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CHAPTER 1

Introduction

The Java® programming language is a general-purpose, concurrent, class-based, object-oriented language. It is designed to be simple enough that many programmers can achieve fluency in the language. The Java programming language is related to C and C++ but is organized rather differently, with a number of aspects of C and C++ omitted and a few ideas from other languages included. It is intended to be a production language, not a research language, and so, as C. A. R. Hoare suggested in his classic paper on language design, the design has avoided including new and untested features.

The Java programming language is strongly and statically typed. This specification clearly distinguishes between the compile-time errors that can and must be detected at compile time, and those that occur at run time. Compile time normally consists of translating programs into a machine-independent byte code representation. Run-time activities include loading and linking of the classes needed to execute a program, optional machine code generation and dynamic optimization of the program, and actual program execution.

The Java programming language is a relatively high-level language, in that details of the machine representation are not available through the language. It includes automatic storage management, typically using a garbage collector, to avoid the safety problems of explicit deallocation (as in C’s free or C++’s delete). High-performance garbage-collected implementations can have bounded pauses to support systems programming and real-time applications. The language does not include any unsafe constructs, such as array accesses without index checking, since such unsafe constructs would cause a program to behave in an unspecified way.

The Java programming language is normally compiled to the bytecoded instruction set and binary format defined in The Java Virtual Machine Specification, Java SE 8 Edition.
1.1 Organization of the Specification

Chapter 2 describes grammars and the notation used to present the lexical and syntactic grammars for the language.

Chapter 3 describes the lexical structure of the Java programming language, which is based on C and C++. The language is written in the Unicode character set. It supports the writing of Unicode characters on systems that support only ASCII.

Chapter 4 describes types, values, and variables. Types are subdivided into primitive types and reference types.

The primitive types are defined to be the same on all machines and in all implementations, and are various sizes of two's-complement integers, single- and double-precision IEEE 754 standard floating-point numbers, a boolean type, and a Unicode character char type. Values of the primitive types do not share state.

Reference types are the class types, the interface types, and the array types. The reference types are implemented by dynamically created objects that are either instances of classes or arrays. Many references to each object can exist. All objects (including arrays) support the methods of the class Object, which is the (single) root of the class hierarchy. A predefined String class supports Unicode character strings. Classes exist for wrapping primitive values inside of objects. In many cases, wrapping and unwrapping is performed automatically by the compiler (in which case, wrapping is called boxing, and unwrapping is called unboxing). Class and interface declarations may be generic, that is, they may be parameterized by other reference types. Such declarations may then be invoked with specific type arguments.

Variables are typed storage locations. A variable of a primitive type holds a value of that exact primitive type. A variable of a class type can hold a null reference or a reference to an object whose type is that class type or any subclass of that class type. A variable of an interface type can hold a null reference or a reference to an instance of any class that implements the interface. A variable of an array type can hold a null reference or a reference to an array. A variable of class type Object can hold a null reference or a reference to any object, whether class instance or array.

Chapter 5 describes conversions and numeric promotions. Conversions change the compile-time type and, sometimes, the value of an expression. These conversions include the boxing and unboxing conversions between primitive types and reference types. Numeric promotions are used to convert the operands of a numeric operator to a common type where an operation can be performed. There are no
loopholes in the language; casts on reference types are checked at run time to ensure type safety.

Chapter 6 describes declarations and names, and how to determine what names mean (denote). The language does not require types or their members to be declared before they are used. Declaration order is significant only for local variables, local classes, and the order of initializers of fields in a class or interface.

The Java programming language provides control over the scope of names and supports limitations on external access to members of packages, classes, and interfaces. This helps in writing large programs by distinguishing the implementation of a type from its users and those who extend it. Recommended naming conventions that make for more readable programs are described here.

Chapter 7 describes the structure of a program, which is organized into packages similar to the modules of Modula. The members of a package are classes, interfaces, and subpackages. Packages are divided into compilation units. Compilation units contain type declarations and can import types from other packages to give them short names. Packages have names in a hierarchical name space, and the Internet domain name system can usually be used to form unique package names.

Chapter 8 describes classes. The members of classes are classes, interfaces, fields (variables) and methods. Class variables exist once per class. Class methods operate without reference to a specific object. Instance variables are dynamically created in objects that are instances of classes. Instance methods are invoked on instances of classes; such instances become the current object this during their execution, supporting the object-oriented programming style.

Classes support single implementation inheritance, in which the implementation of each class is derived from that of a single superclass, and ultimately from the class Object. Variables of a class type can reference an instance of that class or of any subclass of that class, allowing new types to be used with existing methods, polymorphically.

Classes support concurrent programming with synchronized methods. Methods declare the checked exceptions that can arise from their execution, which allows compile-time checking to ensure that exceptional conditions are handled. Objects can declare a finalize method that will be invoked before the objects are discarded by the garbage collector, allowing the objects to clean up their state.

For simplicity, the language has neither declaration "headers" separate from the implementation of a class nor separate type and class hierarchies.
A special form of classes, enums, support the definition of small sets of values and their manipulation in a type safe manner. Unlike enumerations in other languages, enums are objects and may have their own methods.

Chapter 9 describes interface types, which declare a set of abstract methods, member types, and constants. Classes that are otherwise unrelated can implement the same interface type. A variable of an interface type can contain a reference to any object that implements the interface. Multiple interface inheritance is supported.

Annotation types are specialized interfaces used to annotate declarations. Such annotations are not permitted to affect the semantics of programs in the Java programming language in any way. However, they provide useful input to various tools.

Chapter 10 describes arrays. Array accesses include bounds checking. Arrays are dynamically created objects and may be assigned to variables of type `Object`. The language supports arrays of arrays, rather than multidimensional arrays.

Chapter 11 describes exceptions, which are nonresuming and fully integrated with the language semantics and concurrency mechanisms. There are three kinds of exceptions: checked exceptions, run-time exceptions, and errors. The compiler ensures that checked exceptions are properly handled by requiring that a method or constructor can result in a checked exception only if the method or constructor declares it. This provides compile-time checking that exception handlers exist, and aids programming in the large. Most user-defined exceptions should be checked exceptions. Invalid operations in the program detected by the Java Virtual Machine result in run-time exceptions, such as `NullPointerException`. Errors result from failures detected by the Java Virtual Machine, such as `OutOfMemoryError`. Most simple programs do not try to handle errors.

Chapter 12 describes activities that occur during execution of a program. A program is normally stored as binary files representing compiled classes and interfaces. These binary files can be loaded into a Java Virtual Machine, linked to other classes and interfaces, and initialized.

After initialization, class methods and class variables may be used. Some classes may be instantiated to create new objects of the class type. Objects that are class instances also contain an instance of each superclass of the class, and object creation involves recursive creation of these superclass instances.

