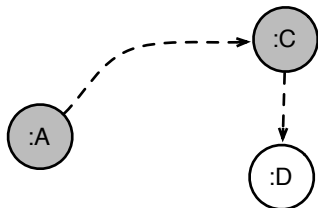
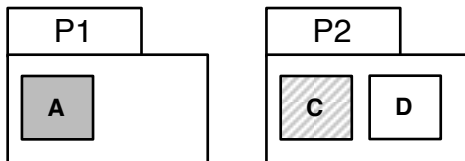


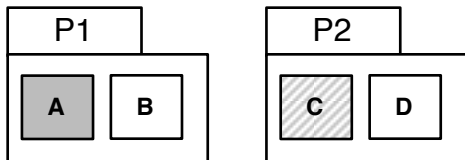
Runtime (primary memory)



Runtime representation of  
Code units



Code units (secondary memory)



**A**

Used class

**C**

Partially used class

**B**

Unused class

**:A**

Used Object

**:D**

Unused Object