|  |  |  |  |
| --- | --- | --- | --- |
| **The Stack** | |  | **The Heap** |
| **Coffee latte** | **70,000** | |  |  | | --- | --- | | **Coffee object** ( You may or may not need this object) | | | Address: | **70,000** | | int numShots | **2** | |
| **Coffee mocha** |  |
| **SetNumShots method** |  | |  |  | | --- | --- | | **Coffee object** ( You may or may not need this object) | | | Address: |  | | int numShots |  | |
| **This**  **Int num** | **70,000**  **2** |
| **Write any new output here (“new” output is anything printed since the last time you updated the trace:** | | | |