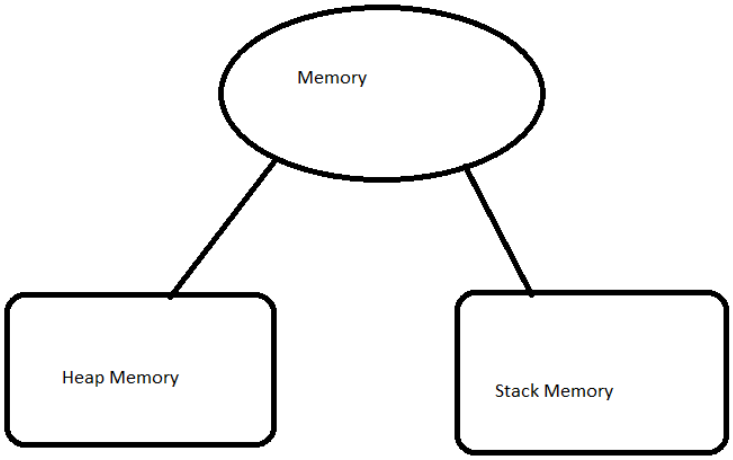
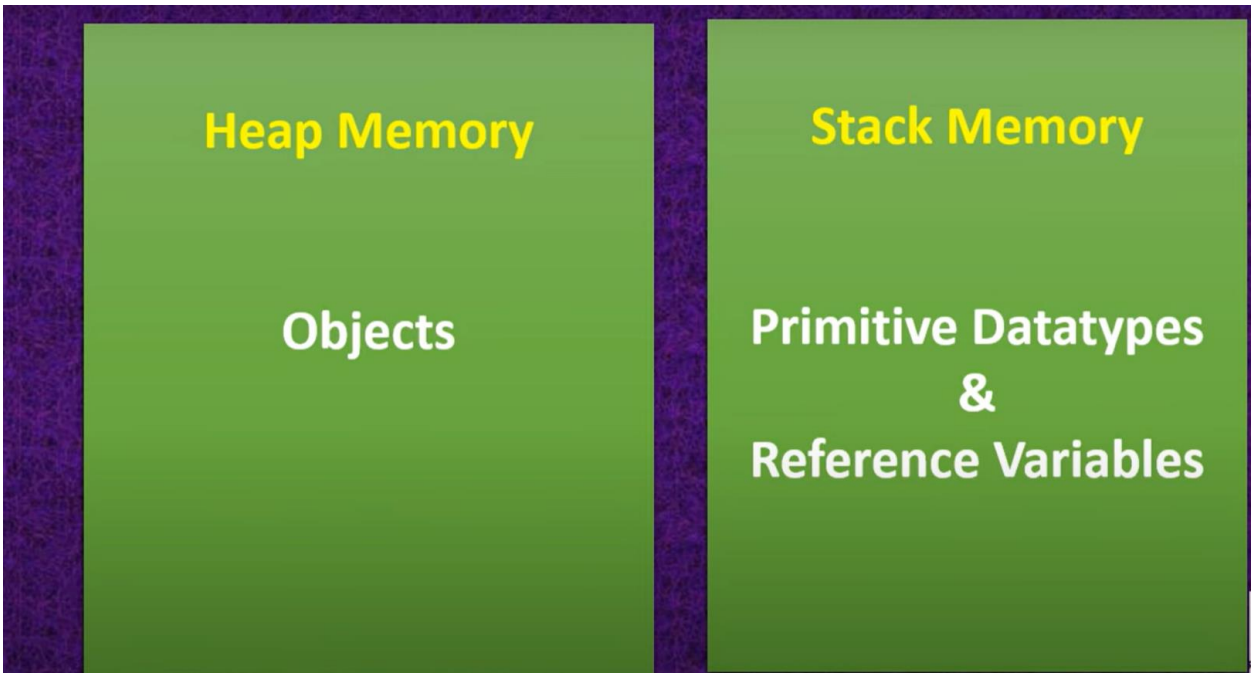