When an object is no longer referenced, it may be reclaimed by the garbage collector. If an object declares a finalizer, the finalizer is executed before the object
is reclaimed to give the object a last chance to clean up resources that would not otherwise be released. When a class is no longer needed, it may be unloaded.

Chapter 13 describes binary compatibility, specifying the impact of changes to types on other types that use the changed types but have not been recompiled. These considerations are of interest to developers of types that are to be widely distributed, in a continuing series of versions, often through the Internet. Good program development environments automatically recompile dependent code whenever a type is changed, so most programmers need not be concerned about these details.

Chapter 14 describes blocks and statements, which are based on C and C++. The language has no goto statement, but includes labeled break and continue statements. Unlike C, the Java programming language requires boolean (or Boolean) expressions in control-flow statements, and does not convert types to boolean implicitly (except through unboxing), in the hope of catching more errors at compile time. A synchronized statement provides basic object-level monitor locking. A try statement can include catch and finally clauses to protect against non-local control transfers.

Chapter 15 describes expressions. This document fully specifies the (apparent) order of evaluation of expressions, for increased determinism and portability. Overloaded methods and constructors are resolved at compile time by picking the most specific method or constructor from those which are applicable.

Chapter 16 describes the precise way in which the language ensures that local variables are definitely set before use. While all other variables are automatically initialized to a default value, the Java programming language does not automatically initialize local variables in order to avoid masking programming errors.

Chapter 17 describes the semantics of threads and locks, which are based on the monitor-based concurrency originally introduced with the Mesa programming language. The Java programming language specifies a memory model for shared-memory multiprocessors that supports high-performance implementations.

Chapter 18 describes a variety of type inference algorithms used to test applicability of generic methods and to infer types in a generic method invocation.

Chapter 19 presents a syntactic grammar for the language.
1.2 Example Programs

Most of the example programs given in the text are ready to be executed and are similar in form to:

```java
class Test {
    public static void main(String[] args) {
        for (int i = 0; i < args.length; i++)
            System.out.print(i == 0 ? args[i] : " " + args[i]);
        System.out.println();
    }
}
```

On a machine with the Oracle JDK installed, this class, stored in the file `Test.java`, can be compiled and executed by giving the commands:

```
javac Test.java
java Test Hello, world.
```

producing the output:

```
Hello, world.
```

1.3 Notation

Throughout this specification we refer to classes and interfaces drawn from the Java SE platform API. Whenever we refer to a class or interface (other than those declared in an example) using a single identifier $N$, the intended reference is to the class or interface named $N$ in the package `java.lang`. We use the canonical name (§6.7) for classes or interfaces from packages other than `java.lang`.

Non-normative information, designed to clarify the specification, is given in smaller, indented text.

This is non-normative information. It provides intuition, rationale, advice, examples, etc.

---

The type system of the Java programming language occasionally relies on the notion of a substitution. The notation \([F_1:=T_1, \ldots, F_n:=T_n]\) denotes substitution of $F_i$ by $T_i$ for $1 \leq i \leq n$. 

1.4 Relationship to Predefined Classes and Interfaces

As noted above, this specification often refers to classes of the Java SE platform API. In particular, some classes have a special relationship with the Java programming language. Examples include classes such as `Object`, `Class`, `ClassLoader`, `String`, `Thread`, and the classes and interfaces in package `java.lang.reflect`, among others. This specification constrains the behavior of such classes and interfaces, but does not provide a complete specification for them. The reader is referred to the Java SE platform API documentation.

Consequently, this specification does not describe reflection in any detail. Many linguistic constructs have analogs in the reflection API, but these are generally not discussed here. For example, when we list the ways in which an object can be created, we generally do not include the ways in which the reflection API can accomplish this. Readers should be aware of these additional mechanisms even though they are not mentioned in the text.

1.5 References


Chapter 2

Grammars

This chapter describes the context-free grammars used in this specification to define the lexical and syntactic structure of a program.

2.1 Context-Free Grammars

A context-free grammar consists of a number of productions. Each production has an abstract symbol called a nonterminal as its left-hand side, and a sequence of one or more nonterminal and terminal symbols as its right-hand side. For each grammar, the terminal symbols are drawn from a specified alphabet.

Starting from a sentence consisting of a single distinguished nonterminal, called the goal symbol, a given context-free grammar specifies a language, namely, the set of possible sequences of terminal symbols that can result from repeatedly replacing any nonterminal in the sequence with a right-hand side of a production for which the nonterminal is the left-hand side.

2.2 The Lexical Grammar

A lexical grammar for the Java programming language is given in §3 (Lexical Structure). This grammar has as its terminal symbols the characters of the Unicode character set. It defines a set of productions, starting from the goal symbol Input (§3.5), that describe how sequences of Unicode characters (§3.1) are translated into a sequence of input elements (§3.5).

These input elements, with white space (§3.6) and comments (§3.7) discarded, form the terminal symbols for the syntactic grammar for the Java programming language and are called tokens (§3.5). These tokens are the identifiers (§3.8),
keywords (§3.9), literals (§3.10), separators (§3.11), and operators (§3.12) of the Java programming language.

2.3 The Syntactic Grammar

The syntactic grammar for the Java programming language is given in Chapters 4, 6-10, 14, and 15. This grammar has tokens defined by the lexical grammar as its terminal symbols. It defines a set of productions, starting from the goal symbol CompilationUnit (§7.3), that describe how sequences of tokens can form syntactically correct programs.

For convenience, the syntactic grammar is presented all together in Chapter 19.

2.4 Grammar Notation

Terminal symbols are shown in fixed width font in the productions of the lexical and syntactic grammars, and throughout this specification whenever the text is directly referring to such a terminal symbol. These are to appear in a program exactly as written.

Nonterminal symbols are shown in italic type. The definition of a nonterminal is introduced by the name of the nonterminal being defined, followed by a colon. One or more alternative definitions for the nonterminal then follow on succeeding lines.

For example, the syntactic production:

\[ \text{IfThenStatement:} \]
\[ \text{if ( Expression ) Statement} \]

states that the nonterminal IfThenStatement represents the token if, followed by a left parenthesis token, followed by an Expression, followed by a right parenthesis token, followed by a Statement.

The syntax \( \{ x \} \) on the right-hand side of a production denotes zero or more occurrences of \( x \).

For example, the syntactic production:

\[ \text{ArgumentList:} \]
\[ \text{Argument \{, Argument\}} \]
states that an ArgumentList consists of an Argument, followed by zero or more occurrences of a comma and an Argument. The result is that an ArgumentList may contain any positive number of arguments.

The syntax \([x]\) on the right-hand side of a production denotes zero or one occurrences of \(x\). That is, \(x\) is an optional symbol. The alternative which contains the optional symbol actually defines two alternatives: one that omits the optional symbol and one that includes it.

