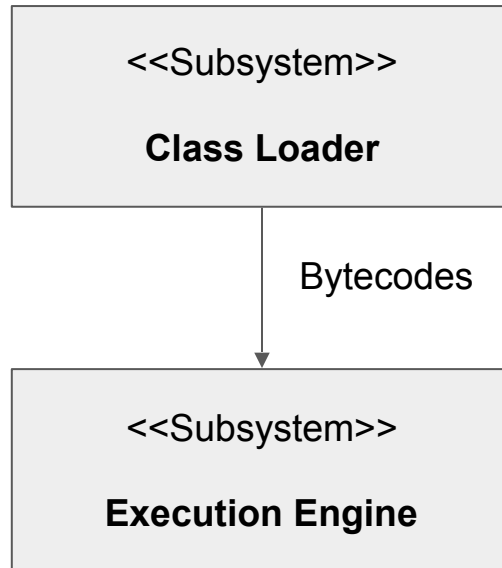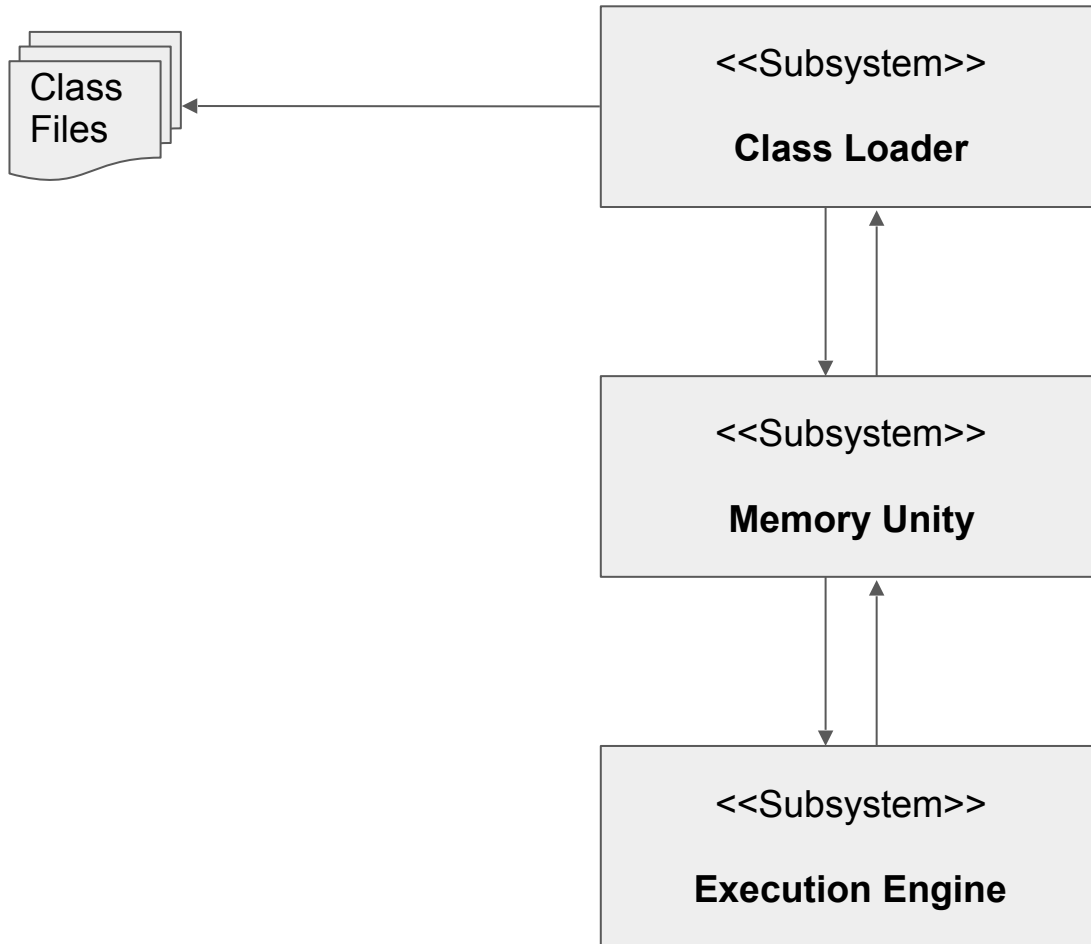# Projeto Lógico da JVM
