

HEAP and STACK Diagram :

```

public class Test
{
    int x = 100;

    public static void main(String [] args)
    {
        Test t1 = new Test();
        t1 = new Test();
    }
}

```

```

javac Test.java
java Test

```

Whenever we execute the program then JVM will get some memory from the O.S. This memory is divided into two sections

- 1) HEAP MEMORY (Storing the Object)
- 2) STACK MEMORY (Method Execution)

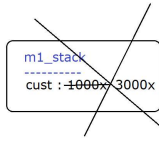
HEAP MEMORY
 1000x : TestObject, x : 100
 2000x : TestObject, x : 100

STACK MEMORY
 main_stack
 t1 : ~~1000x~~ 2000x

HEAP AND STACK Diagram for CustomerDemo.java

HEAP
 1000x : CustomerObject, name : 2000x, id : ~~2~~ 5
 2000x : StringObject, Ravi
 3000x : CustomerObject, name : 4000x, id : ~~7~~ 9
 4000x : StringObject, Rahul

STACK
 main_stack
 val : 100
 c : 1000x



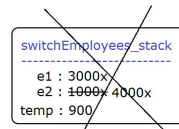
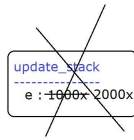
m1 method execution is over so it will be deleted from the Stack Frame

HEAP and STACK Diagram for Employee.java

HEAP MEMORY
 1000x : EmployeeObject, id : ~~100~~ 200 500
 2000x : EmployeeObject, id : ~~100~~ 400
 3000x : EmployeeObject, id : ~~100~~ 900 500
 4000x : EmployeeObject, id : ~~100~~ 900

Output
 400
 500
 500
 500

STACK MEMORY
 main_stack
 val : 200
 e1 : 1000x
 e2 : 3000x



//HEAP and STACK Diagram for Test.java

HEAP MEMORY
 1000x : TestObject, t : ~~3000x~~ 2000x, val : 100
 2000x : TestObject, t : ~~1000x~~ 3000x, val : 200
 3000x : TestObject, t : ~~1000x~~ 4000x, val : 300
 4000x : TestObject, t : 2000x, val : 400

```

t2.t = t3;
t3.t = t4;
t1.t = t2.t; //3000x
t2.t = t4.t; //2000x

```

```

System.out.println(t1.t.val); //300
System.out.println(t2.t.val); //200
System.out.println(t3.t.val); //400
System.out.println(t4.t.val); //200

```

STACK MEMORY
 main_stack
 t1 : 1000x
 t2 : 2000x
 t3 : 3000x
 t4 : 4000x

HEAP and STACK diagram for Beta.java

HEAP MEMORY
 1000x : BetaObject
 2000x : AlphaObject, val : ~~9~~ 15
 3000x : AlphaObject, val : 2
 4000x : AlphaArrayObject[~~3000x~~ 2000x, 2000x]

```

System.out.println(ar[0].val); 15
System.out.println(ar[1].val); 15

```

CLASS_DATA
 100x : Alpha.class -> sval : 200 , b : 1000x

STACK MEMORY
 main_stack
 am1 : 2000x
 am2 : 3000x
 ar : 4000x