This means that:

```plaintext
BreakStatement:
  break [Identifier] ;
```

is a convenient abbreviation for:

```plaintext
BreakStatement:
  break ;
  break Identifier ;
```

As another example, it means that:

```plaintext
BasicForStatement:
  for ( [ForInit] ; [Expression] ; [ForUpdate] ) Statement
```

is a convenient abbreviation for:

```plaintext
BasicForStatement:
  for ( ; [Expression] ; [ForUpdate] ) Statement
  for ( ForInit ; [Expression] ; [ForUpdate] ) Statement
```

which in turn is an abbreviation for:

```plaintext
BasicForStatement:
  for ( ; [ForUpdate] ) Statement
  for ( ; Expression ; [ForUpdate] ) Statement
  for ( ForInit ; ; [ForUpdate] ) Statement
  for ( ForInit ; Expression ; [ForUpdate] ) Statement
```

which in turn is an abbreviation for:
BasicForStatement:
    for (; ; ) Statement
    for (; ; ForUpdate ) Statement
    for (; Expression ; ) Statement
    for (; Expression ; ForUpdate ) Statement
    for ( ForInit ; ; ) Statement
    for ( ForInit ; ; ForUpdate ) Statement
    for ( ForInit ; Expression ; ) Statement
    for ( ForInit ; Expression ; ForUpdate ) Statement

so the nonterminal BasicForStatement actually has eight alternative right-hand sides.

A very long right-hand side may be continued on a second line by clearly indenting the second line.

For example, the syntactic grammar contains this production:

NormalClassDeclaration:
    { ClassModifier } class Identifier [ TypeParameters ]
    [ Superclass ] [ Superinterfaces ] ClassBody

which defines one right-hand side for the nonterminal NormalClassDeclaration.

When the words "one of" follow the colon in a production, they signify that each of the terminal symbols on the following line or lines is an alternative definition.

For example, the lexical grammar contains the production:

ZeroToThree: one of
    0 1 2 3

which is merely a convenient abbreviation for:

ZeroToThree:
    0
    1
    2
    3

When an alternative in a production appears to be a token, it represents the sequence of characters that would make up such a token.

Thus, the production:

BooleanLiteral: one of
    true false

is shorthand for:
BooleanLiteral:
   true
   false

The right-hand side of a production may specify that certain expansions are not permitted by using the phrase "but not" and then indicating the expansions to be excluded.

For example:

Identifier:
   IdentifierChars but not a Keyword or BooleanLiteral or NullLiteral

Finally, a few nonterminals are defined by a narrative phrase in roman type where it would be impractical to list all the alternatives.

For example:

RawInputCharacter:
   any Unicode character
CHAPTER 3

Lexical Structure

This chapter specifies the lexical structure of the Java programming language. Programs are written in Unicode (§3.1), but lexical translations are provided (§3.2) so that Unicode escapes (§3.3) can be used to include any Unicode character using only ASCII characters. Line terminators are defined (§3.4) to support the different conventions of existing host systems while maintaining consistent line numbers.

The Unicode characters resulting from the lexical translations are reduced to a sequence of input elements (§3.5), which are white space (§3.6), comments (§3.7), and tokens. The tokens are the identifiers (§3.8), keywords (§3.9), literals (§3.10), separators (§3.11), and operators (§3.12) of the syntactic grammar.

3.1 Unicode

Programs are written using the Unicode character set. Information about this character set and its associated character encodings may be found at http://www.unicode.org/.

The Java SE platform tracks the Unicode specification as it evolves. The precise version of Unicode used by a given release is specified in the documentation of the class Character.

Versions of the Java programming language prior to 1.1 used Unicode version 1.1.5. Upgrades to newer versions of the Unicode Standard occurred in JDK 1.1 (to Unicode 2.0), JDK 1.1.7 (to Unicode 2.1), Java SE 1.4 (to Unicode 3.0), and Java SE 5.0 (to Unicode 4.0).

The Unicode standard was originally designed as a fixed-width 16-bit character encoding. It has since been changed to allow for characters whose representation requires more than 16 bits. The range of legal code points is now U+0000 to U+10FFFF, using the hexadecimal \( U+n \) notation. Characters whose code
points are greater than U+FFFF are called supplementary characters. To represent
the complete range of characters using only 16-bit units, the Unicode standard
defines an encoding called UTF-16. In this encoding, supplementary characters are
represented as pairs of 16-bit code units, the first from the high-surrogates range,
(U+D800 to U+DBFF), the second from the low-surrogates range (U+DC00 to U
+DFFF). For characters in the range U+0000 to U+FFFF, the values of code points
and UTF-16 code units are the same.

The Java programming language represents text in sequences of 16-bit code units,
using the UTF-16 encoding.

Some APIs of the Java SE platform, primarily in the Character class, use 32-bit integers
to represent code points as individual entities. The Java SE platform provides methods to
convert between 16-bit and 32-bit representations.

This specification uses the terms code point and UTF-16 code unit where the
representation is relevant, and the generic term character where the representation
is irrelevant to the discussion.

Except for comments (§3.7), identifiers, and the contents of character and string
literals (§3.10.4, §3.10.5), all input elements (§3.5) in a program are formed
only from ASCII characters (or Unicode escapes (§3.3) which result in ASCII
characters).

ASCII (ANSI X3.4) is the American Standard Code for Information Interchange. The first
128 characters of the Unicode UTF-16 encoding are the ASCII characters.

3.2 Lexical Translations

A raw Unicode character stream is translated into a sequence of tokens, using the
following three lexical translation steps, which are applied in turn:

1. A translation of Unicode escapes (§3.3) in the raw stream of Unicode characters
to the corresponding Unicode character. A Unicode escape of the form \uxxxx,
where xxx is a hexadecimal value, represents the UTF-16 code unit whose
encoding is xxxx. This translation step allows any program to be expressed
using only ASCII characters.

2. A translation of the Unicode stream resulting from step 1 into a stream of input
characters and line terminators (§3.4).

3. A translation of the stream of input characters and line terminators resulting
from step 2 into a sequence of input elements (§3.5) which, after white space
$(\S3.6)$ and comments $(\S3.7)$ are discarded, comprise the tokens $(\S3.5)$ that are the terminal symbols of the syntactic grammar $(\S2.3)$.

The longest possible translation is used at each step, even if the result does not ultimately make a correct program while another lexical translation would. There is one exception: if lexical translation occurs in a type context $(\S4.11)$ and the input stream has two or more consecutive $>$ characters that are followed by a non-$>$ character, then each $>$ character must be translated to the token for the numerical comparison operator $>$. 