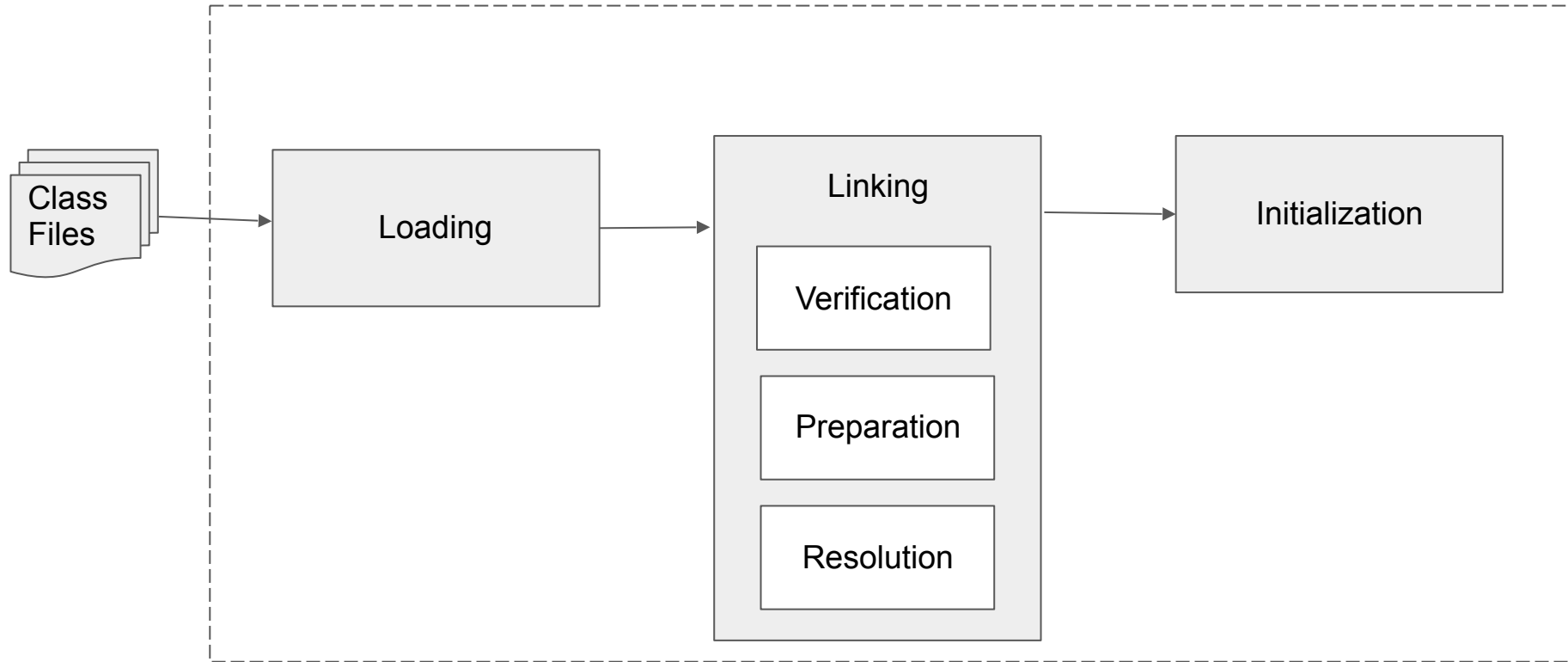
Andressa Silveira
Cristoffer Leite
Gabriel Dantas
Rondinele Prado

