

## Byte-Code in der Method-Area

```
public final class Beispiel {  
    private Beispiel() { }
```

```
0: aload_0  
1: invokespecial #1; // Object.<init>  
4: return
```

```
private static int add(int a, int b) {  
    int c = a + b;  
  
    return c;  
}
```

```
0: iload_0  
1: iload_1  
2: iadd  
3: istore_2
```

```
4: iload_2  
5: ireturn
```

```
public static void main(String[] args) {  
    int x = 123;  
  
    int y = 456;  
  
    int z = add(x, y);  
  
}
```

```
0: bipush 123  
2: istore_1
```

```
3: sipush 456  
6: istore_2
```

```
7: iload_1  
8: iload_2  
9: invokestatic #2; // add  
12: istore_3
```

```
13: return
```