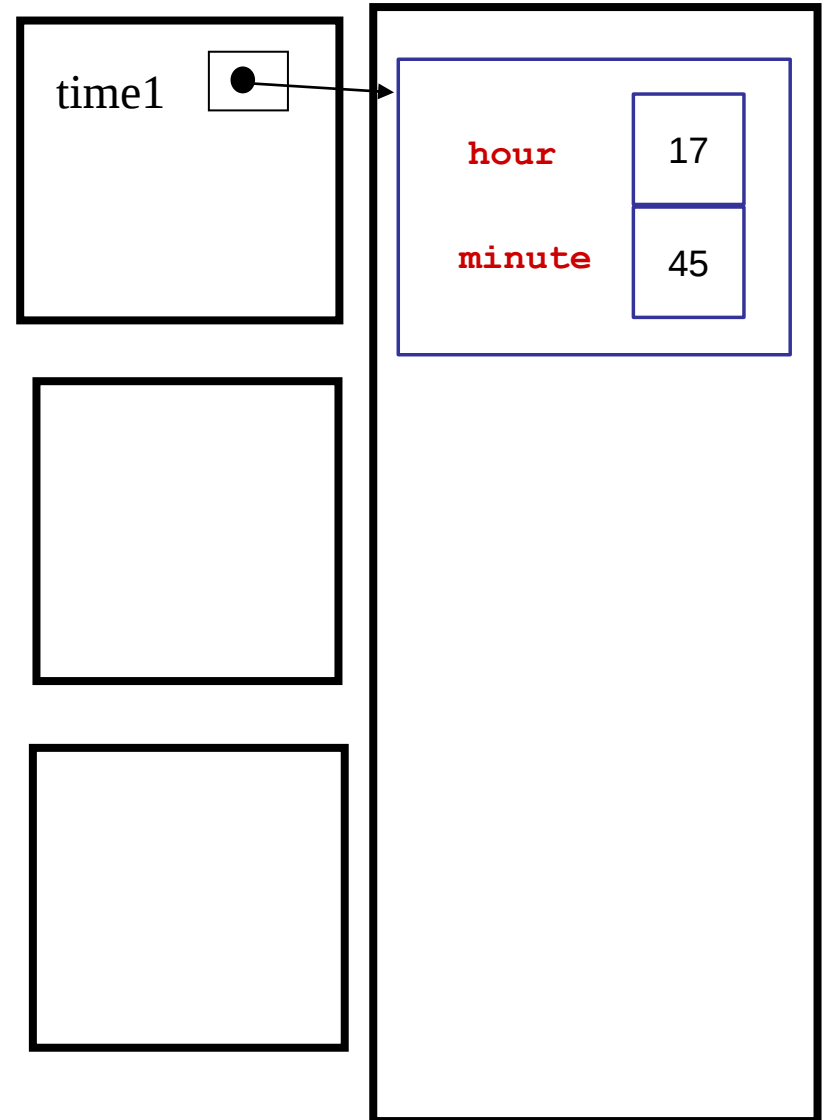


Program Memory

```
// DECLARE VARIABLES / DATA DICTIONARY
Time time1;           // time is null here
...
// ALGORITHM BODY
...
time1 = new Time( ); // We now have a Time object
                    // but it contains ? for values
time1.hour = 17;
time1.minute = 45;   // time1 now represents 17:45
```

Working memory Global Memory



CPU

Program Memory

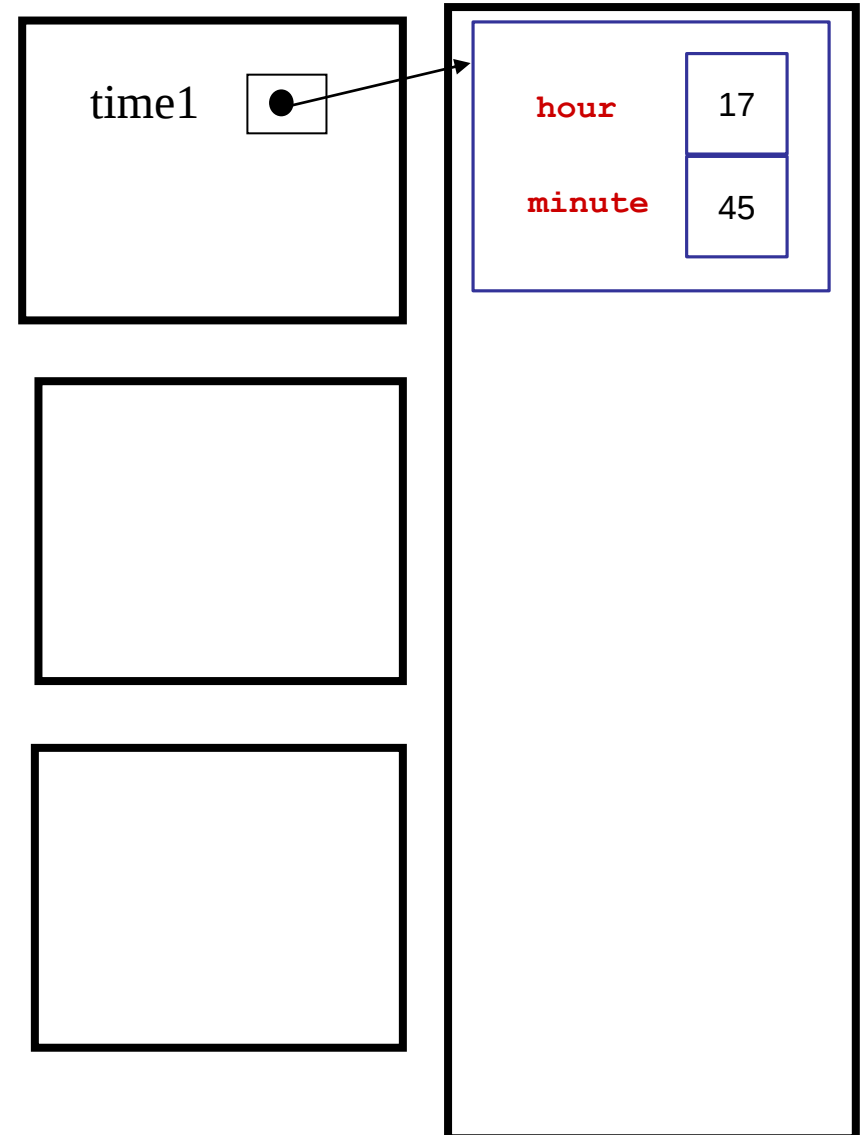
```
// DECLARE VARIABLES / DATA DICTIONARY
Time time1;           // time is null here
...
// ALGORITHM BODY
...
time1 = new Time( ); // We now have a Time object
                      // but it contains ? for values

time1.hour = 17;
time1.minute = 45;   // time1 now represents 17:45

class Time
{
    public int hour;
    public int minute;

    public void setTime( int h, int m )
    {
        this.hour = h;
        this.minute = m;
    }
}
```