The input characters $a--b$ are tokenized $(\S3.5)$ as $a$, $\rightarrow$, $b$, which is not part of any grammatically correct program, even though the tokenization $a$, $\rightarrow$, $\rightarrow$, $b$ could be part of a grammatically correct program.

Without the rule for $>$ characters, two consecutive $>$ brackets in a type such as $\text{List<\text{List<String>}>}$ would be tokenized as the signed right shift operator $\gg$, while three consecutive $>$ brackets in a type such as $\text{List<\text{List<\text{List<String>>>>>}}$ would be tokenized as the unsigned right shift operator $\ggg$. Worse, the tokenization of four or more consecutive $>$ brackets in a type such as $\text{List<\text{List<\text{List<\text{List<String>>>>>}}$ would be ambiguous, as various combinations of $>$, $\gg$, and $\ggg$ tokens could represent the $\gggg$ characters.

### 3.3 Unicode Escapes

A compiler for the Java programming language ("Java compiler") first recognizes Unicode escapes in its input, translating the ASCII characters \u followed by four hexadecimal digits to the UTF-16 code unit $(\S3.1)$ for the indicated hexadecimal value, and passing all other characters unchanged. Representing supplementary characters requires two consecutive Unicode escapes. This translation step results in a sequence of Unicode input characters.

$$
\text{UnicodeInputCharacter:} \\
\quad \text{UnicodeEscape} \\
\quad \text{RawInputCharacter}
$$

$$
\text{UnicodeEscape:} \\
\quad \text{\u} \text{UnicodeMarker HexDigit HexDigit HexDigit HexDigit}
$$

$$
\text{UnicodeMarker:} \\
\quad \text{\u} \{\text{u}\}
$$

$$
\text{HexDigit:} \ \text{one of} \\
0 \ 1 \ 2 \ 3 \ 4 \ 5 \ 6 \ 7 \ 8 \ 9 \ a \ b \ c \ d \ e \ f \ A \ B \ C \ D \ E \ F
$$
RawInputCharacter:
any Unicode character

The \, u, and hexadecimal digits here are all ASCII characters.

In addition to the processing implied by the grammar, for each raw input character that is a backslash \, input processing must consider how many other \ characters contiguously precede it, separating it from a non-\ character or the start of the input stream. If this number is even, then the \ is eligible to begin a Unicode escape; if the number is odd, then the \ is not eligible to begin a Unicode escape.

For example, the raw input "\\u2122=\u2122" results in the eleven characters " \ \ u 2 1 2 2 = ™ " (\u2122 is the Unicode encoding of the character ™).

If an eligible \ is not followed by u, then it is treated as a RawInputCharacter and remains part of the escaped Unicode stream.

If an eligible \ is followed by u, or more than one u, and the last u is not followed by four hexadecimal digits, then a compile-time error occurs.

The character produced by a Unicode escape does not participate in further Unicode escapes.

For example, the raw input \u005c\u005a results in the six characters \ u 0 0 5 a, because 005c is the Unicode value for \. It does not result in the character Z, which is Unicode character 005a, because the \ that resulted from the \u005c is not interpreted as the start of a further Unicode escape.

The Java programming language specifies a standard way of transforming a program written in Unicode into ASCII that changes a program into a form that can be processed by ASCII-based tools. The transformation involves converting any Unicode escapes in the source text of the program to ASCII by adding an extra u - for example, \uxxxx becomes \uxxxxx - while simultaneously converting non-ASCII characters in the source text to Unicode escapes containing a single u each.

This transformed version is equally acceptable to a Java compiler and represents the exact same program. The exact Unicode source can later be restored from this ASCII form by converting each escape sequence where multiple u's are present to a sequence of Unicode characters with one fewer u, while simultaneously converting each escape sequence with a single u to the corresponding single Unicode character.

A Java compiler should use the \uxxxx notation as an output format to display Unicode characters when a suitable font is not available.
3.4 Line Terminators

A Java compiler next divides the sequence of Unicode input characters into lines by recognizing *line terminators*.

`LineTerminator:`
- the ASCII LF character, also known as "newline"
- the ASCII CR character, also known as "return"
- the ASCII CR character followed by the ASCII LF character

`InputCharacter:`
- `UnicodeInputCharacter` but not CR or LF

Lines are terminated by the ASCII characters CR, or LF, or CR LF. The two characters CR immediately followed by LF are counted as one line terminator, not two.

A line terminator specifies the termination of the `//` form of a comment (§3.7).

The lines defined by line terminators may determine the line numbers produced by a Java compiler.

The result is a sequence of line terminators and input characters, which are the terminal symbols for the third step in the tokenization process.

3.5 Input Elements and Tokens

The input characters and line terminators that result from escape processing (§3.3) and then input line recognition (§3.4) are reduced to a sequence of *input elements*.

`Input:`
- `{InputElement} [Sub]`

`InputElement:`
- `WhiteSpace`
- `Comment`
- `Token`
Those input elements that are not white space or comments are tokens. The tokens are the terminal symbols of the syntactic grammar (§2.3).

White space (§3.6) and comments (§3.7) can serve to separate tokens that, if adjacent, might be tokenized in another manner. For example, the ASCII characters - and = in the input can form the operator token -= (§3.12) only if there is no intervening white space or comment.

As a special concession for compatibility with certain operating systems, the ASCII SUB character (\u001a, or control-Z) is ignored if it is the last character in the escaped input stream.

Consider two tokens \( x \) and \( y \) in the resulting input stream. If \( x \) precedes \( y \), then we say that \( x \) is to the left of \( y \) and that \( y \) is to the right of \( x \).

For example, in this simple piece of code:

```java
class Empty {
}
```

we say that the `)` token is to the right of the `{` token, even though it appears, in this two-dimensional representation, downward and to the left of the `{` token. This convention about the use of the words left and right allows us to speak, for example, of the right-hand operand of a binary operator or of the left-hand side of an assignment.

### 3.6 White Space

White space is defined as the ASCII space character, horizontal tab character, form feed character, and line terminator characters (§3.4).
3.7 Comments

There are two kinds of comments:

• /* text */

A traditional comment: all the text from the ASCII characters /* to the ASCII characters */ is ignored (as in C and C++).

• // text

An end-of-line comment: all the text from the ASCII characters // to the end of the line is ignored (as in C++).

Comment:
  TraditionalComment  
  EndOfLineComment

TraditionalComment:
  / * CommentTail

CommentTail:
  * CommentTailStar  
  NotStar CommentTail

CommentTailStar:
  /  
  * CommentTailStar  
  NotStarNotSlash CommentTail

NotStar:
  InputCharacter but not *  
  LineTerminator
3.8 Identifiers

An **identifier** is an unlimited-length sequence of **Java letters** and **Java digits**, the first of which must be a **Java letter**.

