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static class A {
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    B bObj;
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static class B {
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stack

main()

frame

objecte

N

referència

primitiu

heap

C

0

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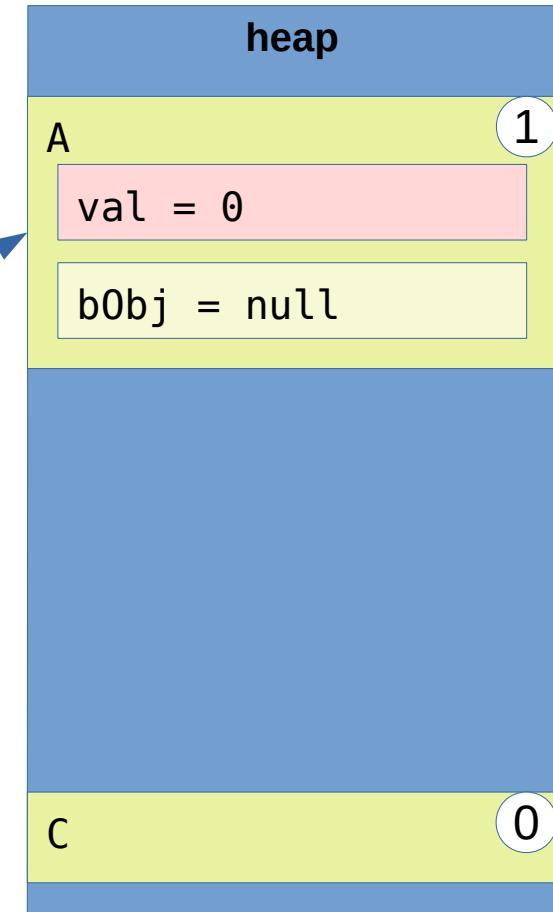
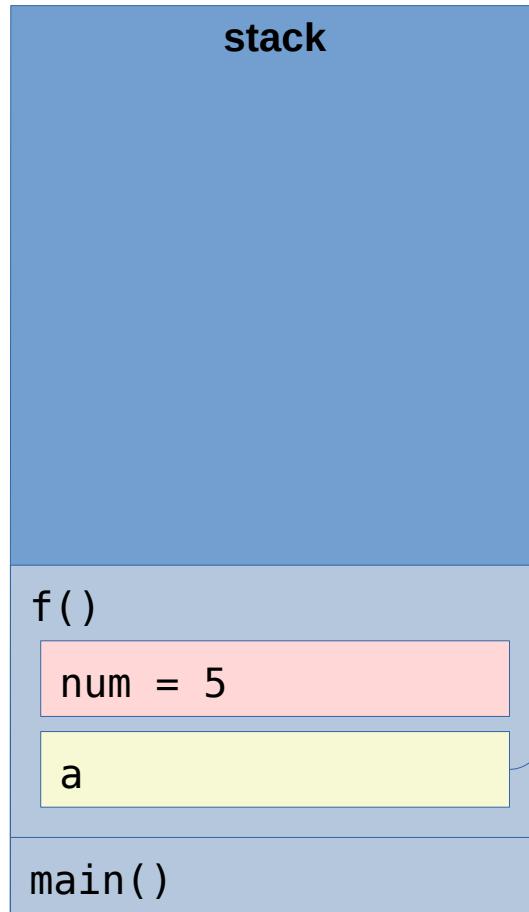
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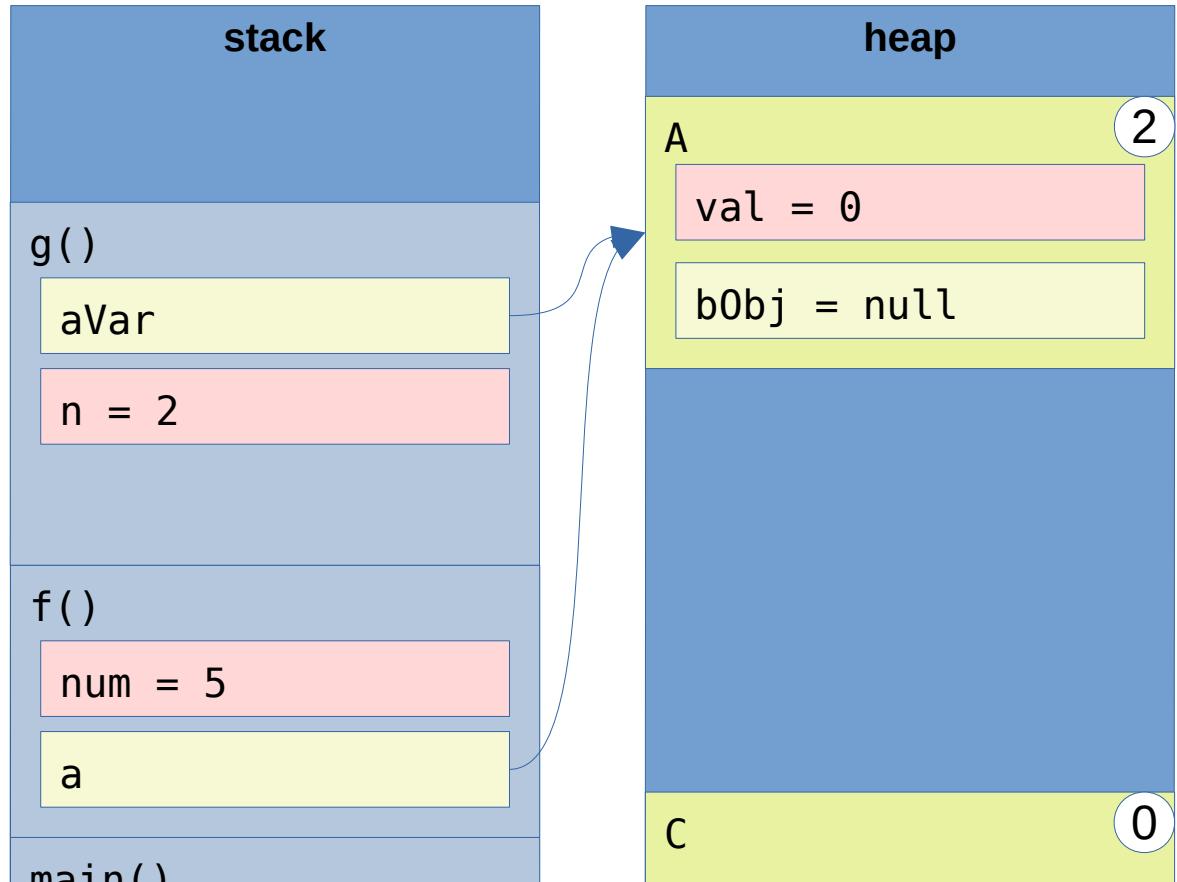
