|  |  |  |
| --- | --- | --- |
| **The Stack** |  | **The Heap** |
| **int i** |  | This is an array. You may or may not need this arrayArray 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 arrayArray 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:** |