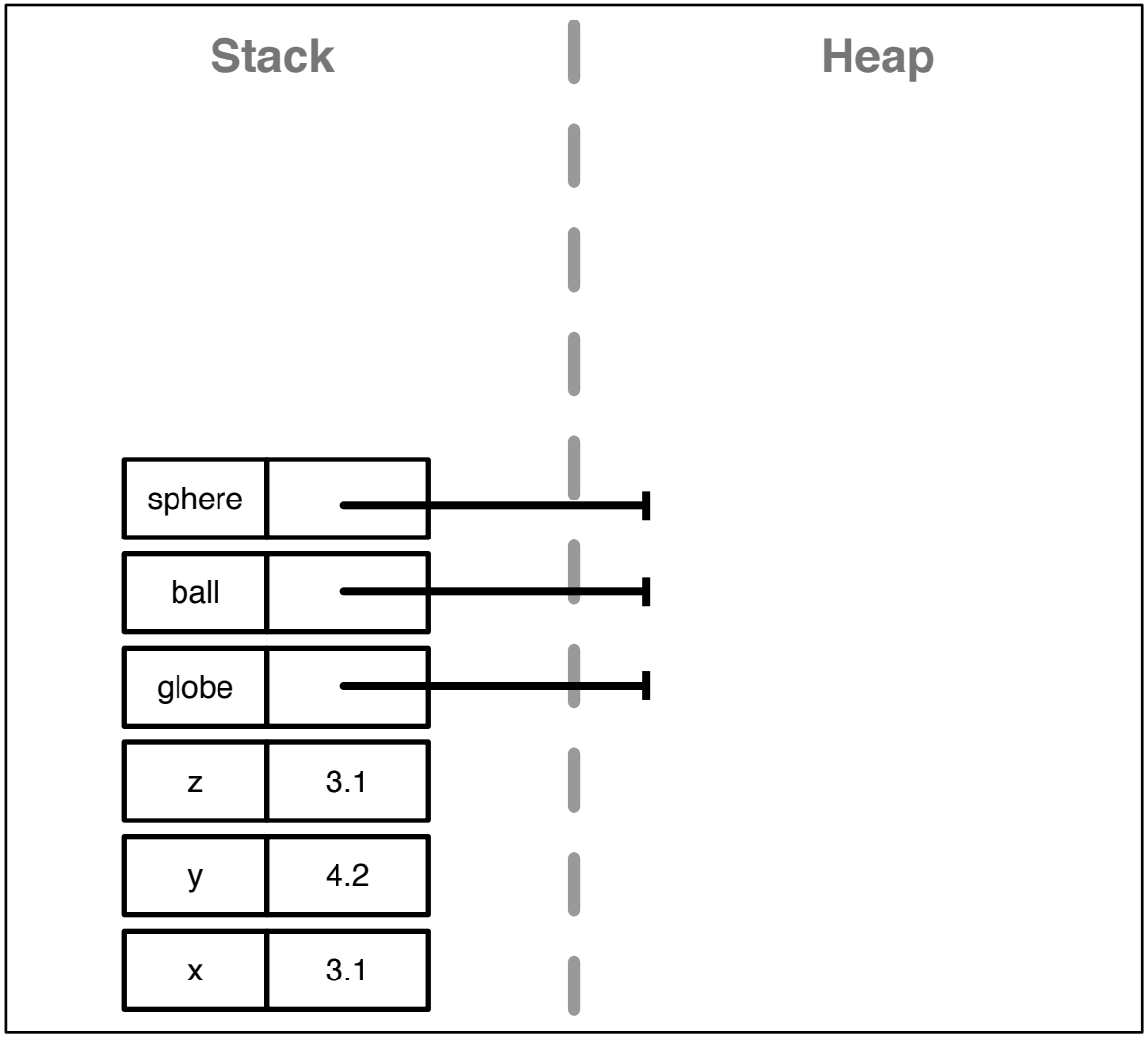
```
double x, y, z;
Circle globe, ball, sphere;

x = 3.1;
y = 4.2;
z = x;

globe = new Circle(1.2, 3.4, 25.2);
ball = new Circle(5.6, 7.8, 36.8);
sphere = globe;

x = 8.2;
y = x;

globe = new Circle(9.0, 1.5, 43.7);
ball = globe;

S.o.p(x);
S.o.p(y);
S.o.p(z);

S.o.p(globe.getX());
S.o.p(ball.getY());
S.o.p(sphere.getRadius());
```



Output:

Memory Diagram - Step 6 of 15

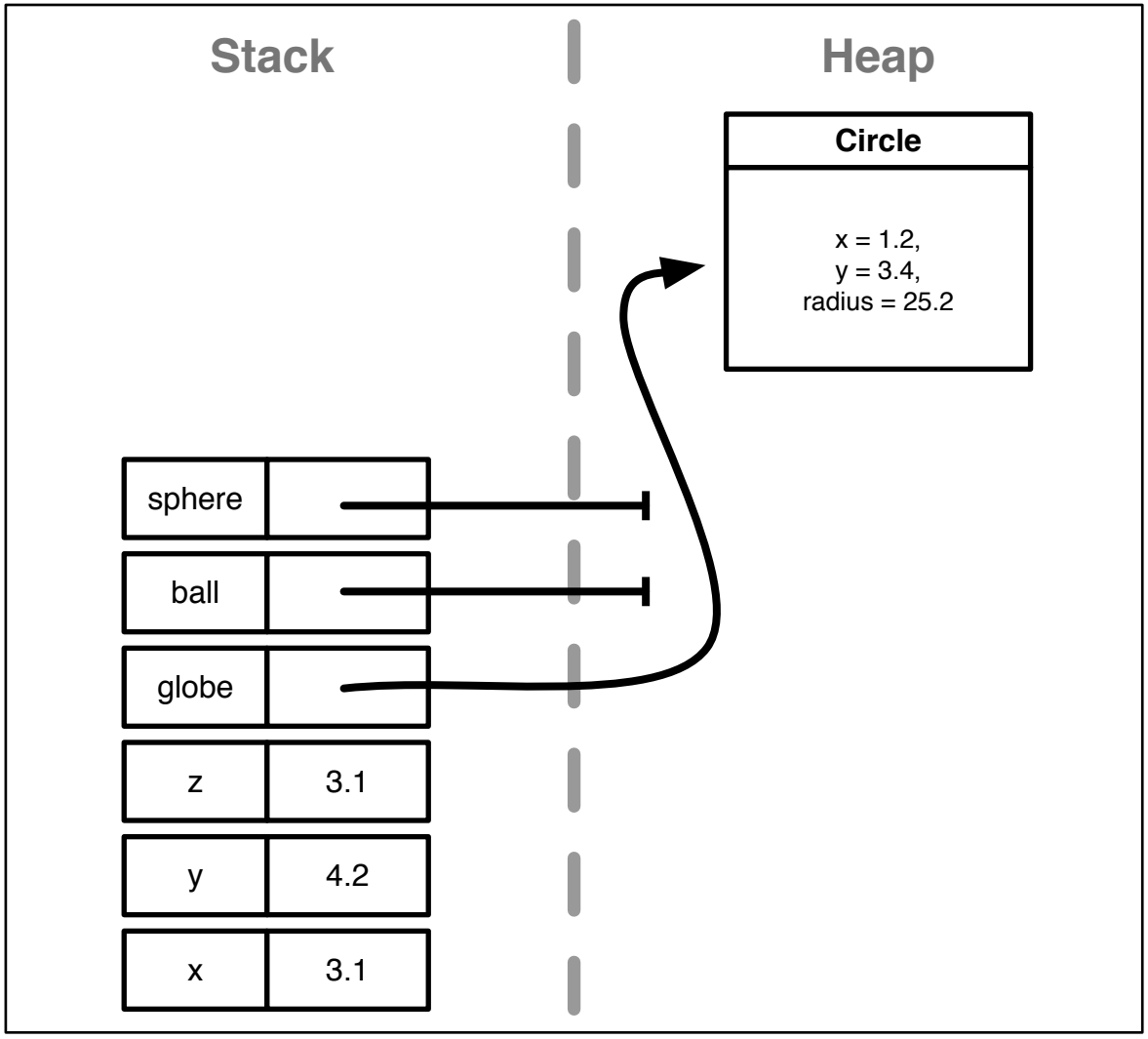
```
double x, y, z;
Circle globe, ball, sphere;

x = 3.1;
y = 4.2;
z = x;

globe = new Circle(1.2, 3.4, 25.2);
ball = new Circle(5.6, 7.8, 36.8);
sphere = globe;

x = 8.2;
y = x;

globe = new Circle(9.0, 1.5, 43.7);
ball = globe;

S.o.p(x);
S.o.p(y);
S.o.p(z);

S.o.p(globe.getX());
S.o.p(ball.getY());
S.o.p(sphere.getRadius());
```



Output:

Memory Diagram - Step 7 of 15

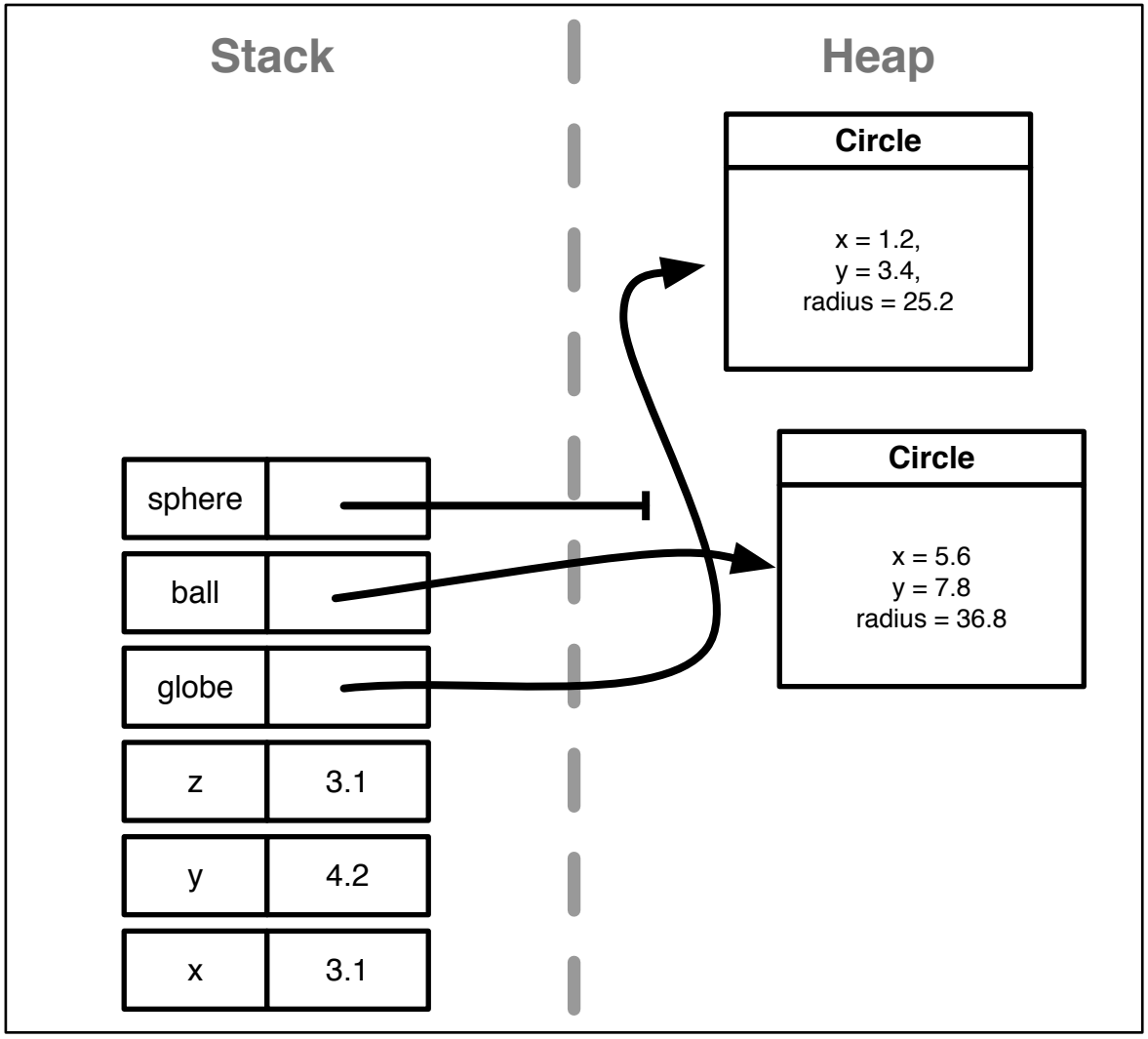
```
double x, y, z;
Circle globe, ball, sphere;

x = 3.1;
y = 4.2;
z = x;

globe = new Circle(1.2, 3.4, 25.2);
ball = new Circle(5.6, 7.8, 36.8);
sphere = globe;

x = 8.2;
y = x;

globe = new Circle(9.0, 1.5, 43.7);
ball = globe;

S.o.p(x);
S.o.p(y);
S.o.p(z);

S.o.p(globe.getX());
S.o.p(ball.getY());
S.o.p(sphere.getRadius());
```