**Identifier:**

`IdentifierChars` but not a **Keyword** or **BooleanLiteral** or **NullLiteral**

**IdentifierChars:**

`JavaLetter {JavaLetterOrDigit}`

**JavaLetter:**

any Unicode character that is a "Java letter"

**JavaLetterOrDigit:**

any Unicode character that is a "Java letter-or-digit"

A "Java letter" is a character for which the method `Character.isJavaIdentifierStart(int)` returns **true**.
A "Java letter-or-digit" is a character for which the method
Character.isJavaIdentifierPart(int) returns true.

The "Java letters" include uppercase and lowercase ASCII Latin letters A–Z (\u0041–\u005a), and a–z (\u0061–\u007a), and, for historical reasons, the ASCII underscore (_) or \u005f) and dollar sign ($ or \u0024). The $ sign should be used only in mechanically generated source code or, rarely, to access pre-existing names on legacy systems.

The "Java digits" include the ASCII digits 0–9 (\u0030–\u0039).

Letters and digits may be drawn from the entire Unicode character set, which supports most writing scripts in use in the world today, including the large sets for Chinese, Japanese, and Korean. This allows programmers to use identifiers in their programs that are written in their native languages.

An identifier cannot have the same spelling (Unicode character sequence) as a keyword (§3.9), boolean literal (§3.10.3), or the null literal (§3.10.7), or a compile-time error occurs.

Two identifiers are the same only if they are identical, that is, have the same Unicode character for each letter or digit. Identifiers that have the same external appearance may yet be different.

For example, the identifiers consisting of the single letters LATIN CAPITAL LETTER A (A, \u0041), LATIN SMALL LETTER A (a, \u0061), GREEK CAPITAL LETTER ALPHA (Å, \u0391), CYRILLIC SMALL LETTER A (а, \u0430) and MATHEMATICAL BOLD ITALIC SMALL A (a, \ud835\udc82) are all different.

Unicode composite characters are different from their canonical equivalent decomposed characters. For example, a LATIN CAPITAL LETTER A ACUTE (Å, \u00c1) is different from a LATIN CAPITAL LETTER A (A, \u0041) immediately followed by a NON-SPACING ACUTE (’, \u0301) in identifiers. See The Unicode Standard, Section 3.11 "Normalization Forms".

Examples of identifiers are:

• String
• i3
• αρετη
• MAX_VALUE
• isLetterOrDigit
3.9 Keywords

50 character sequences, formed from ASCII letters, are reserved for use as keywords and cannot be used as identifiers (§3.8).

*Keyword:* one of

<table>
<thead>
<tr>
<th>abstract</th>
<th>continue</th>
<th>for</th>
<th>new</th>
<th>switch</th>
</tr>
</thead>
<tbody>
<tr>
<td>assert</td>
<td>default</td>
<td>if</td>
<td>package</td>
<td>synchronized</td>
</tr>
<tr>
<td>boolean</td>
<td>do</td>
<td>goto</td>
<td>private</td>
<td>this</td>
</tr>
<tr>
<td>break</td>
<td>double</td>
<td>implements</td>
<td>protected</td>
<td>throw</td>
</tr>
<tr>
<td>byte</td>
<td>else</td>
<td>import</td>
<td>public</td>
<td>throws</td>
</tr>
<tr>
<td>case</td>
<td>enum</td>
<td>instanceof</td>
<td>return</td>
<td>transient</td>
</tr>
<tr>
<td>catch</td>
<td>extends</td>
<td>int</td>
<td>short</td>
<td>try</td>
</tr>
<tr>
<td>char</td>
<td>final</td>
<td>interface</td>
<td>static</td>
<td>void</td>
</tr>
<tr>
<td>class</td>
<td>finally</td>
<td>long</td>
<td>strictfp</td>
<td>volatile</td>
</tr>
<tr>
<td>const</td>
<td>float</td>
<td>native</td>
<td>super</td>
<td>while</td>
</tr>
</tbody>
</table>

The keywords `const` and `goto` are reserved, even though they are not currently used. This may allow a Java compiler to produce better error messages if these C++ keywords incorrectly appear in programs.

While `true` and `false` might appear to be keywords, they are technically boolean literals (§3.10.3). Similarly, while `null` might appear to be a keyword, it is technically the null literal (§3.10.7).

3.10 Literals

A *literal* is the source code representation of a value of a primitive type (§4.2), the `String` type (§4.3.3), or the null type (§4.1).

*Literal:*

- `IntegerLiteral`
- `FloatingPointLiteral`
- `BooleanLiteral`
- `CharacterLiteral`
- `StringLiteral`
- `NullLiteral`
3.10.1 Integer Literals

An integer literal may be expressed in decimal (base 10), hexadecimal (base 16), octal (base 8), or binary (base 2).

\[
\text{IntegerLiteral:} \\
\quad \text{DecimalIntegralLiteral} \\
\quad \text{HexIntegerLiteral} \\
\quad \text{OctalIntegerLiteral} \\
\quad \text{BinaryIntegerLiteral}
\]

\[
\text{DecimalIntegralLiteral:} \\
\quad \text{DecimalNumeral [IntegerTypeSuffix]}
\]

\[
\text{HexIntegerLiteral:} \\
\quad \text{HexNumeral [IntegerTypeSuffix]}
\]

\[
\text{OctalIntegerLiteral:} \\
\quad \text{OctalNumeral [IntegerTypeSuffix]}
\]

\[
\text{BinaryIntegerLiteral:} \\
\quad \text{BinaryNumeral [IntegerTypeSuffix]}
\]

\[
\text{IntegerTypeSuffix: one of} \\
\quad 1 \ L
\]

An integer literal is of type \texttt{long} if it is suffixed with an ASCII letter \texttt{L} or \texttt{l} (ell); otherwise it is of type \texttt{int} (§4.2.1).

The suffix \texttt{L} is preferred, because the letter \texttt{l} (ell) is often hard to distinguish from the digit \texttt{1} (one).

Underscores are allowed as separators between digits that denote the integer.

In a hexadecimal or binary literal, the integer is only denoted by the digits after the \texttt{0x} or \texttt{0b} characters and before any type suffix. Therefore, underscores may not appear immediately after \texttt{0x} or \texttt{0b}, or after the last digit in the numeral.

