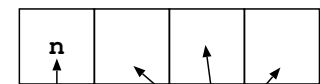
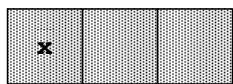


BEFORE AFTER



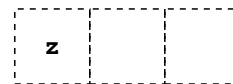
object name



live object  
(reachable from the root)



dead object  
(not reachable from the root)



freed area  
(live object already copied)



new objects  
allocation area  
(managed as a stack)