

C++

Primitive

int i; // Data Member
// Local Variable
// Argument

int * ptr;
ptr = new int;

Java

int i; // same
// no global

NO unsigned

NOT AVAILABLE

STACK

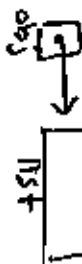
list obj;



NOT AVAILABLE

class

list * obj;
obj = new list;



list obj; // creating Reference
obj = new list();



Heap

C++

```
class list
{
public:
```

```
private:
```

```
};
```

```
list::list()
{
...
}
```

class implementation
.cpp

class
interface
A

Java

```
class list {
private int size;
public list() {
...
}
}
```

Field

Method

NO
Semicolon

C++

```
int i;
int main()
{
    ...
    int i = 100;
    if ( )
    {
        ...
        int i = 200;
        cout << i;
    }
    cout << i;
}
```

(Note: In the original image, a cloud-like bubble surrounds the `cout << i;` inside the `if` block, and an arrow points from the `cout << i;` outside the `if` block to the `cout << i;` inside the `if` block, indicating that the `cout` statement is not executed.)

Java

```
main function ()
{
    ...
    int i;
    ...
}
```

NO CONFLICTIONS
NO GLOBALS
NO ...

```
for (int i = 0; ... )
{
    ...
}
// Dies here
exit
```

(Note: In the original image, the `int i` in the `for` loop is circled, and an arrow points from the `int i` in the `main function` block to the circled `int i` in the `for` loop.)

C++

```
list *obj1;
list *obj2;
list *obj1 = new list;
obj2 = new list;
```

obj1 = obj2;

What is this?

Pointer Arith.

if (obj1 == obj2)
ARE WE POINTING TO
THE SAME PLACE?

Java

```
list obj1;
list obj2;
obj1 = new list();
obj2 = new list();
```

obj1 = obj2;

Copies an
Address

if (obj1 == obj2)
ARE WE Referring
to the same place

C# oops!

if (response == 'N')

N → True } True
Not } default
zero

if ('N' == response)

if (Current == ...)
null → φ → False
NOT NULL → True

Java

INTS ARE NOT BOOLS

ERROR

if (current != null) ...
SPELL IT ALL OUT

Primitive

C++

int * array;
 ↖ pointer

array = new int [size];

heap

stack

int array [100];

Java

int array [3];

Reference

8/ int [] array;

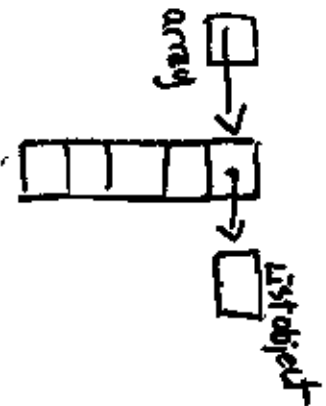
array = new int [size];

NOT Supported

CLASS TYPES

C++

```
list ** array;
array = new list * [size];
for (int i = 0; i < size; ++i)
    array[i] = new list;
```

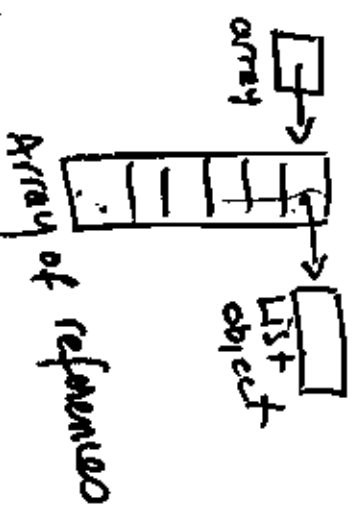


list array [10];

Java ^{At reference}
list array [i]; ^{to reference}
to list

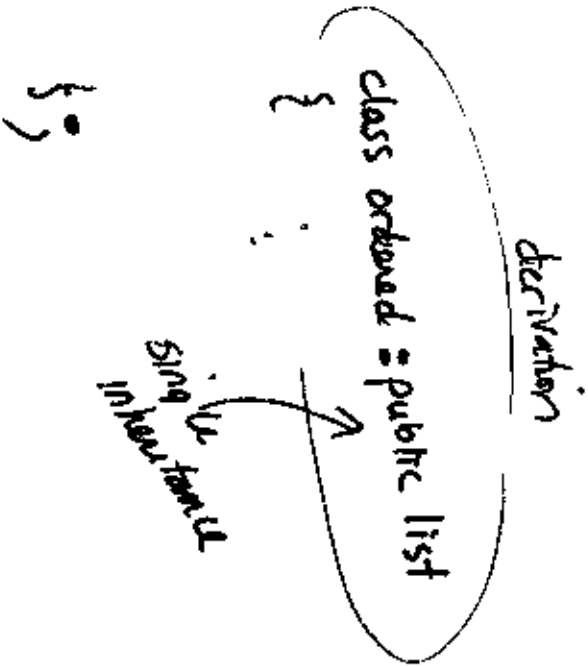
OR list [] array;

```
array = new list [size];
for (int i = 0; i < size; ++i)
    array[i] = new list ();
```

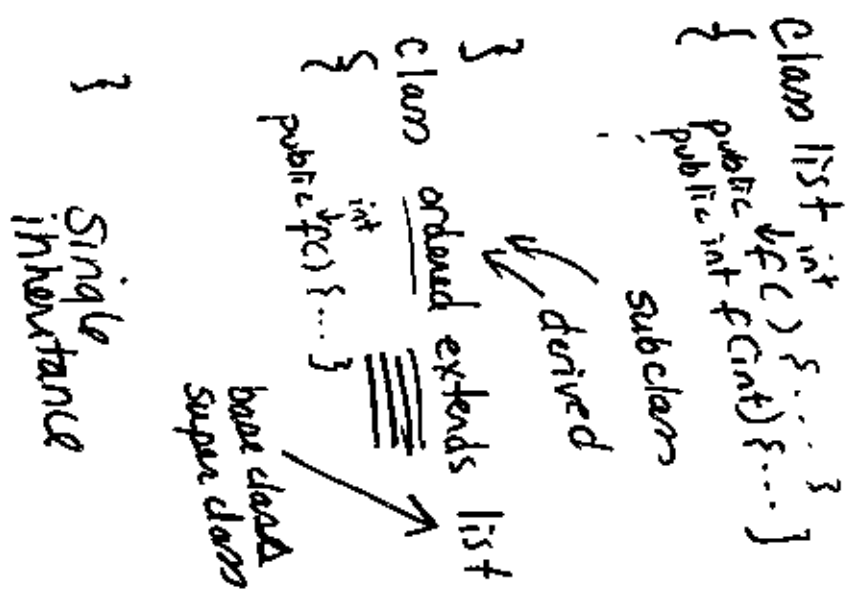


Sorry - NOT Supported

C#



Java



Java

only difference
No "virtual"

list ref ;

ref = new ordered();

ref.f(); // call

Dynamic
Binding

No →
:::
stack

Recursion

C++

```

void treeCopy (node * &newroot,
              node * source)
{
    if (source)
    {
        newroot = new node;
        // copy data
        copy (newroot->left,
            source->left);
        copy (newroot->right,
            source->right);
    }
    else newroot = NULL;
}
    
```

public
node copy (node ~~newroot~~,
node source);

```

{
    if (source != NULL)
    {
        newroot = new node ();
        newroot->left = copy (newroot->left,
            source->left);
        newroot->right = copy (...);
    }
    return newroot;
}
    
```