# Visão geral da JVM

<<Subsystem>>

**Class Loader**

Bytecodes

<<Subsystem>>

**Execution Engine**

Class
Files

<<Subsystem>>

**Class Loader**

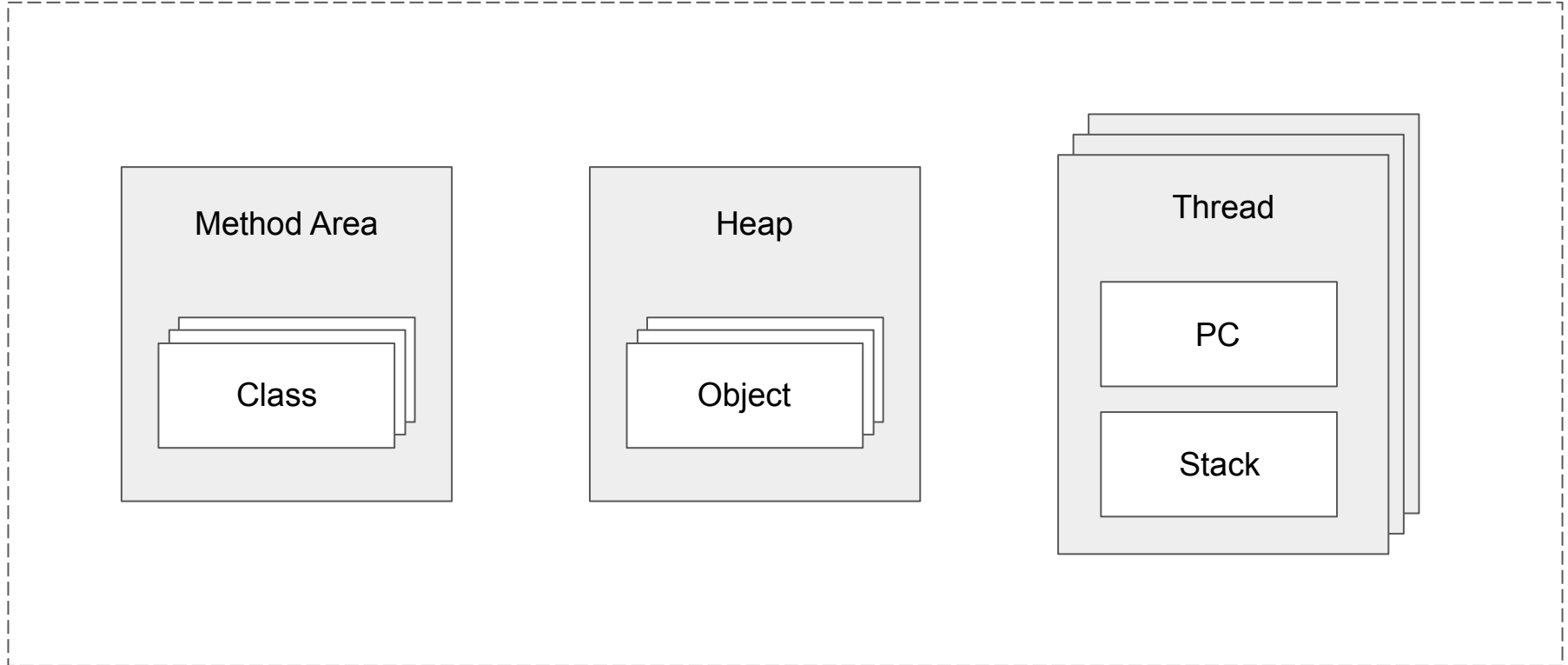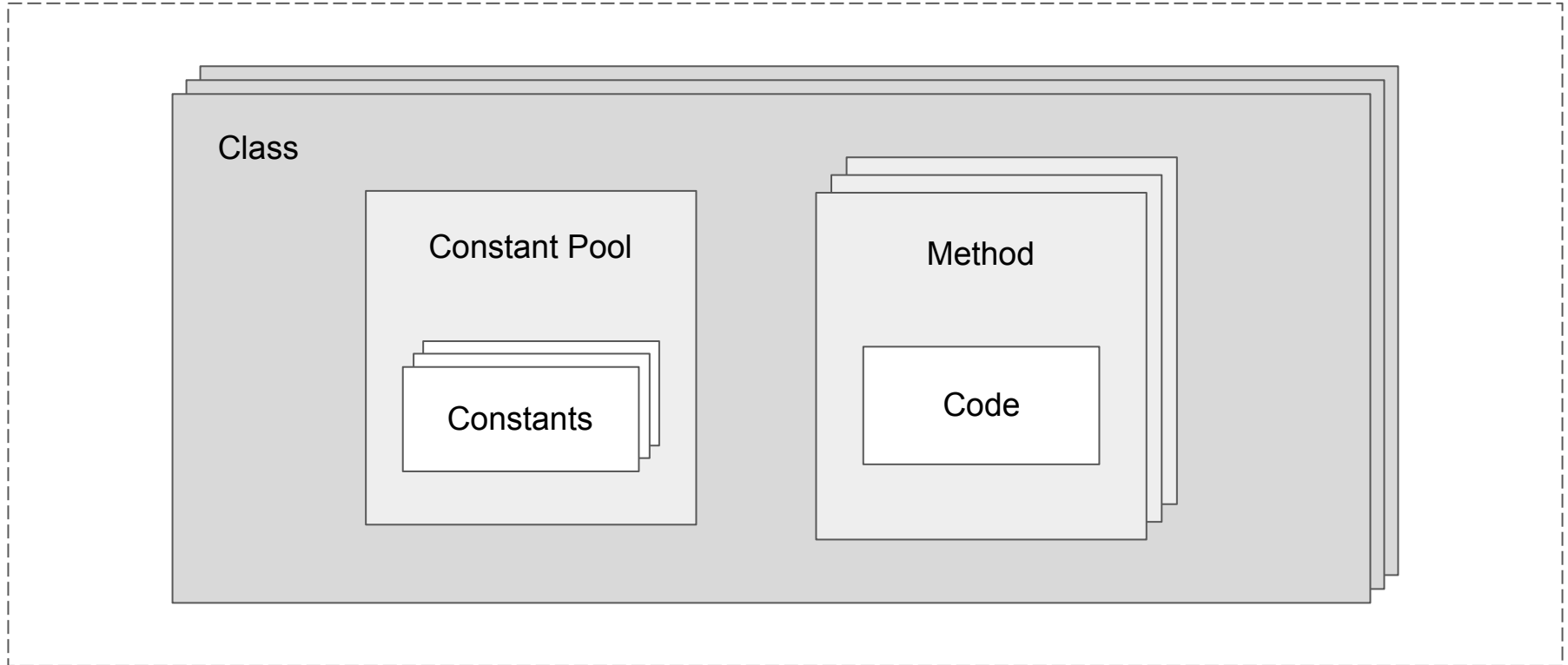<<Subsystem>>

