1)	2)
Base Objects	Classes Creation
<ul><li>True</li><li>False</li><li>Nil</li><li>All characters</li></ul>	<ul><li>Class filling</li><li>Metaclass filing</li><li>Method compilation</li></ul>
3)	4)
System initialization	Image serialization
<ul><li>Process creation</li><li>Symbol table creation</li></ul>	Write all the objects