

### Kostir og gallar

	Kostir	Gallar
Quick Find	Flöt tré	Dýr aðgerð.
Quick Union	Einnig dýr aðgerð, há tré.	

### Memory

Type	Bytes	Type	Byte
Object overhead	16 bytes	bool	1
Reference	8 bytes	byte	1
Padding	8 bytes	char	2
Inner Classes	8 bytes	int	4
char[]	2N + 24	float	4
int[]	4N + 24	long	8
int[][]	~2NM	double	8
pointers	8		

### Memory frh.

```
public class String {
  private char[] value;
  private int offset;
  private int count;
  private int hash;
}
```

8 bytes (reference to array)  
2N + 24 bytes (char[] array)  
4 bytes (int)  
4 bytes (int)  
4 bytes (int)  
4 bytes (padding)  
32  
16 bytes (object overhead)  
== 2N + 64 bytes

### Kostir og gallar frh.



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