Output:

Memory Diagram - Step 8 of 15

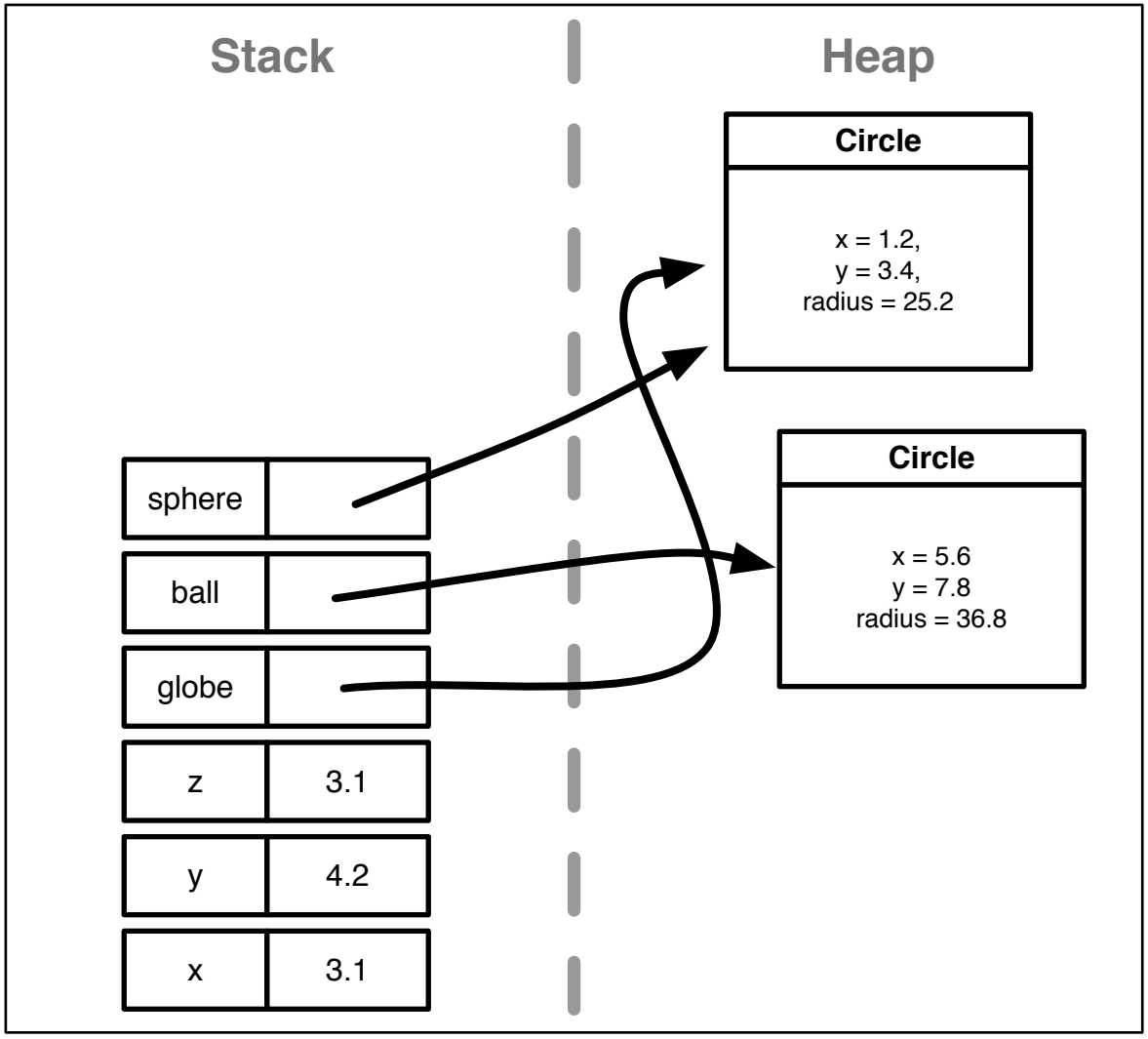
```
double x, y, z;
Circle globe, ball, sphere;

x = 3.1;
y = 4.2;
z = x;

globe = new Circle(1.2, 3.4, 25.2);
ball = new Circle(5.6, 7.8, 36.8);
sphere = globe;

x = 8.2;
y = x;

globe = new Circle(9.0, 1.5, 43.7);
ball = globe;

S.o.p(x);
S.o.p(y);
S.o.p(z);

S.o.p(globe.getX());
S.o.p(ball.getY());
S.o.p(sphere.getRadius());
```



