

### OOPS

<b>Encapsulation</b>	Bundling data ( fields ) and methods using access modifiers.
<b>Inheritance</b>	Creating new classes from existing ones.
<b>Polymorphism</b>	it enables an object to take on many forms.
<b>Abstraction</b>	Hiding complex implementation details and exposing only the necessary parts.

### Basics

<b>JDK</b>	- fully featured kit(include compilers, libraries )
<b>JRE</b>	- contains JVM & core libraries to run Java app
<b>JVM</b>	- its the engine that executes byte code
<b>JIT(Just-in-time) Compiler</b>	converts byte code into native machine code at runtime
<b>ClassLoader</b>	loads classes into memory

### Memory Areas in JVM:

- **Heap**: For dynamic memory allocations ( objects )
- **Stack**: For Method call frames and local variables



By **pavanboro**

[cheatography.com/pavanboro/](https://cheatography.com/pavanboro/)

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Page 2 of 2.

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