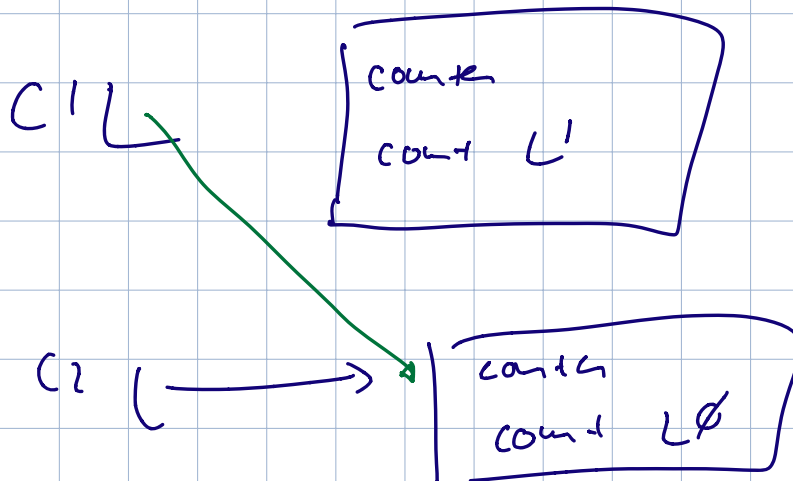


Box and Pointer Diagram

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- Quiz Review
- Worksheet Q2
Kevin-Miao.COM
- Attendance
- Questions



2 Box and Pointer Diagrams

Answer the following questions about the Avatar class.

```
public class Avatar {
    public static String electricity; public String fluid;

    public Avatar(String str1, String str2) {
        Avatar.electricity = str1;
        this.fluid = str2;
    }

    public static void main(String[] args) {
        Avatar foo1 = new Avatar("one ", "two");
        Avatar foo2 = new Avatar("three ", "four");
        /* a */
        foo1.electricity = "I declare ";
        foo1.fluid = "a thumb war";
        /* b */
        foo2 = foo1;
        /* c */
    }
}
```

Draw the box-and-pointer diagrams of the states of the program during the lines with the comments a, b, and c in the main method before exiting.