Output:

Memory Diagram - Step 9 of 15

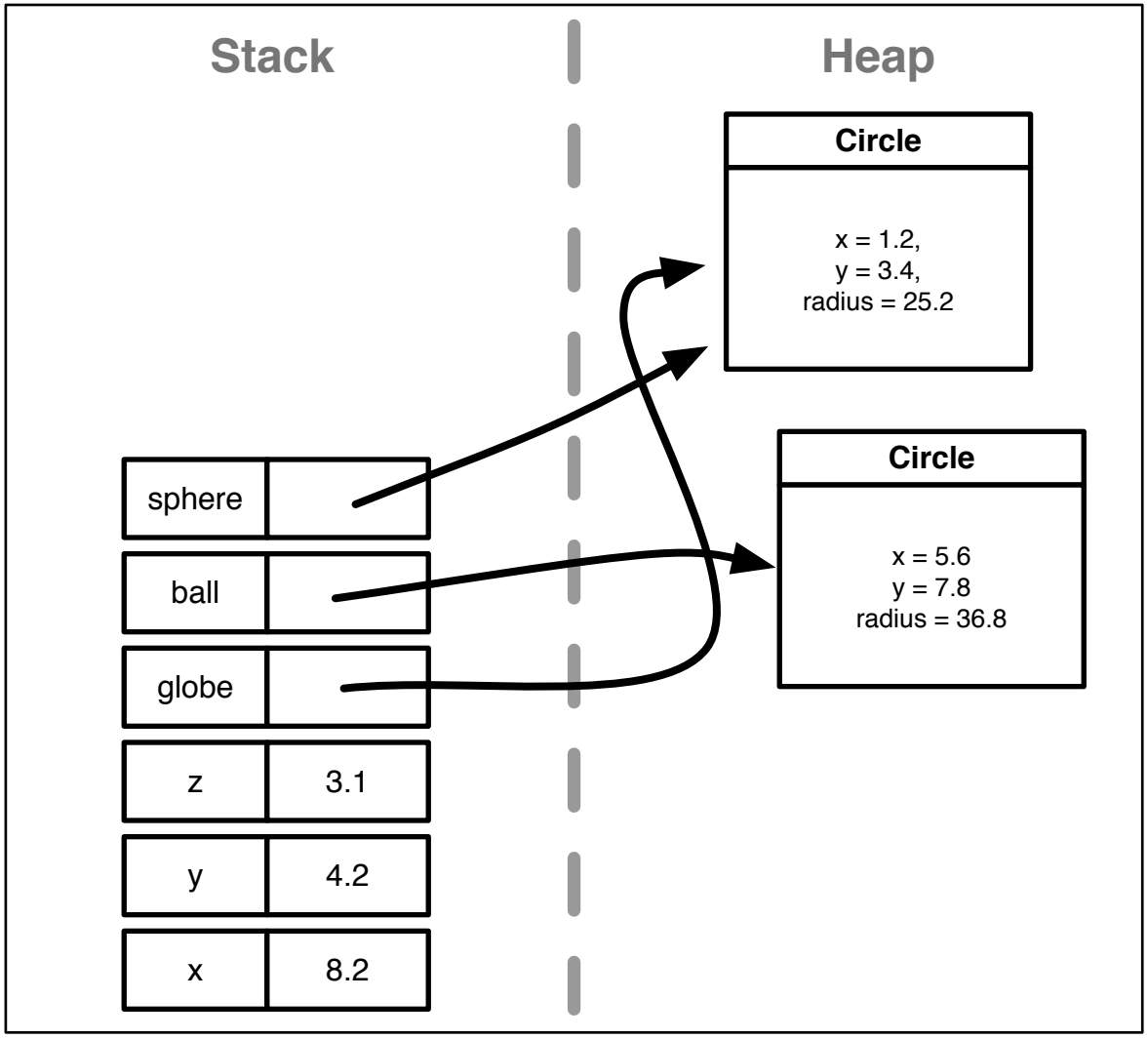
```
double x, y, z;
Circle globe, ball, sphere;

x = 3.1;
y = 4.2;
z = x;

globe = new Circle(1.2, 3.4, 25.2);
ball = new Circle(5.6, 7.8, 36.8);
sphere = globe;

x = 8.2;
y = x;

globe = new Circle(9.0, 1.5, 43.7);
ball = globe;

S.o.p(x);
S.o.p(y);
S.o.p(z);

S.o.p(globe.getX());
S.o.p(ball.getY());
S.o.p(sphere.getRadius());
```



Output:

