This is a structure of JVM (Java Virtual Machine)

**Here, JRE classes and Objects are stored.  
  
Note: - Garbage Collector runs only on Heap Memory.**

It is executed at **Runtime**. It contains **Immutable Objects like String, String Pool Memory etc.**

**Memory Pool**

**Major GC will be performed here. It will take very long time to perform operations and it may throw timeout errors.**

**Survivor Memory (S1)**

**Survivor Memory (S0)**

**Minor GC’s will be performed here from GC1……GCn**

**Eden Memory**

**Old Generation**

**Young Generation**

**Heap Memory**

**Method Area**

It contains **Class Structure, Static Variables, Some Constants etc.**

It contains **Metadata / Runtime variables etc.**

**Permanent Generation**

**Size of Stack is less than Heap memory**

It contains **Thread Execution, Local Variables, Object References.**

It works in **LIFO** (Last In First Out) way.

Ex: - **Student std = new Student ();**

‘**std’** Object Reference will be stored on **Stack Memory** and ‘**new Student()**’ object will created **on Heap Memory**.

**Stack Memory**