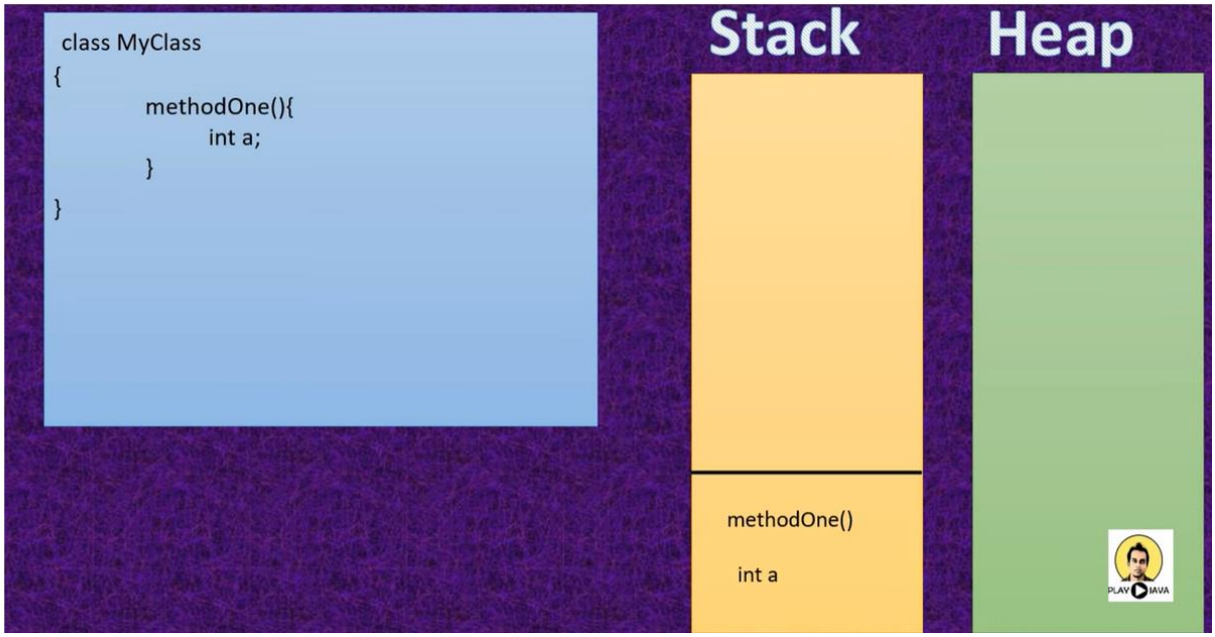
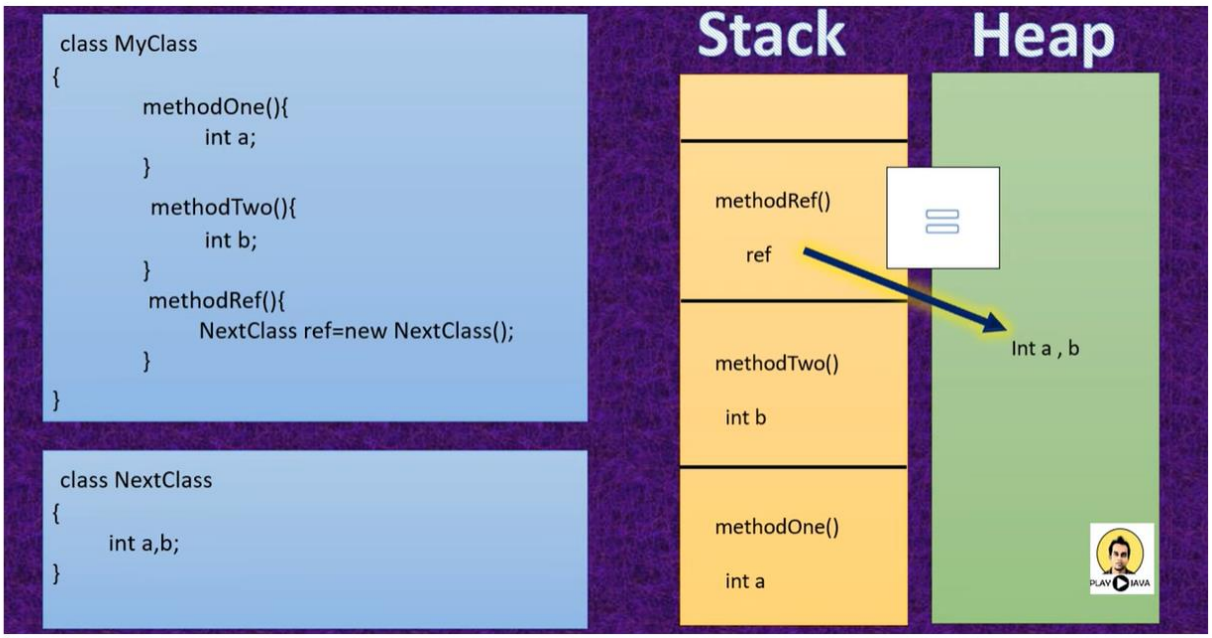