Working memory Global Memory

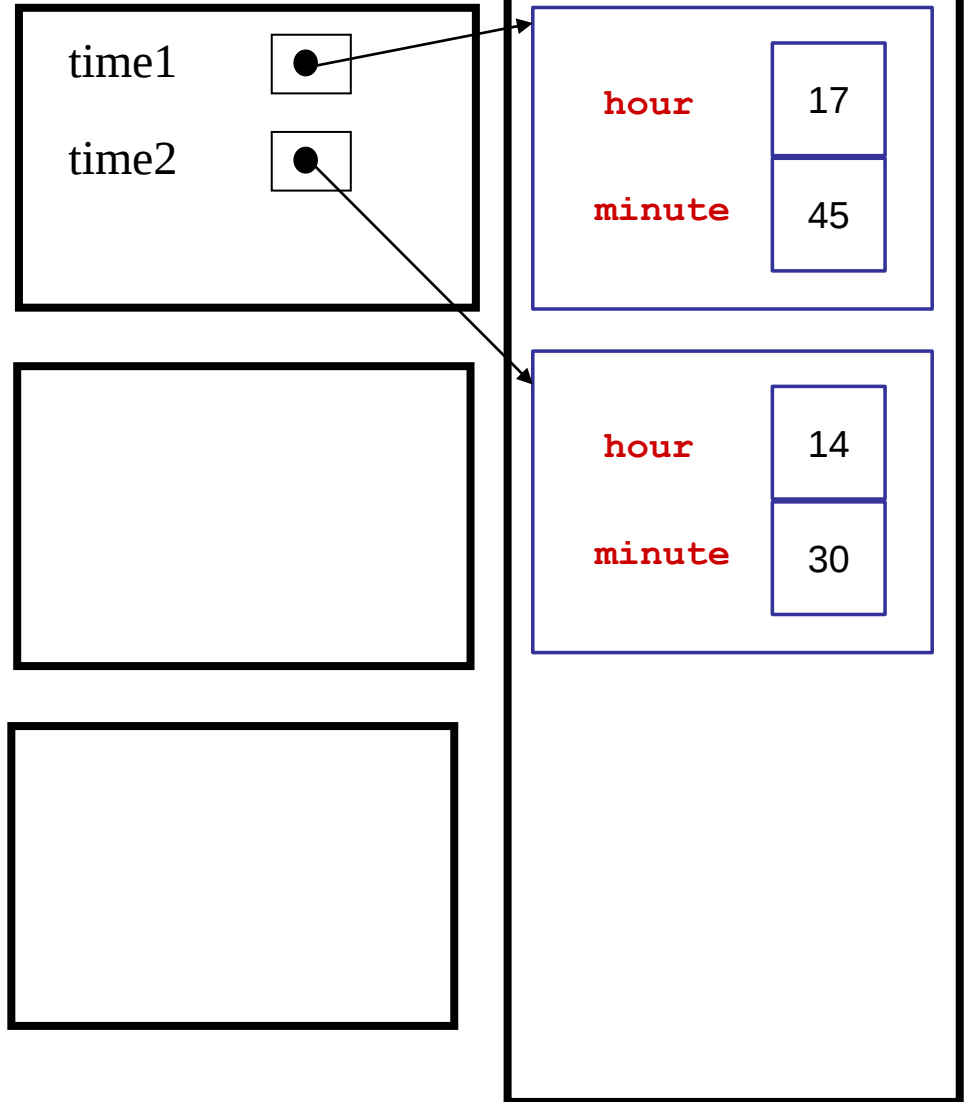


CPU

Program Memory

```
Time time1;  
Time time2;  
time1 = new Time( );  
time2 = new Time( )  
time1.setTime(17,45); // time1 is 17:45  
time2.setTime(14,30); // time2 is 14:30
```

Working memory Global Memory



CPU