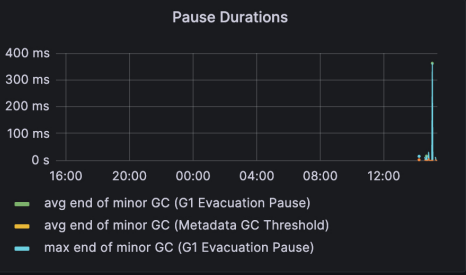
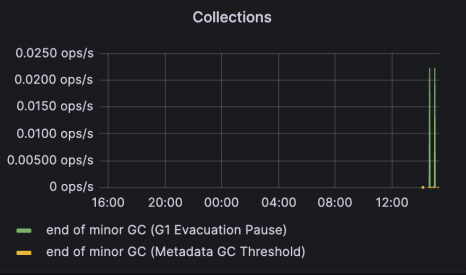
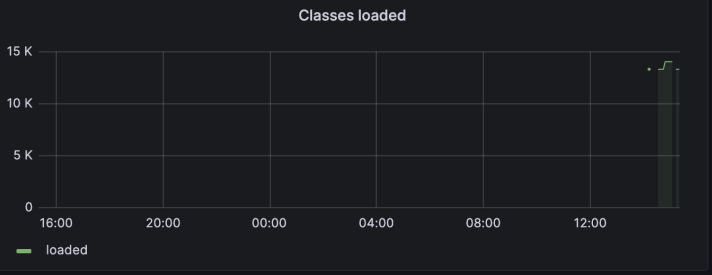


#### Garbage Collection



#### Classloading



#### Buffer Pools