**Memory Unity**

<<Subsystem>>

**Execution Engine**

# Subsystem - Class Loader

# Subsystem - Memory Unit

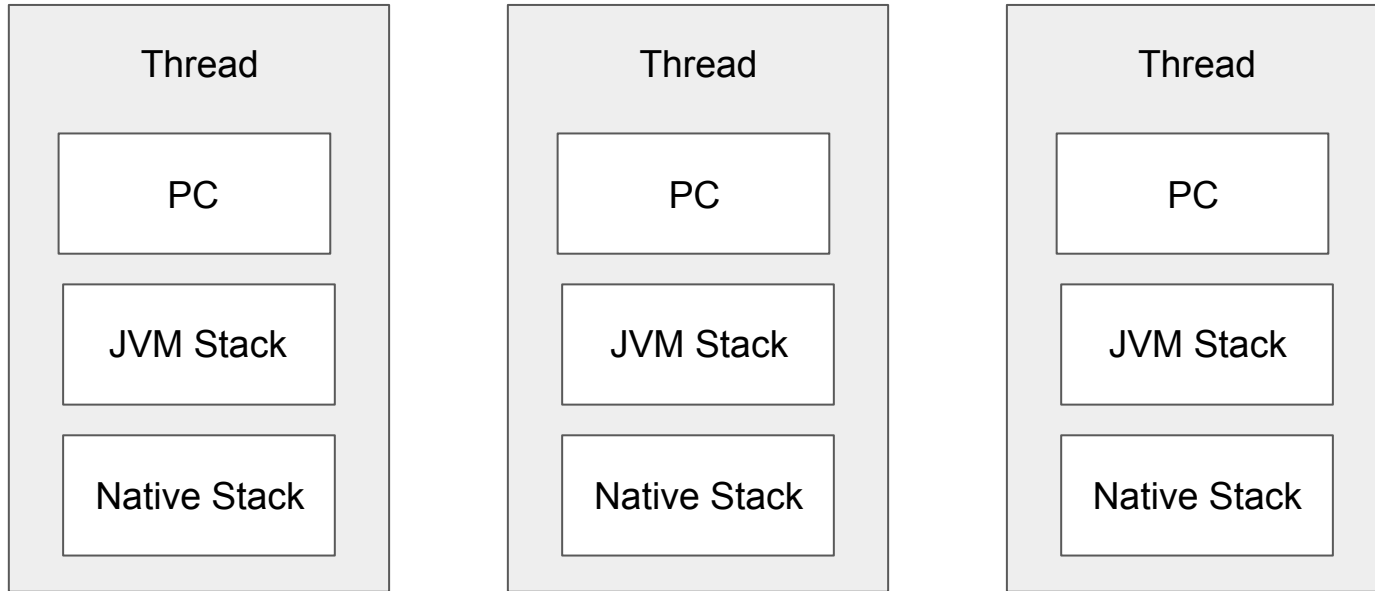| Method Area | Heap | Thread |
|---|---|---|
| Class | Object | PC |
| | | Stack |