In a decimal or octal literal, the integer is denoted by \textit{all} the digits in the literal before any type suffix. Therefore, underscores may not appear before the first digit or after the last digit in the numeral. Underscores may appear after the initial \texttt{0} in an octal numeral (since \texttt{0} is a digit that denotes part of the integer) and after the initial non-zero digit in a non-zero decimal literal.
A decimal numeral is either the single ASCII digit 0, representing the integer zero, or consists of an ASCII digit from 1 to 9 optionally followed by one or more ASCII digits from 0 to 9 interspersed with underscores, representing a positive integer.

```
DecimalNumeral:
  0
  NonZeroDigit [Digits]
  NonZeroDigit Underscores Digits

NonZeroDigit: one of
  1 2 3 4 5 6 7 8 9

Digits:
  Digit
  Digit [DigitsAndUnderscores] Digit

Digit:
  0
  NonZeroDigit

DigitsAndUnderscores:
  DigitOrUnderscore {DigitOrUnderscore}

DigitOrUnderscore:
  Digit
  _

Underscores:
  _ { _ }
```
A hexadecimal numeral consists of the leading ASCII characters 0x or 0X followed by one or more ASCII hexadecimal digits interspersed with underscores, and can represent a positive, zero, or negative integer.

Hexadecimal digits with values 10 through 15 are represented by the ASCII letters a through f or A through F, respectively; each letter used as a hexadecimal digit may be uppercase or lowercase.

\[
\text{HexNumeral:} \\
0 \times \text{HexDigits} \\
0 \times \text{HexDigits}
\]

\[
\text{HexDigits:} \\
\text{HexDigit} \\
\text{HexDigit [HexDigitsAndUnderscores] HexDigit}
\]

\[
\text{HexDigit: one of} \\
0 1 2 3 4 5 6 7 8 9 a b c d e f A B C D E F
\]

\[
\text{HexDigitsAndUnderscores:} \\
\text{HexDigitOrUnderscore [HexDigitOrUnderscore]}
\]

\[
\text{HexDigitOrUnderscore:} \\
\text{HexDigit} \\
_
\]

The HexDigit production above comes from §3.3.
An octal numeral consists of an ASCII digit 0 followed by one or more of the ASCII digits 0 through 7 interspersed with underscores, and can represent a positive, zero, or negative integer.

\[
OctalNumeral:\n\quad 0 \ OctalDigits\n\quad 0 \ Underscores \ OctalDigits
\]

\[
OctalDigits:\n\quad OctalDigit
\quad OctalDigit \ [OctalDigitsAndUnderscores] \ OctalDigit
\]

\[
OctalDigit: \text{one of} \\
\quad 0 \ 1 \ 2 \ 3 \ 4 \ 5 \ 6 \ 7
\]

\[
OctalDigitsAndUnderscores:\n\quad OctalDigitOrUnderscore \ {OctalDigitOrUnderscore}
\]

\[
OctalDigitOrUnderscore:\n\quad OctalDigit
\quad _
\]

Note that octal numerals always consist of two or more digits, as 0 alone is always considered to be a decimal numeral - not that it matters much in practice, for the numerals 0, 00, and 0x0 all represent exactly the same integer value.
A binary numeral consists of the leading ASCII characters \texttt{0b} or \texttt{0B} followed by one or more of the ASCII digits \texttt{0} or \texttt{1} interspersed with underscores, and can represent a positive, zero, or negative integer.

\begin{verbatim}
BinaryNumeral:
  0 b BinaryDigits
  0 B BinaryDigits

BinaryDigits:
  BinaryDigit
  BinaryDigit [BinaryDigitsAndUnderscores] BinaryDigit

BinaryDigit: one of
  0 1

BinaryDigitsAndUnderscores:
  BinaryDigitOrUnderscore [BinaryDigitOrUnderscore]

BinaryDigitOrUnderscore:
  BinaryDigit
  _
\end{verbatim}
The largest decimal literal of type `int` is `2147483648` ($2^{31}$).

All decimal literals from `0` to `2147483647` may appear anywhere an `int` literal may appear.

It is a compile-time error if a decimal literal of type `int` is larger than `2147483648` ($2^{31}$), or if the decimal literal `2147483648` appears anywhere other than as the operand of the unary minus operator (§15.15.4).

The largest positive hexadecimal, octal, and binary literals of type `int` - each of which represents the decimal value `2147483647` ($2^{31} - 1$) - are respectively:

- `0x7fff_ffff`,
- `0177_7777_7777`, and
- `0b0111_1111_1111_1111_1111_1111_1111_1111`

The most negative hexadecimal, octal, and binary literals of type `int` - each of which represents the decimal value `-2147483648` ($-2^{31}$) - are respectively:

- `0x8000_0000`,
- `0200_0000_0000`, and
- `0b1000_0000_0000_0000_0000_0000_0000_0000`

The following hexadecimal, octal, and binary literals represent the decimal value `-1`:

- `0xffff_ffff`,
- `0377_7777_7777`, and
- `0b1111_1111_1111_1111_1111_1111_1111_1111`

It is a compile-time error if a hexadecimal, octal, or binary `int` literal does not fit in 32 bits.

The largest decimal literal of type `long` is `9223372036854775808L` ($2^{63}$).

All decimal literals from `0L` to `9223372036854775807L` may appear anywhere a `long` literal may appear.

It is a compile-time error if a decimal literal of type `long` is larger than `9223372036854775808L` ($2^{63}$), or if the decimal literal `9223372036854775808L` appears anywhere other than as the operand of the unary minus operator (§15.15.4).

The largest positive hexadecimal, octal, and binary literals of type `long` - each of which represents the decimal value `9223372036854775807L` ($2^{63} - 1$) - are respectively:
• 0x7fff_ffff_ffff_ffffL,  
• 07_7777_7777_7777_7777L, and  
• 0b0111_1111_1111_1111_1111_1111_1111_1111_1111_1111_1111_1111_1111_1111_1111_1111L

The most negative hexadecimal, octal, and binary literals of type long - each of which represents the decimal value \(-2^{63}\) - are respectively:

• 0x8000_0000_0000_0000L, and  
• 010_0000_0000_0000_0000_0000L, and  
• 0b1000_0000_0000_0000_0000_0000_0000_0000_0000_0000_0000_0000_0000_0000_0000_0000L

The following hexadecimal, octal, and binary literals represent the decimal value \(-1\):

• 0xffff_ffff_ffff_ffffL,  
• 017_7777_7777_7777_7777_7777L, and  
• 0b1111_1111_1111_1111_1111_1111_1111_1111_1111_1111_1111_1111_1111_1111_1111_1111L

It is a compile-time error if a hexadecimal, octal, or binary long literal does not fit in 64 bits.

Examples of int literals:

0  2  0372  0xDada_Cafe  1996  0x00_FF__00_FF

Examples of long literals:

01  0777L  0x100000000L  2_147_483_648L  0xC0B0L

### 3.10.2 Floating-Point Literals

A floating-point literal has the following parts: a whole-number part, a decimal or hexadecimal point (represented by an ASCII period character), a fraction part, an exponent, and a type suffix.

A floating-point literal may be expressed in decimal (base 10) or hexadecimal (base 16).

