|  |  |  |  |
| --- | --- | --- | --- |
| **The Stack** | |  | **The Heap** |
| **int i** |  | This is an array. You may or may not need this array Array address (make this up): .   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **index 🡪** | **0** | **1** | **2** | **3** | **4** | | **Value 🡪** |  |  |  |  |  | |
| **double max** |  |
| **int maxLocation** |  | This is an array. You may or may not need this array Array address (make this up): .   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **index 🡪** | **0** | **1** | **2** | **3** | **4** | | **Value 🡪** |  |  |  |  |  | |
| **double[] nums** |  |
| **Write any new output here (“new” output is anything printed since the last time you updated the trace:** | | | |