Memory Diagram - Step 10 of 15

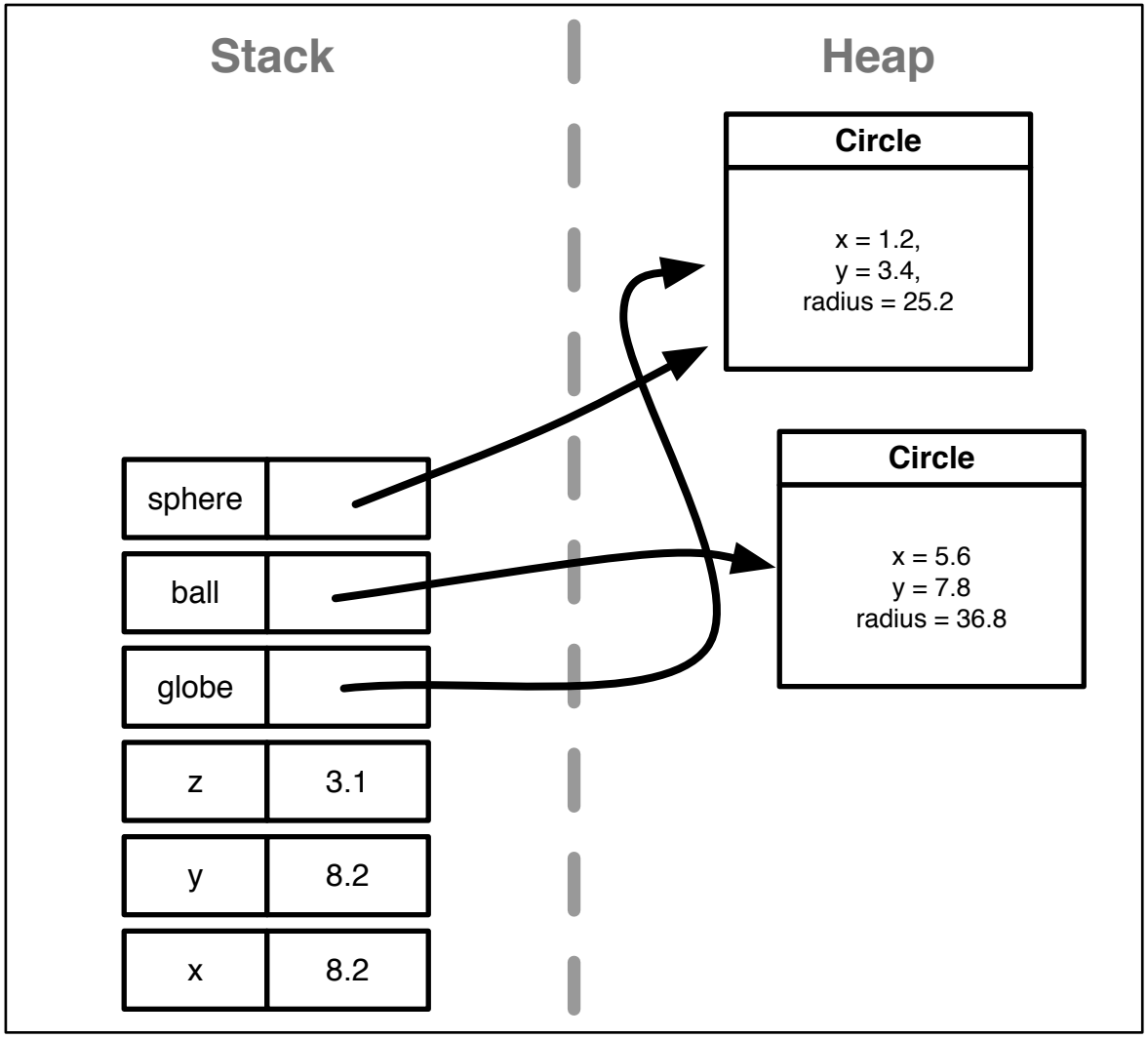
```
double x, y, z;
Circle globe, ball, sphere;

x = 3.1;
y = 4.2;
z = x;

globe = new Circle(1.2, 3.4, 25.2);
ball = new Circle(5.6, 7.8, 36.8);
sphere = globe;

x = 8.2;
y = x;

globe = new Circle(9.0, 1.5, 43.7);
ball = globe;

S.o.p(x);
S.o.p(y);
S.o.p(z);

S.o.p(globe.getX());
S.o.p(ball.getY());
S.o.p(sphere.getRadius());
```



Output:

Memory Diagram - Step 11 of 15

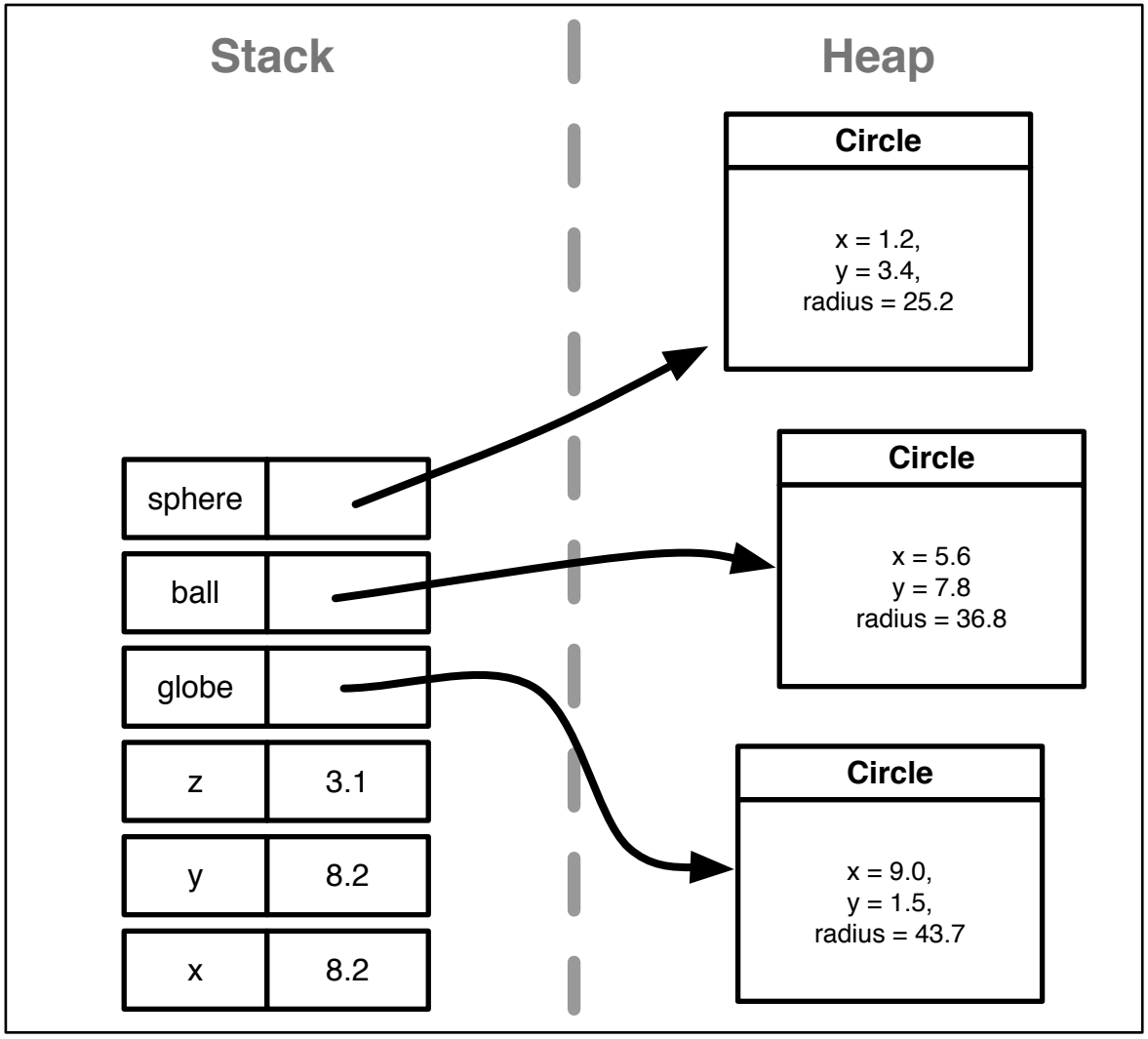
```
double x, y, z;
Circle globe, ball, sphere;

x = 3.1;
y = 4.2;
z = x;

globe = new Circle(1.2, 3.4, 25.2);
ball = new Circle(5.6, 7.8, 36.8);
sphere = globe;

x = 8.2;
y = x;

globe = new Circle(9.0, 1.5, 43.7);
ball = globe;

S.o.p(x);
S.o.p(y);
S.o.p(z);

S.o.p(globe.getX());
S.o.p(ball.getY());
S.o.p(sphere.getRadius());
```



Output:

Memory Diagram - Step 12 of 15

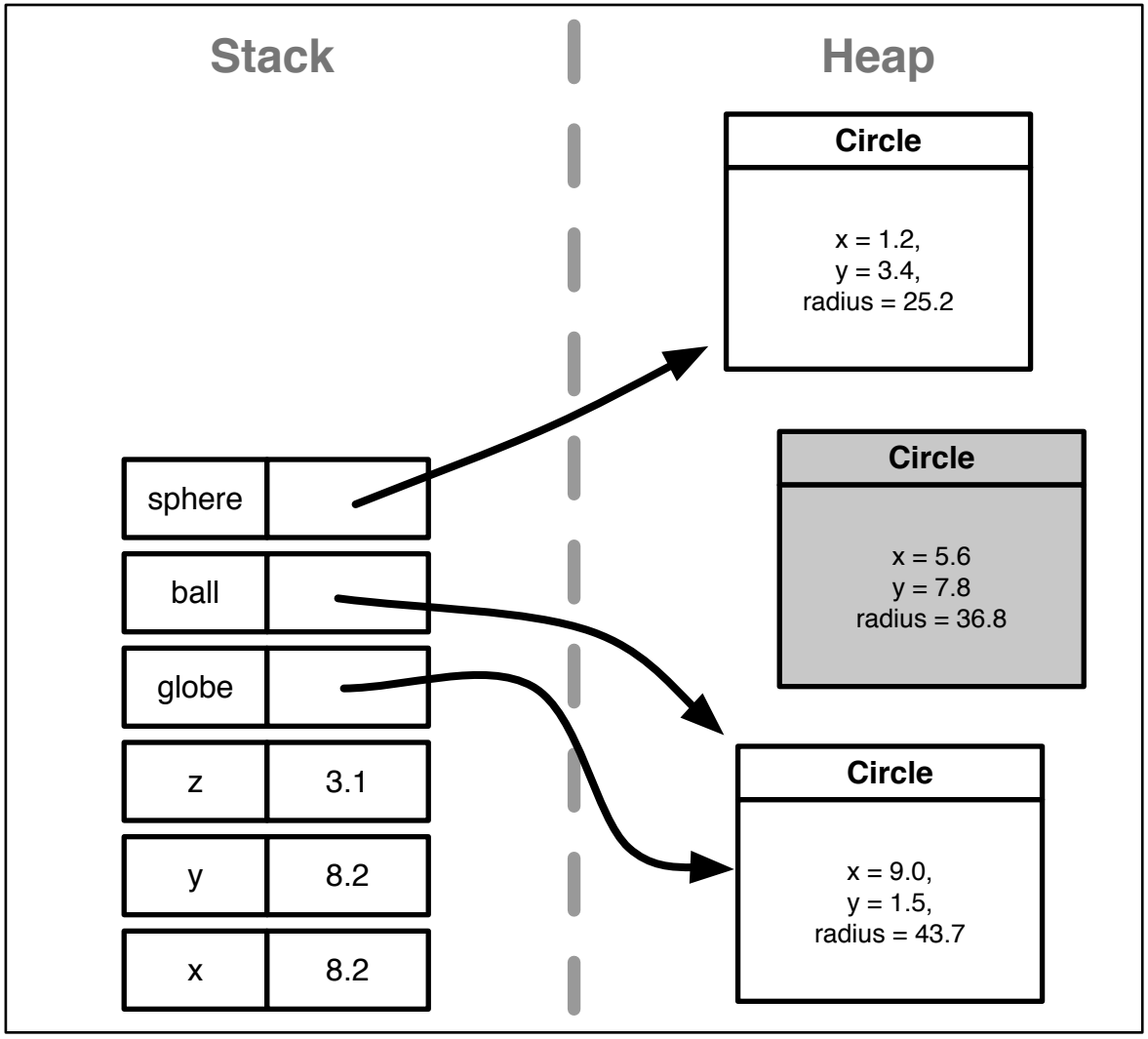
```
double x, y, z;
Circle globe, ball, sphere;

x = 3.1;
y = 4.2;
z = x;

globe = new Circle(1.2, 3.4, 25.2);
ball = new Circle(5.6, 7.8, 36.8);
sphere = globe;

x = 8.2;
y = x;

globe = new Circle(9.0, 1.5, 43.7);
ball = globe;

S.o.p(x);
S.o.p(y);
S.o.p(z);

S.o.p(globe.getX());
S.o.p(ball.getY());
S.o.p(sphere.getRadius());
```



