

# JVM (Java Virtual Machine) - Detailed Explanation

## 1. What is JVM?

JVM (Java Virtual Machine) is a software engine that runs Java bytecode on any operating system. It makes Java platform-independent.

## 2. How JVM Works (Simple Steps)

- You write Java code (.java file).
- Java compiler (javac) converts it into Bytecode (.class file).
- JVM loads the .class file and executes the bytecode.

## 3. JVM Architecture

a) Class Loader: Loads .class files into JVM.

b) Runtime Data Areas (Memory):

- Method Area: Stores class info & static data.
- Heap: Stores objects.
- Stack: Stores method calls & local variables.
- PC Register: Keeps track of current executing instruction.
- Native Method Stack: Runs native (C/C++) code if needed.

c) Execution Engine:

- Interpreter: Reads and executes bytecode line by line.
- JIT Compiler: Converts frequently used code to native machine code.

d) Garbage Collector: Removes unused objects automatically.

## 4. Example Code (JVM Execution Example)

```
public class JVMExample {
```

```

public static void main(String[] args) {

    int x = 10;

    int y = 20;

    int sum = x + y;

    System.out.println("Sum = " + sum);

}
}

```

## 5. Step-by-Step Execution

- Class Loader loads JVMExample.class into Method Area.
- Memory Allocation:
  - \* Stack: x=10, y=20, sum=30
  - \* Heap: System.out object
- Execution Engine runs bytecode, JIT optimizes repeated code.
- Output: Sum = 30

## 6. Bytecode Example (via javap -c JVMExample)

```

0: bipush 10    -> Push 10 to stack
2: istore_1     -> Store in variable x
3: bipush 20    -> Push 20 to stack
5: istore_2     -> Store in variable y
6: iload_1      -> Load x
7: iload_2      -> Load y
8: iadd         -> Add x and y
9: istore_3     -> Store in sum
10: getstatic #2 -> Get System.out
13: invokevirtual #4 -> Call println()

```

19: return

## 7. Why JVM is Important?

- Platform Independent (Write once, run anywhere)
- Automatic Memory Management (Garbage Collection)
- Security (Bytecode verification)
- Performance (JIT optimization)