Stack:

Stack is collection of elements, it has two basic operations named push and pop. The push is used for adding the elements and pop is for removing the element from the stack. Here, in sack the element which enters last can be removed first, it follows the rule last in first out(LIFO).

Stack is for static memory allocation, the elements are stored directly in memory and easy for access, the allocation is done at compile time.

Heap:

In heap there is no order for accessing the elements, any element can be accessed randomly. It is dynamic memory allocation. It is a bit slower. We can allocate a block at any time and free it any time, no fixed memory it is flexible. One can use heap when they know exactly how much memory they need.

Garbage Collection:

The garbage collection is the one which manages the memory of the application. Every time an object is created there is some memory allocated to it in the heap, the garbage collection makes a collection and manage the heap. It keeps the record of what objects are being used and the one which are not used it performs operations on it to optimize it.