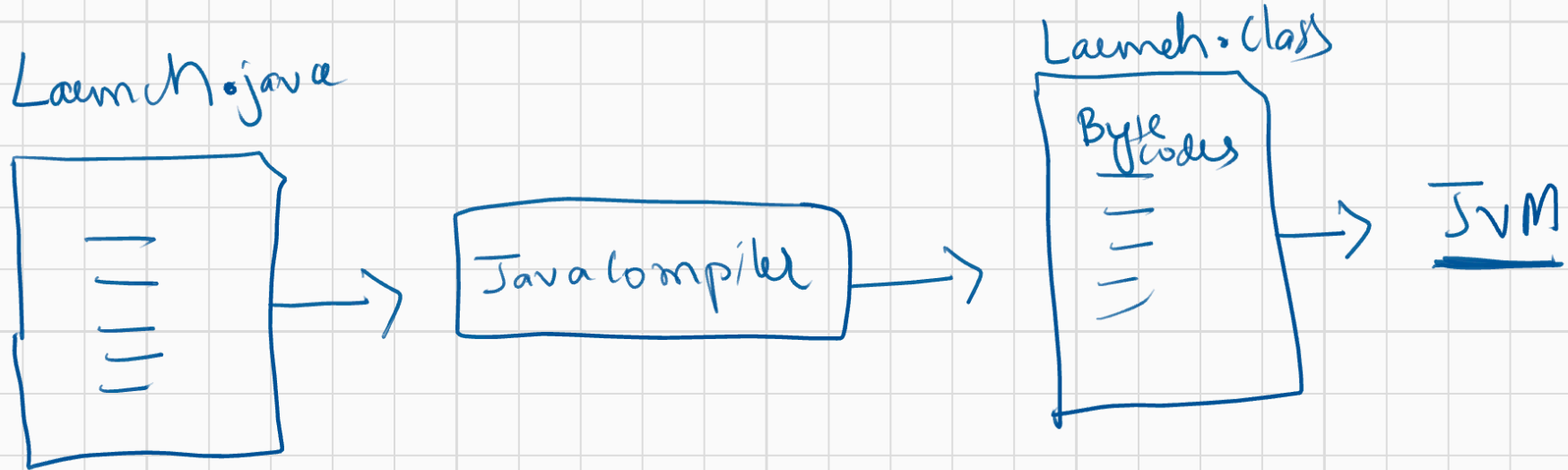


- => static variables ①
- => static block ②
- => static method ③



class loader subsystem  
+  
Runtime Data area  
(method, heap, stack, PC, Native)  
+  
Execution engine