

Bytecode

iconst_3
iconst_2
istore_1
istore_2
iload_1
iload_2
iadd
ireturn

Frame Local
Variable Array

istore_1

0	1	2
...	2	(empty)

istore_2

0	1	2
...	2	3

Operand Stack

Before
iconst_3

(empty)

After
iconst_3

3

After
iconst_2

2
3

After
istore_2

3

After
istore_1

(empty)

After
iload_1

2

After
iload_2

3
2

After
iadd

5

After
ireturn

(empty)