For decimal floating-point literals, at least one digit (in either the whole number or the fraction part) and either a decimal point, an exponent, or a float type suffix are required. All other parts are optional. The exponent, if present, is indicated by the ASCII letter \(e\) or \(E\) followed by an optionally signed integer.
For hexadecimal floating-point literals, at least one digit is required (in either the whole number or the fraction part), and the exponent is mandatory, and the float type suffix is optional. The exponent is indicated by the ASCII letter \( p \) or \( P \) followed by an optionally signed integer.

Underscores are allowed as separators between digits that denote the whole-number part, and between digits that denote the fraction part, and between digits that denote the exponent.

FloatingPointLiteral:
- DecimalFloatingPointLiteral
- HexadecimalFloatingPointLiteral

DecimalFloatingPointLiteral:
- Digits . [Digits] [ExponentPart] [FloatTypeSuffix]
- Digits [ExponentPart] [FloatTypeSuffix]
- Digits ExponentPart [FloatTypeSuffix]
- Digits [ExponentPart] FloatTypeSuffix

ExponentPart:
- ExponentIndicator SignedInteger

ExponentIndicator: one of
- \( e \) \( E \)

SignedInteger:
- [Sign] Digits

Sign: one of
- \(+\) \(-\)

FloatTypeSuffix: one of
- \( f \) \( F \) \( d \) \( D \)

HexadecimalFloatingPointLiteral:
- HexSignificand BinaryExponent [FloatTypeSuffix]

HexSignificand:
- HexNumeral [.]
- \( 0 \times \) [HexDigits] . HexDigits
- \( 0 \times \) [HexDigits] . HexDigits
A floating-point literal is of type `float` if it is suffixed with an ASCII letter `F` or `f`; otherwise its type is `double` and it can optionally be suffixed with an ASCII letter `D` or `d` (§4.2.3).

The elements of the types `float` and `double` are those values that can be represented using the IEEE 754 32-bit single-precision and 64-bit double-precision binary floating-point formats, respectively.

The largest positive finite literal of type `float` is \(3.4028235 \times 10^{38}f\).

The smallest positive finite non-zero literal of type `float` is \(1.40 \times 10^{-45}f\).

The largest positive finite literal of type `double` is \(1.7976931348623157 \times 10^{308}\).

The smallest positive finite non-zero literal of type `double` is \(4.9 \times 10^{-324}\).

It is a compile-time error if a non-zero floating-point literal is too large, so that on rounded conversion to its internal representation, it becomes an IEEE 754 infinity.

A program can represent infinities without producing a compile-time error by using constant expressions such as \(1f/0f\) or \(-1d/0d\) or by using the predefined constants `POSITIVE_INFINITY` and `NEGATIVE_INFINITY` of the classes `Float` and `Double`.

It is a compile-time error if a non-zero floating-point literal is too small, so that, on rounded conversion to its internal representation, it becomes a zero.

A compile-time error does not occur if a non-zero floating-point literal has a small value that, on rounded conversion to its internal representation, becomes a non-zero denormalized number.

Predefined constants representing Not-a-Number values are defined in the classes `Float` and `Double` as `Float.NaN` and `Double.NaN`.

Examples of `float` literals:

\[1e1f\quad 2.f\quad .3f\quad 0f\quad 3.14f\quad 6.022137e+23f\]
Examples of double literals:

\[ 1e1 \quad 2. \quad .3 \quad 0.0 \quad 3.14 \quad 1e-9d \quad 1e137 \]

### 3.10.3 Boolean Literals

The boolean type has two values, represented by the boolean literals `true` and `false`, formed from ASCII letters.

**BooleanLiteral:** one of

- `true`
- `false`

A boolean literal is always of type `boolean` (§4.2.5).

### 3.10.4 Character Literals

A character literal is expressed as a character or an escape sequence (§3.10.6), enclosed in ASCII single quotes. (The single-quote, or apostrophe, character is `\u0027`.)

**CharacterLiteral:**

- `' SingleCharacter '`
- `' EscapeSequence '`

**SingleCharacter:**

- `InputCharacter` but not `\` or `'

See §3.10.6 for the definition of `EscapeSequence`.

Character literals can only represent UTF-16 code units (§3.1), i.e., they are limited to values from `\u0000` to `\u00ff`. Supplementary characters must be represented either as a surrogate pair within a `char` sequence, or as an integer, depending on the API they are used with.

A character literal is always of type `char` (§4.2.1).

It is a compile-time error for the character following the `SingleCharacter` or `EscapeSequence` to be other than a `\`.

It is a compile-time error for a line terminator (§3.4) to appear after the opening `\` and before the closing `\`.

As specified in §3.4, the characters CR and LF are never an `InputCharacter`; each is recognized as constituting a `LineTerminator`. 
The following are examples of char literals:

- 'a'
- '%'
- '\t'
- '\' '
- '\\'
- '\u03a9'
- '\uFFFF'
- '\177'
- '™'

Because Unicode escapes are processed very early, it is not correct to write '\u000a' for a character literal whose value is linefeed (LF); the Unicode escape \u000a is transformed into an actual linefeed in translation step 1 (§3.3) and the linefeed becomes a LineTerminator in step 2 (§3.4), and so the character literal is not valid in step 3. Instead, one should use the escape sequence '\n' (§3.10.6). Similarly, it is not correct to write '\u000d' for a character literal whose value is carriage return (CR). Instead, use '\r'.

In C and C++, a character literal may contain representations of more than one character, but the value of such a character literal is implementation-defined. In the Java programming language, a character literal always represents exactly one character.

### 3.10.5 String Literals

A string literal consists of zero or more characters enclosed in double quotes. Characters may be represented by escape sequences (§3.10.6) - one escape sequence for characters in the range U+0000 to U+FFFF, two escape sequences for the UTF-16 surrogate code units of characters in the range U+010000 to U+10FFFF.

\[
\text{StringLiteral:} \\
\quad " \{\text{StringCharacter}\} "
\]

\[
\text{StringCharacter:} \\
\quad \text{InputCharacter but not } " \text{ or } \backslash \\
\quad \text{EscapeSequence}
\]

See §3.10.6 for the definition of EscapeSequence.

A string literal is always of type String (§4.3.3).
It is a compile-time error for a line terminator to appear after the opening " and before the closing matching ".

As specified in §3.4, the characters CR and LF are never an InputCharacter; each is recognized as constituting a LineTerminator.

A long string literal can always be broken up into shorter pieces and written as a (possibly parenthesized) expression using the string concatenation operator + (§15.18.1).

