Assignment 4: Memory Model

Due
The week of Feb. 28, 2000

<table>
<thead>
<tr>
<th>Location</th>
<th>Instructions</th>
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<tr>
<td>Erindale</td>
<td>1 p.m. Wednesday March 1st in the 148 drop box in the Computer Centre</td>
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<tr>
<td>St. George</td>
<td>at the beginning of your tutorial</td>
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<tr>
<td>Scarborough</td>
<td>3 p.m. Thursday March 2 in the A58 drop boxes outside S631</td>
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Hints, Announcements and Code
On the course web site.

Introduction
For this assignment you are required to draw pictures of the memory model as taught in your lectures. You will use two different java programs and draw a number of different pictures for each.

The Questions

1. Using the program Hockey.java from the web site, complete the following drawings. You will also need
   the classes Player.java and Goalie.java.
   
   (a) Draw the full memory model at the point just after line 2 of main() has finished executing.
   (b) Draw the run-time stack after line 1 of recordGoal() has finished executing the first time that it executes.
   (c) Draw the run-time stack after getStats() in the Skater class is called and finished executing but just before its return value is sent to println().

2. Use the program TestLibrary.java. You will also need Book.java, LibraryItem.java, Journal.java and Video.java. Follow the instructions in main() for the four parts of this question.

What to Submit

- You are not required to use a software package to draw your pictures. Pencil and paper is fine. Your pictures must be very neat. Sloppy work will get a zero. Label each drawing clearly with la, lb, etc.

- No electronic submission is required. Follow the instructions in the course guide for paper submissions including the packaging instructions. Be sure to completely fill out the assignment cover sheet.