

Memory (2)

```
public class Stack {
    private int N;           // size of the stack
    private Node first;     // top of stack
```

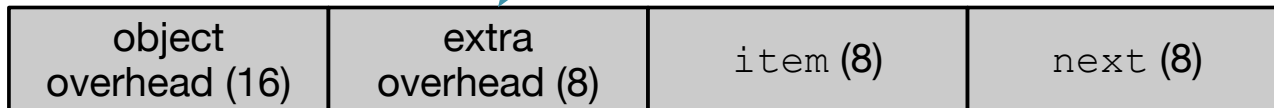
```
private class Node {
    private double item;
    private Node next;
}
...
}
```

type	bytes
boolean	1
byte	1
char	2
int	4
float	4
long	8
double	8

type	bytes
boolean[]	$N + 24$
char[]	$2N + 24$
int[]	$4N + 24$
double[]	$8N + 24$

type	bytes
boolean[][]	$\sim MN$
char[][]	$\sim 2MN$
int[][]	$\sim 4MN$
double[][]	$\sim 8MN$

Node



Stack

