Class

Class
uintptr_t lock;
Class *class;
u1 state;
u2 access_flags;
u2 declaring_class;
u2 enclosing_class;
u2 enclosing_method;
u2 inner_access_flags;
u2 fields_count;
u2 methods_count;
u2 interfaces_count;
u2 inner_class_count;
u2 constant_pool_count;
int object_size;
int method_table_size;
int imethod_table_size;
int initing_tid;
char *name;
char *signature;
char *source_file_name;
Class *super;
Class **interfaces;
MethodBlock **method_table;
ITableEntry *imethod_table;
char *bootstrap_methods;
ExtraAttributes *extra_attributes;
ConstantPool constant_pool;

class header (brace covering uintptr_t lock; and Class *class;)

int dimension;	u2 *inner_classes;
	FieldBlock *fields;
	MethodBlock *methods;
Class *element_class;	int refs_offsets_size;
	RefsOffsetsEntry *refs_offsets_table;

Boot Class Hash Table

Boot Class Hash Table
HashEntry *hash_table;
int hash_size;
int hash_count;
VMLock lock;

...	...
hash(classname)	void *data;
...	...

FieldBlock

FieldBlock
Class *class;
char *name;
char *type;
char *signature;
u2 access_flags;
u2 constant;
char data[8]; or offset

MethodBlock

MethodBlock	
Class *clas;	
char *name;	
char *type;	
char *signature;	
u1 state;	
u1 flags;	
u2 access_flags;	
u2 max_stack;	
u2 max_locals;	
u2 args_count;	
u2 throw_table_size;	
u2 *throw_table;	
void *code;	
int code_size;	
int method_table_index;	
u2 exception_table_size;	char *simple_sig;
u2 line_no_table_size;	int native_extra_arg;
ExceptionTableEntry *exception_table;	
LineNoTableEntry *line_no_table;	NativeMethod native_invoker;