```java
public class Profile {
public static void main(String[] args) {

Profile p = new Profile();
p.create();
p.update(); //Insatnce Method is called when Object Created
Profile.delete(); //Static Method is called by Class Name
}

public void create(){
int id1 = 101;
System.out.println("Create Id: " + id1);
}

public void update(){
int id2 = 201;
System.out.println("Update Id: " + id2);
}

public static void delete(){
int id3 = 301;
System.out.println("Delete Id: " + id3);
}
}
```

Console:

```
Create Id:  101
Update Id: 201
Delete Id:  301
```

Stack Memory

create() //method ref
Id1 // datatype ref
update() //method ref
Id2 //datatype ref

p // object ref

Heap Memory

Objects
p.create(); = 101
p.update(); = 201
Profile.delete(); = 301

Variable Type	Scope
Instance Variable	Through out the **Class** except Static **Methods**
Static Variable	Throughout the **Class**
Local Variable	With in the **Block** in which it is declared

Stack Area

1. Instance Method
2. Instance Varibales
3. Local Variables
4. Refrence Varibales. [int a = 10] [Test t =new Test();] [int[] a;] [enum e]

Note: Memory is allocated when Method is called to Object Creation.

Heap Area

1. Static Variables
2. Static Methods
3. Objects Created by User.

Note: Memory is allocated when new Objects are Created.

We have **Garbage Collector** to destroy the unused objects to free up memory.