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Java is designed for safety, and it is a objected-oriented, interpreted and high-level language, which uses explicit pointers and we cannot control it directly. C is designed for speed, and it is a procedural, compiled and low-level language, which uses references. For garbage collector in Java, is allows us create objects and removes them when we do not use use them, but in C, we need to clean objects by ourselves. In Java, JVM can handle some run-time exception, while there is a operating system in C to avoid something should not be done by programs. Java's philosophy is that bad program should do no harm, while C's philosophy is that a correct program should run fast.