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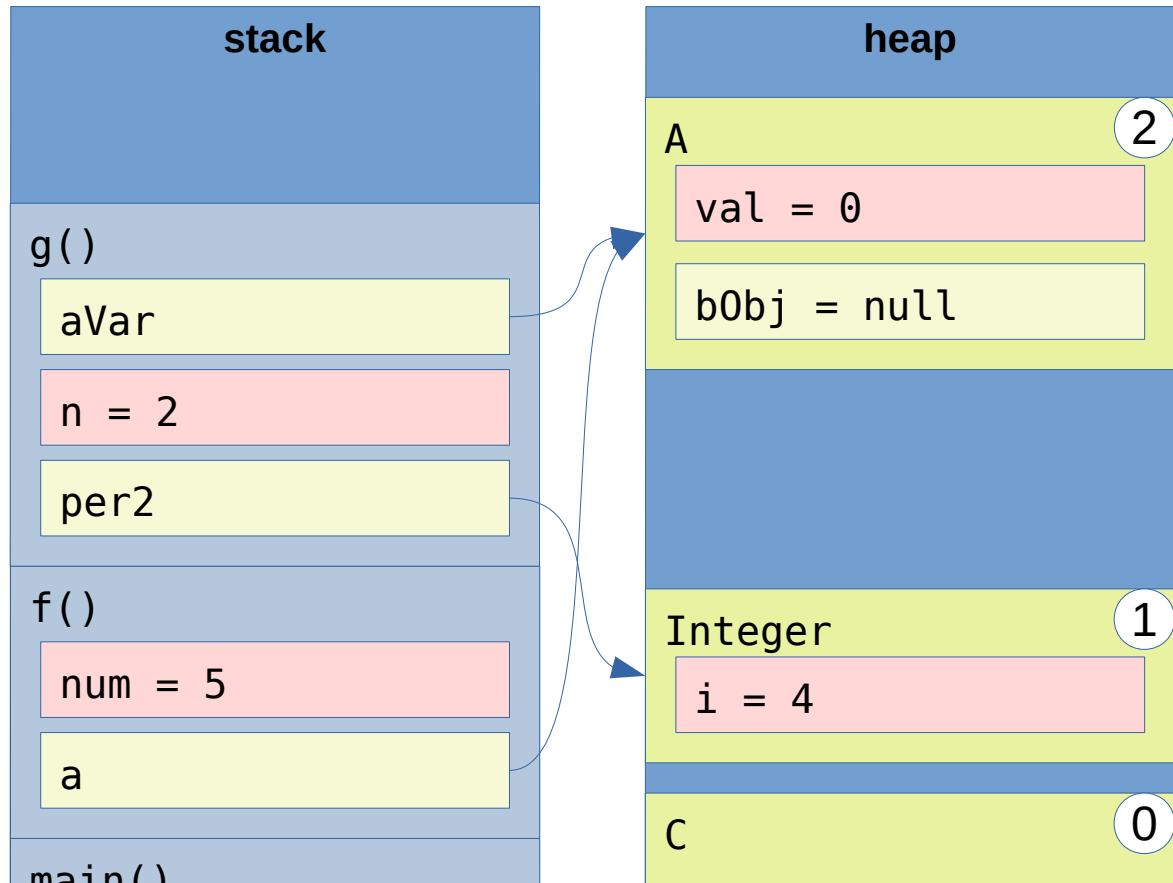
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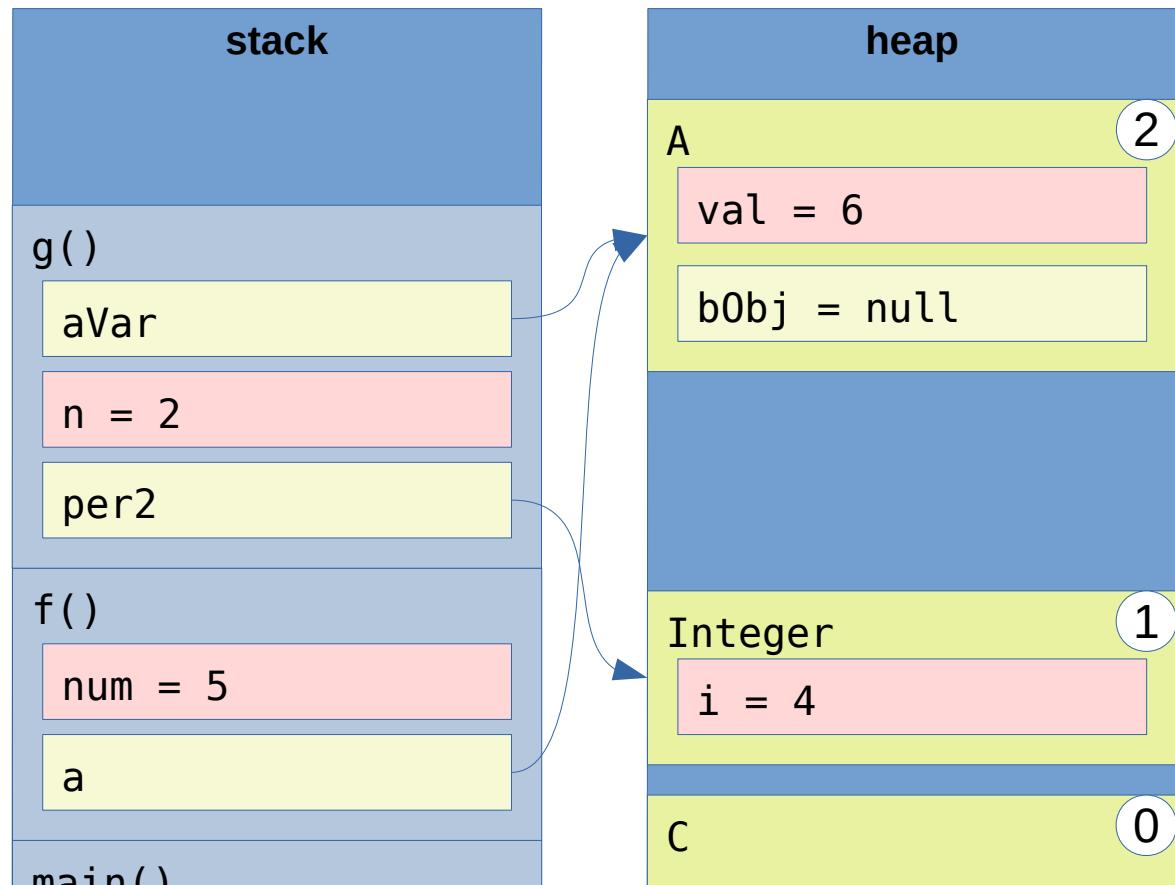
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