

NIO



???

1. HeapBuffer ? DirectByteBuffer??????

```
package cn.itcast.netty.c1;

import java.nio.ByteBuffer;

public class TestByteBufferAllocate {
    public static void main(String[] args) {
        System.out.println(ByteBuffer.allocate(16).getClass());
        System.out.println(ByteBuffer.allocateDirect(16).getClass());
        /*
        class java.nio.HeapByteBuffer - java 堆内存, 读写效率较低, 受到 GC 的影响
        class java.nio.DirectByteBuffer - 直接内存, 读写效率高 (少一次拷贝), 不会受 GC 影响, 分配的效率低
        */
    }
}
```