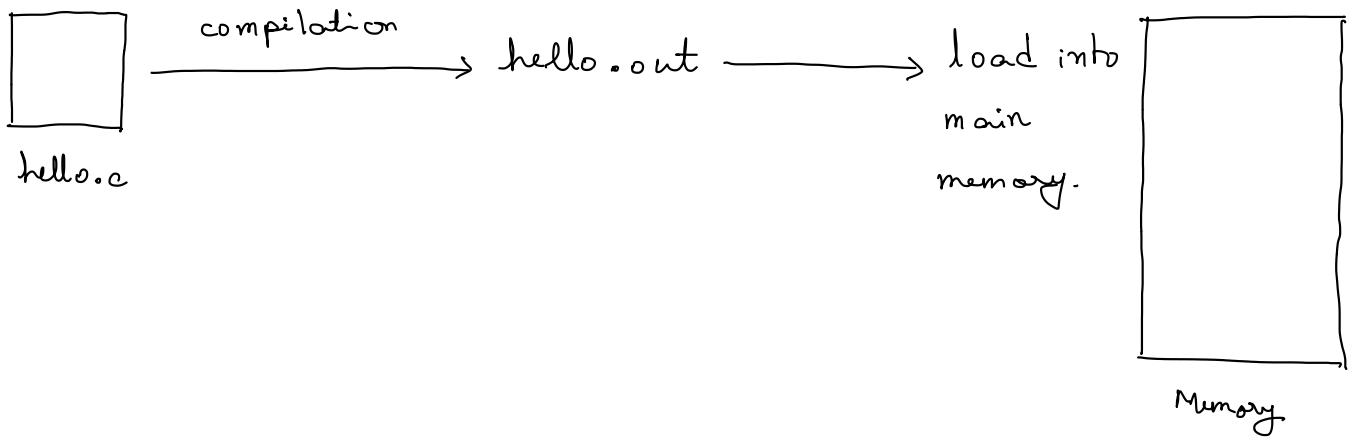


6a - Memory layout of a program

Sunday, 9 August 2026 02:58



Compilers assume whole memory is available.

This continuous bit of memory is called virtual memory.

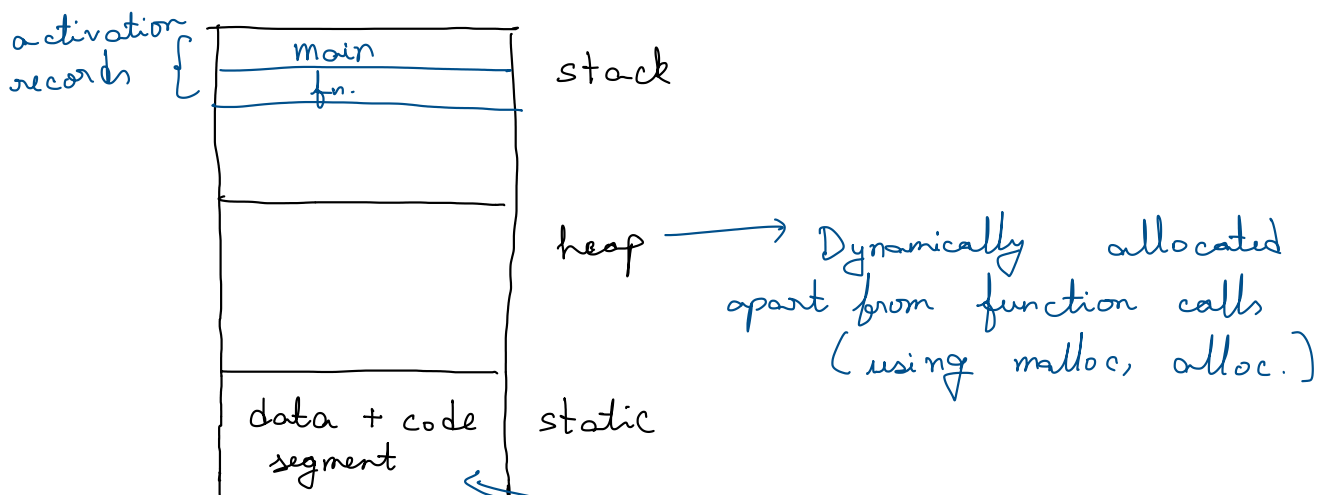
Parts in virtual memory:

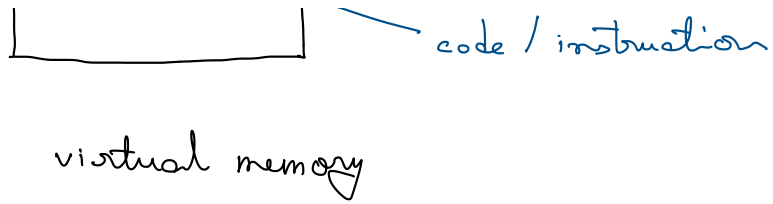
All code runs on the virtual memory and it is divided into 3 parts.

(i) Stack

(ii) Heap

(iii) Static → To store code (instructions).





Size of virtual memory parts:

- ① Stack & Heap size changes at runtime
- ② Static size fixed at runtime