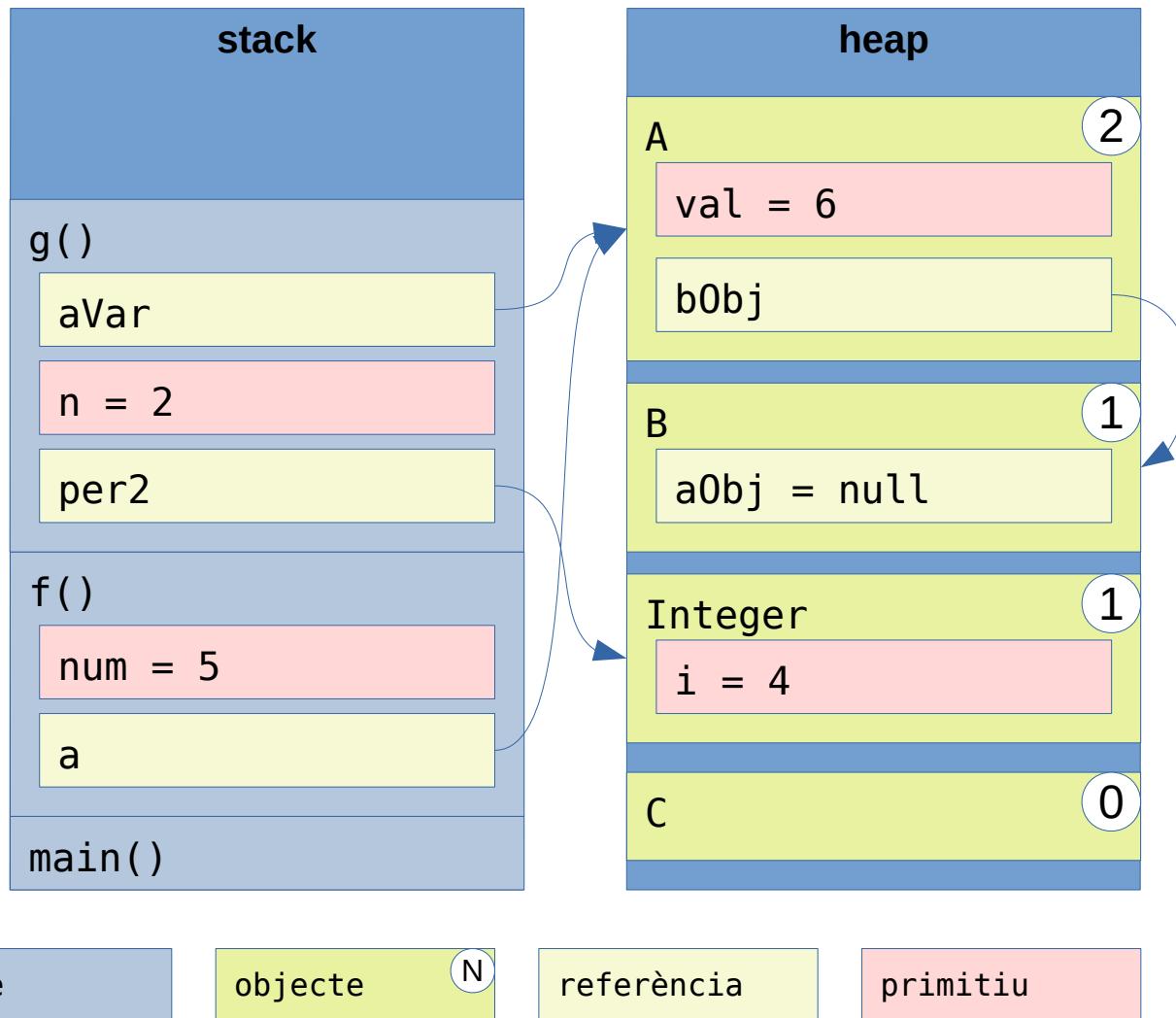
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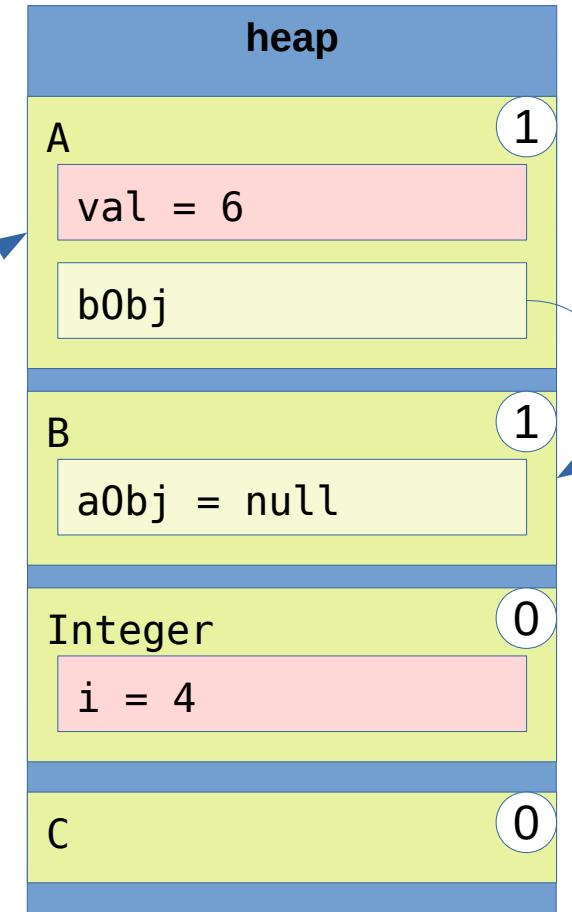
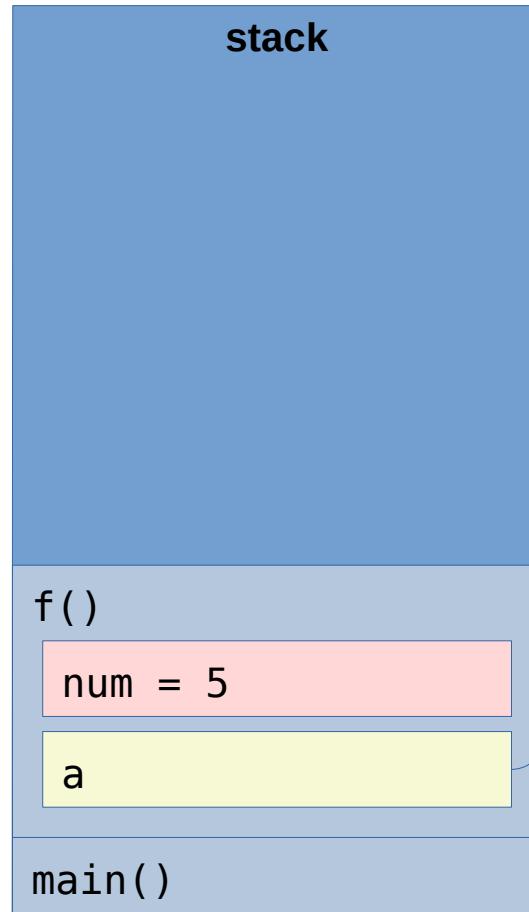