Output:

Memory Diagram - Step 13 of 15

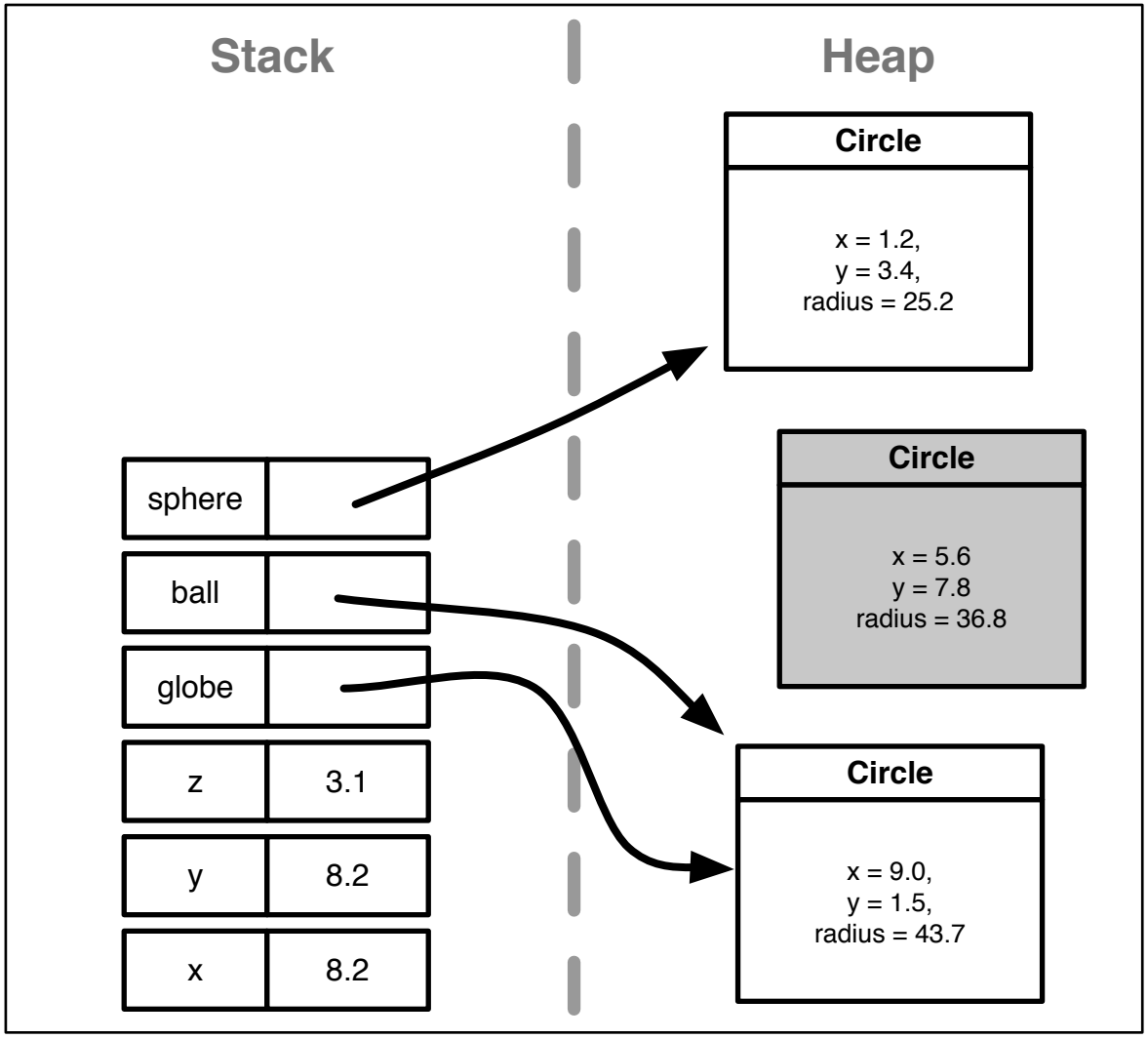
```
double x, y, z;
Circle globe, ball, sphere;

x = 3.1;
y = 4.2;
z = x;

globe = new Circle(1.2, 3.4, 25.2);
ball = new Circle(5.6, 7.8, 36.8);
sphere = globe;

x = 8.2;
y = x;

globe = new Circle(9.0, 1.5, 43.7);
ball = globe;

S.o.p(x);
S.o.p(y);
S.o.p(z);

S.o.p(globe.getX());
S.o.p(ball.getY());
S.o.p(sphere.getRadius());
```



