**JRE**. **JRE** is an acronym for Java Runtime Environment.It is used to provide runtime environment.It is the implementation of **JVM**.It physically exists.It contains set of libraries + other files that **JVM** uses at runtime. **JDK**. **JDK** is an acronym for Java Development Kit.It physically exists.It contains **JRE** + development tools .

**JDK** is for development purpose whereas **JRE** is for running the java programs.**JDK** and **JRE** both contains **JVM** so that we can run our java program. **JVM** is the heart of java programming language and provides platform independence.

A **Java virtual machine** (**JVM**) is a virtual machine that enables a computer to run Java programs as well as programs written in other languages that are also compiled to Java bytecode.

In **Java**, a **static** member is a member of a class that isn't associated with an instance of a class. Instead, the member belongs to the class itself. As a result, you can access the **static** member without first creating a class instance. ... The value of a **static** field is the same across all instances of the class.

**Stack** is used for static memory allocation and **Heap**for dynamic memory allocation, both stored in the computer's RAM . Variables allocated on the **stack**are stored directly to the memory and access to this memory is very fast, and it's allocation is dealt with when the program is compiled.

1) The main **difference between heap** and **stack** is that **stack** memory is used to store local variables and function call while **heap** memory is used to store objects(Array, which is also regarded as object) in Java. ... 5) Variables stored in **stacks** are only visible to the owner Thread while objects created **in the heap** are visible to all thread.