JVM

**Class Loader Subsystem**

It is mainly responsible for three activities.

* Loading
* Linking
* Initialization

**Loading:** The Class loader reads the “.*class”* file, generate the corresponding binary data and save it in the method area. For each “*.class”*file, JVM stores the following information in the method area. 

* The fully qualified name of the loaded class and its immediate parent class.
* Whether the “*.class”* file is related to Class or Interface or Enum.
* Modifier, Variables and Method information etc.

After loading the “*.class”* file, JVM creates an object of type Class to represent this file in the heap memory. Please note that this object is of type Class predefined in *java.lang* package. These Class object can be used by the programmer for getting class level information like the name of the class, parent name, methods and variable information etc. To get this object reference we can use *getClass()* method of [Object](https://www.geeksforgeeks.org/object-class-in-java/) class.

**Linking:** Performs verification, preparation, and (optionally) resolution. 

* *Verification*: It ensures the correctness of the *.class* file i.e. it checks whether this file is properly formatted and generated by a valid compiler or not. If verification fails, we get run-time exception *java.lang.VerifyError*. This activity is done by the component ByteCodeVerifier. Once this activity is completed then the class file is ready for compilation.
* *Preparation*: JVM allocates memory for class variables and initializing the memory to default values.
* *Resolution*: It is the process of replacing symbolic references from the type with direct references. It is done by searching into the method area to locate the referenced entity.

**Initialization:** In this phase, all static variables are assigned with their values defined in the code and static block(if any). This is executed from top to bottom in a class and from parent to child in the class hierarchy.   
In general, there are three class loaders : 

* *Bootstrap class loader*: Every JVM implementation must have a bootstrap class loader, capable of loading trusted classes. It loads core java API classes present in the “*JAVA\_HOME/jre/lib”* directory. This path is popularly known as the bootstrap path. It is implemented in native languages like C, C++.
* *Extension class loader*: It is a child of the bootstrap class loader. It loads the classes present in the extensions directories “*JAVA\_HOME/jre/lib/ext”*(Extension path) or any other directory specified by the java.ext.dirs system property. It is implemented in java by the *sun.misc.Launcher$ExtClassLoader* class.
* *System/Application class loader*: It is a child of the extension class loader. It is responsible to load classes from the application classpath. It internally uses Environment Variable which mapped to java.class.path. It is also implemented in Java by the *sun.misc.Launcher$AppClassLoader* class.

**JVM Memory**

1. **Method area:** In the method area, all class level information like class name, immediate parent class name, methods and variables information etc. are stored, including static variables. There is only one method area per JVM, and it is a shared resource.
2. **Heap area:** Information of all objects is stored in the heap area. There is also one Heap Area per JVM. It is also a shared resource.
3. **Stack area:** For every thread, JVM creates one run-time stack which is stored here. Every block of this stack is called activation record/stack frame which stores methods calls. All local variables of that method are stored in their corresponding frame. After a thread terminates, its run-time stack will be destroyed by JVM. It is not a shared resource.
4. **PC Registers:** Store address of current execution instruction of a thread. Obviously, each thread has separate PC Registers.
5. **Native method stacks:** For every thread, a separate native stack is created. It stores native method information.

**Execution Engine**

Execution engine executes the “*.class”* (bytecode). It reads the byte-code line by line, uses data and information present in various memory area and executes instructions. It can be classified into three parts:

* *Interpreter*: It interprets the bytecode line by line and then executes. The disadvantage here is that when one method is called multiple times, every time interpretation is required.
* *Just-In-Time Compiler(JIT)* : It is used to increase the efficiency of an interpreter. It compiles the entire bytecode and changes it to native code so whenever the interpreter sees repeated method calls, JIT provides direct native code for that part so re-interpretation is not required, thus efficiency is improved.
* *Garbage Collector*: It destroys un-referenced objects. For more on Garbage Collector, refer Garbage Collector.

**Java Native Interface (JNI) :**

It is an interface that interacts with the Native Method Libraries and provides the native libraries(C, C++) required for the execution. It enables JVM to call C/C++ libraries and to be called by C/C++ libraries which may be specific to hardware.

**Native Method Libraries :**

It is a collection of the Native Libraries(C, C++) which are required by the Execution Engine.