The description of the four regions of process memory.

There are four regions of the process memory: the first is the text, the second is the data, the third is the heap, and the fourth is the stack – also known as the call stack. The stack, heap, and program (text) memories are volatile, meaning they require electricity and can keep data only when a computer is turned on. The text is the executable program. It is the place in which the content of the binary executable is loaded into. The text is located at the top of the process memory. Beneath the text is the data. The data contains memory available from anywhere within the program (global variables and static variables). The heap is beneath the data. It is responsible for accommodating the need for programs to request memory during execution, for example the Java keyword *new*. The fourth process memory region is the stack. It is beneath the heap and at the bottom of the process memory. This is where local variables, frames of functions (stack frames), return lines, and value addresses are stored. In the stack, each function of a program has its own frame. A new frame is generated when a function is called. If a function is called more than one time, each call has a corresponding return line.