Output:

Memory Diagram - Step 14 of 15

```
double x, y, z;
Circle globe, ball, sphere;

x = 3.1;
y = 4.2;
z = x;

globe = new Circle(1.2, 3.4, 25.2);
ball = new Circle(5.6, 7.8, 36.8);
sphere = globe;

x = 8.2;
y = x;

globe = new Circle(9.0, 1.5, 43.7);
ball = globe;

S.o.p(x);
S.o.p(y);
S.o.p(z);

S.o.p(globe.getX());
S.o.p(ball.getY());
S.o.p(sphere.getRadius());
```



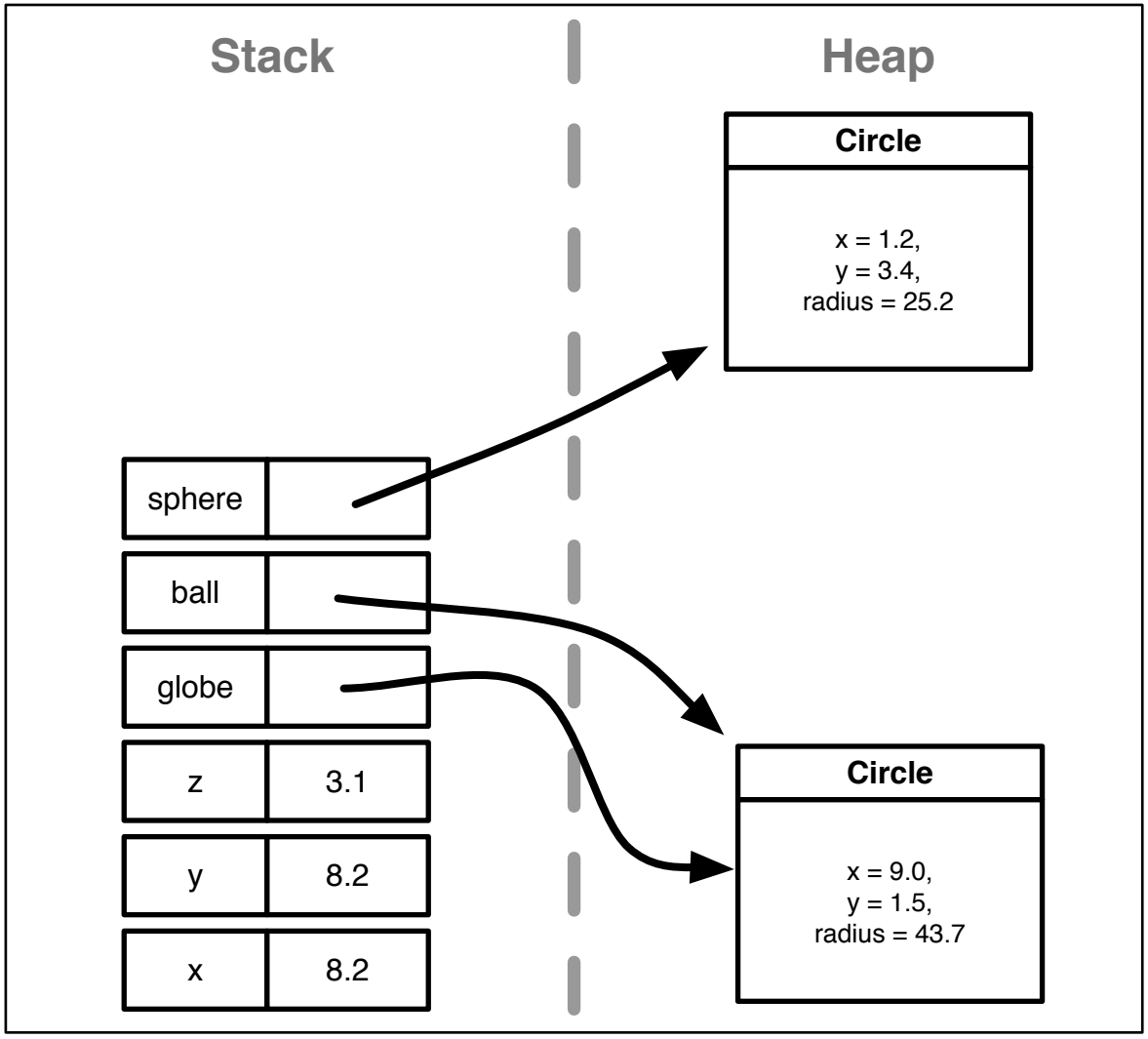
Output:

```
8.2
8.2
3.1
```

Memory Diagram - Step 15 of 15

```
double x, y, z;
Circle globe, ball, sphere;

x = 3.1;
y = 4.2;
z = x;

globe = new Circle(1.2, 3.4, 25.2);
ball = new Circle(5.6, 7.8, 36.8);
sphere = globe;

x = 8.2;
y = x;

globe = new Circle(9.0, 1.5, 43.7);
ball = globe;

S.o.p(x);
S.o.p(y);
S.o.p(z);
```

```
S.o.p(globe.getX());
S.o.p(ball.getY());
S.o.p(sphere.getRadius());
```



Output:

```
8.2
8.2
3.1
9.0
1.5
25.2
```