Memory
Heap Memory
Stack Memory



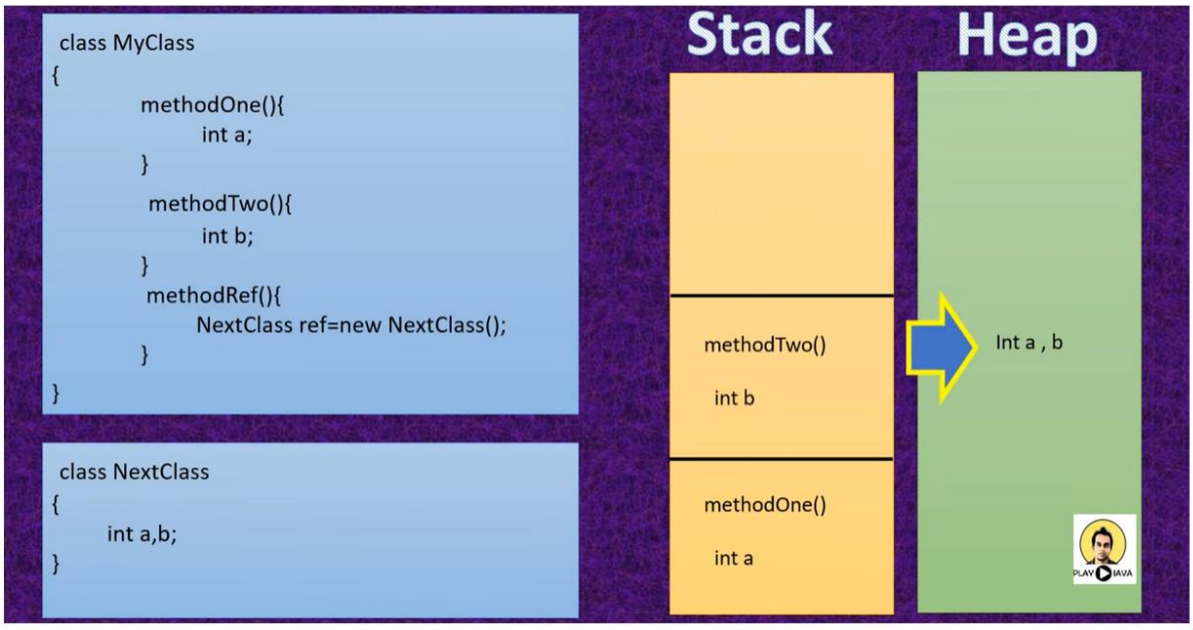
In heap memory objects are stored when they're not being used they'll be transferred to garbage collector

For every Thread a new Stack Memory will be created

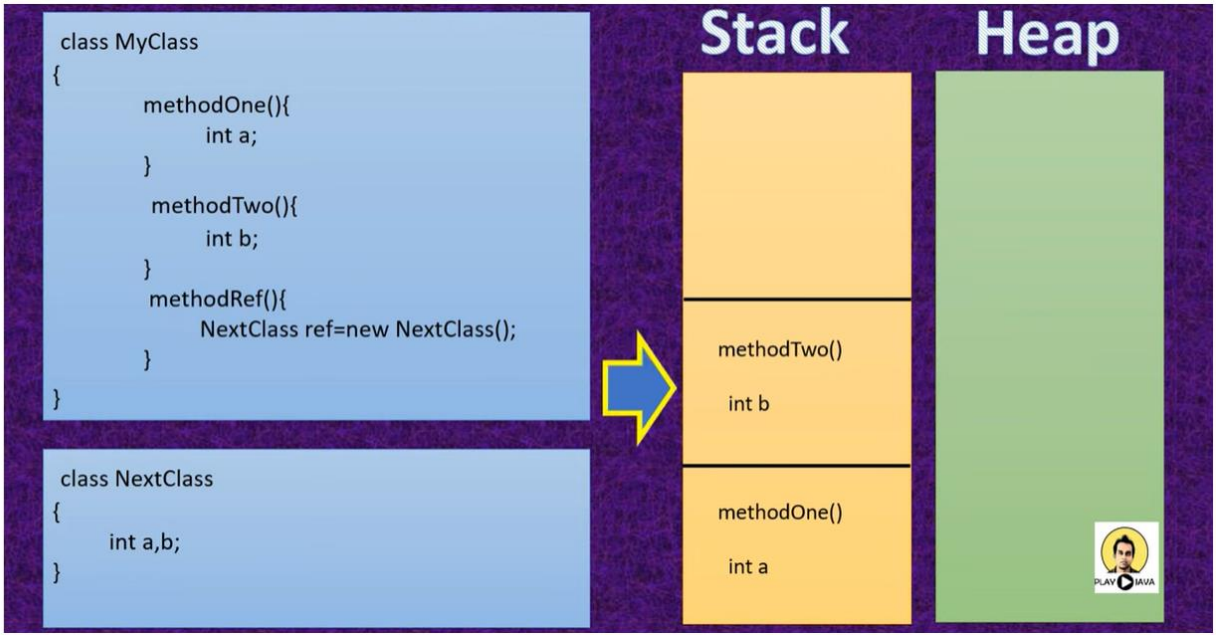




When the methodRef() gets executed then the pointer will go to methodTwo()



And now the garbage collector checks whether the object present in heap memory is being used or not if not then it is eligible for garbage collection



And then it goes on and on and on and on till it reaches the end!

*garbage collector
*unused objects in heap memory