

class loader ↓
⇒ // static variable allocated
static Block executed. }

⇒ 7 → method area
8 → Heap }

⇒ { static variables ①
static Block ②
static method (main, disp) ③ ④
instance variables ⑤ ⑥
instance initialization Block (non static Block)
constructor ⑦
member (non static) ⑧ }

creation object