The resulting bytecode can be interpreted by a machine code program placed into main memory (Java command) called the JVM interpreter.

Arrays are also stored inside main memory, as are unit and double variables, etc. The instances of classes (with an address within memory location, point to the
instantiation algorithm in main memory) activation records (dynamically created).

Often the begin to access these arrays, which tend to occur than Data structures. Hence program should be designed to use a little computer time as possible.

To survive, Computers need software to be quickly readable. Given the need for, PO(log n) timing speeds, 10 (m) "human" action, 10 (w) "human" action.

Object-oriented programming (C++, Java, C#, etc.)

The Java program uses virtual machine (Java)

Output Unit

CPU

Machine code for the JVM (Interpreting bytecode)

Bytecode version of the Java program produced by javac compiler

 Activation records for currently active subprograms

The Java program uses virtual machine (Java)

Instance of a class like Employee

"Joes Buzz", 30000.0

In stored into an address (an parcel) in a similar way within main memory

Input Unit