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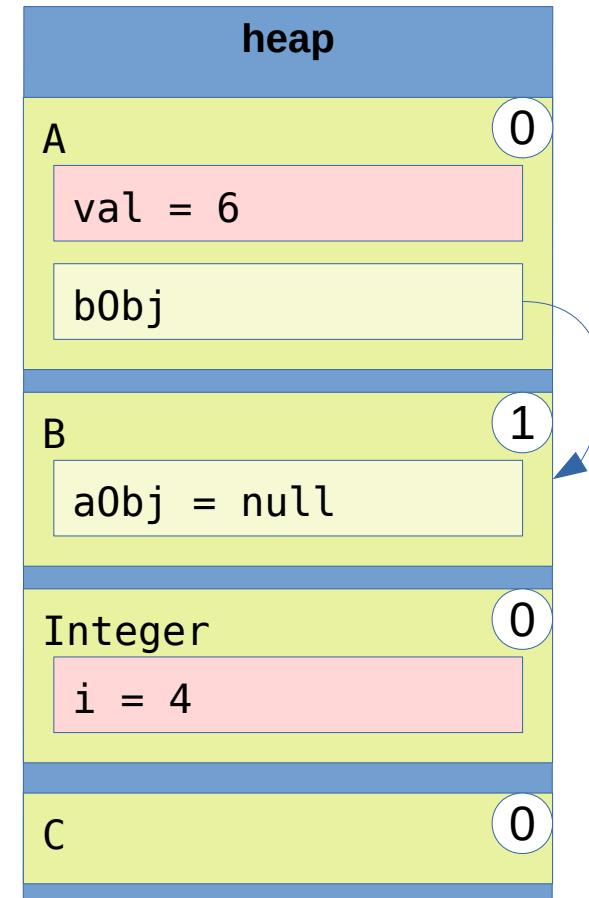
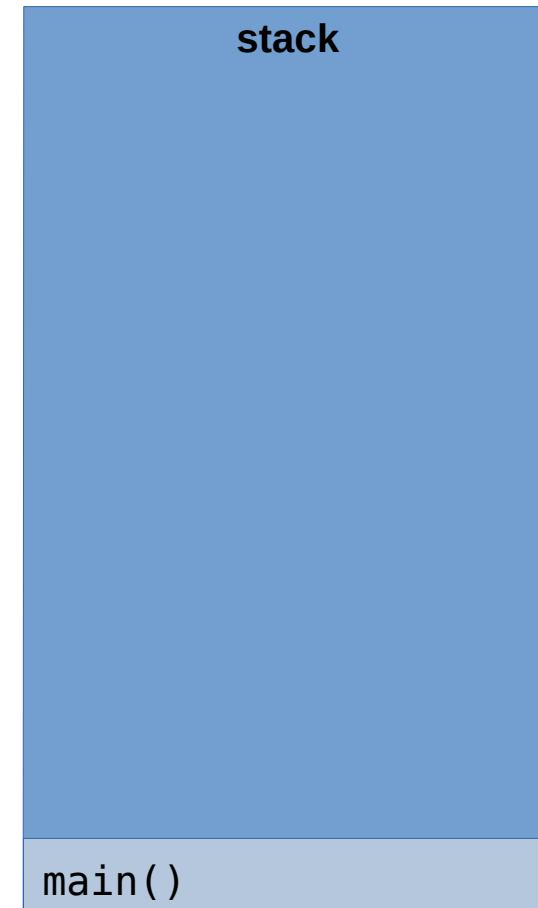
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