# **Memory Unit** - Method Area

# Memory Unit - Heap

Pointers

Object

Object

Object

# Heap - Object

| Object |
|---|
| &Handler |

| Handler |
|---|
| &Classe |
| &Mem. Data |
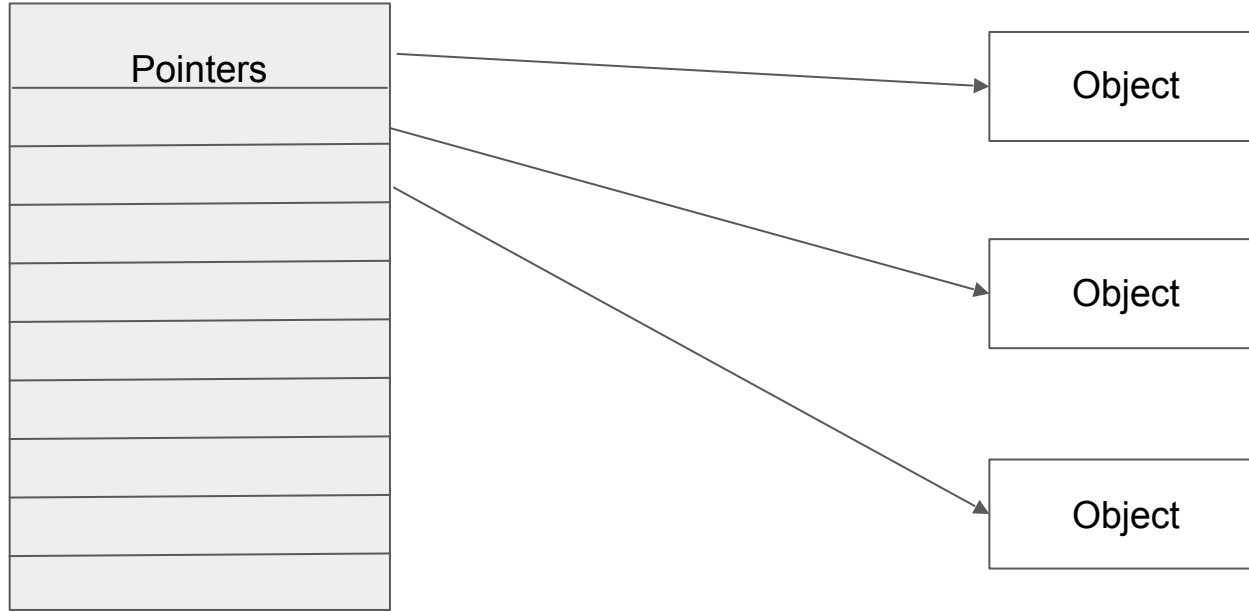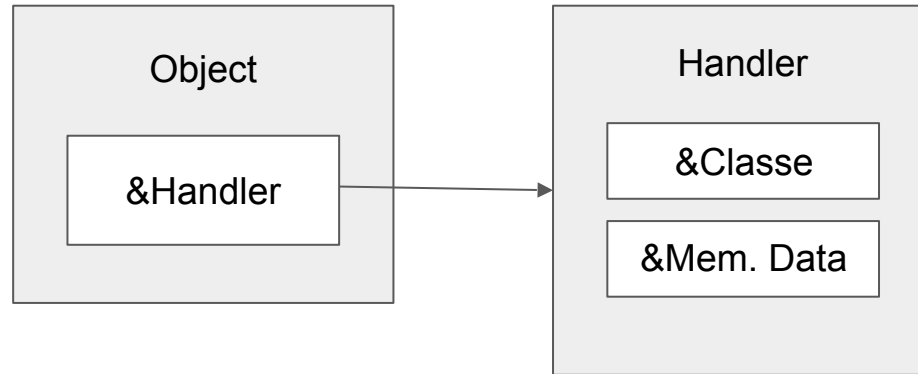
# Memory Unit - Thread

# Subsystem - Execution Engine

Interpreter

Fetch

Execute