The following are examples of string literals:

```
""                        // the empty string
"\""                      // a string containing " alone
"This is a string"        // a string containing 16 characters
"This is a " +            // actually a string-valued constant expression,
"two-line string"         // formed from two string literals

```

Because Unicode escapes are processed very early, it is not correct to write "\u000a" for a string literal containing a single linefeed (LF); the Unicode escape \u000a is transformed into an actual linefeed in translation step 1 (§3.3) and the linefeed becomes a LineTerminator in step 2 (§3.4), and so the string literal is not valid in step 3. Instead, one should write "\n" (§3.10.6). Similarly, it is not correct to write "\u000d" for a string literal containing a single carriage return (CR). Instead, use "\r". Finally, it is not possible to write "\u0022" for a string literal containing a double quotation mark (").

A string literal is a reference to an instance of class String (§4.3.1, §4.3.3).

Moreover, a string literal always refers to the same instance of class String. This is because string literals - or, more generally, strings that are the values of constant expressions (§15.28) - are "interned" so as to share unique instances, using the method String.intern.

**Example 3.10.5-1. String Literals**

The program consisting of the compilation unit (§7.3):

```java
package testPackage;

class Test {
    public static void main(String[] args) {
        String hello = "Hello", lo = "lo";
        System.out.print((hello == "Hello") + " ");
        System.out.print((Other.hello == hello) + " ");
        System.out.print((other.Other.hello == hello) + " ");
        System.out.print((hello == ("Hel"+"lo")) + " ");
        System.out.print((hello == ("Hel"+lo)) + " ");
        System.out.println(hello == ("Hel"+lo).intern());
    }
}

class Other { static String hello = "Hello"; }
```
and the compilation unit:

```java
class Other {
  public static String hello = "Hello";
}
```

produces the output:

```
true true true true false true
```

This example illustrates six points:

- Literal strings within the same class (§8 (Classes)) in the same package (§7 (Packages)) represent references to the same String object (§4.3.1).
- Literal strings within different classes in the same package represent references to the same String object.
- Literal strings within different classes in different packages likewise represent references to the same String object.
- Strings computed by constant expressions (§15.28) are computed at compile time and then treated as if they were literals.
- Strings computed by concatenation at run time are newly created and therefore distinct.
- The result of explicitly interning a computed string is the same string as any pre-existing literal string with the same contents.

### 3.10.6 Escape Sequences for Character and String Literals

The character and string escape sequences allow for the representation of some nongraphic characters without using Unicode escapes, as well as the single quote, double quote, and backslash characters, in character literals (§3.10.4) and string literals (§3.10.5).

**EscapeSequence:**

- `\b` (backspace BS, Unicode \u0008)
- `\t` (horizontal tab HT, Unicode \u0009)
- `\n` (linefeed LF, Unicode \u000a)
- `\f` (form feed FF, Unicode \u000c)
- `\r` (carriage return CR, Unicode \u000d)
- `\"` (double quote ", Unicode \u0022)
- `'` (single quote ′, Unicode \u0027)
- `\\` (backslash \, Unicode \u005c)

**OctalEscape** (octal value, Unicode \u0000 to \u00ff)
3.11 Separators

Twelve tokens, formed from ASCII characters, are the separators (punctuators).

Separator: one of

( ) { } [ ] ; , . ... @ ::
3.12 Operators

38 tokens, formed from ASCII characters, are the operators.

**Operator:** one of

- = > < ! ~ ? : <->
- == >= <= != && || ++ --
- + - * / & | ^ % << >> >>>
- += -= *= /= &= |= ^= %= <<= >>= >>>= >>>>
The Java programming language is a *statically typed* language, which means that every variable and every expression has a type that is known at compile time.

The Java programming language is also a *strongly typed* language, because types limit the values that a variable (§4.12) can hold or that an expression can produce, limit the operations supported on those values, and determine the meaning of the operations. Strong static typing helps detect errors at compile time.

The types of the Java programming language are divided into two categories: primitive types and reference types. The primitive types (§4.2) are the boolean type and the numeric types. The numeric types are the integral types `byte`, `short`, `int`, `long`, and `char`, and the floating-point types `float` and `double`. The reference types (§4.3) are class types, interface types, and array types. There is also a special null type. An object (§4.3.1) is a dynamically created instance of a class type or a dynamically created array. The values of a reference type are references to objects. All objects, including arrays, support the methods of class `Object` (§4.3.2). String literals are represented by `String` objects (§4.3.3).

### 4.1 The Kinds of Types and Values

There are two kinds of types in the Java programming language: primitive types (§4.2) and reference types (§4.3). There are, correspondingly, two kinds of data values that can be stored in variables, passed as arguments, returned by methods, and operated on: primitive values (§4.2) and reference values (§4.3).

*Type:

  * `PrimitiveType`
  * `ReferenceType`
There is also a special null type, the type of the expression `null` (§3.10.7, §15.8.1), which has no name.

Because the null type has no name, it is impossible to declare a variable of the null type or to cast to the null type.

The null reference is the only possible value of an expression of null type.

The null reference can always be assigned or cast to any reference type (§5.2, §5.3, §5.5).

In practice, the programmer can ignore the null type and just pretend that `null` is merely a special literal that can be of any reference type.

### 4.2 Primitive Types and Values

A primitive type is predefined by the Java programming language and named by its reserved keyword (§3.9):

```
PrimitiveType:
  {Annotation} NumericType
  {Annotation} boolean

NumericType:
  IntegralType
  FloatingPointType

IntegralType: one of
  byte short int long char

FloatingPointType: one of
  float double
```

Primitive values do not share state with other primitive values.

The numeric types are the integral types and the floating-point types.

The integral types are `byte`, `short`, `int`, and `long`, whose values are 8-bit, 16-bit, 32-bit and 64-bit signed two's-complement integers, respectively, and `char`, whose values are 16-bit unsigned integers representing UTF-16 code units (§3.1).
The floating-point types are float, whose values include the 32-bit IEEE 754 floating-point numbers, and double, whose values include the 64-bit IEEE 754 floating-point numbers.

The boolean type has exactly two values: true and false.

4.2.1 Integral Types and Values

The values of the integral types are integers in the following ranges:

- For byte, from -128 to 127, inclusive
- For short, from -32768 to 32767, inclusive
- For int, from -2147483648 to 2147483647, inclusive
- For long, from -9223372036854775808 to 9223372036854775807, inclusive
- For char, from ' \u0000' to ' \uffff' inclusive, that is, from 0 to 65535

4.2.2 Integer Operations

The Java programming language provides a number of operators that act on integral values:

- The comparison operators, which result in a value of type boolean:
  - The numerical comparison operators <, <=, >, and >= (§15.20.1)
  - The numerical equality operators == and != (§15.21.1)
- The numerical operators, which result in a value of type int or long:
  - The unary plus and minus operators + and - (§15.15.3, §15.15.4)
  - The multiplicative operators *, /, and % (§15.17)
  - The additive operators + and - (§15.18)
  - The increment operator ++, both prefix (§15.15.1) and postfix (§15.14.2)
  - The decrement operator --, both prefix (§15.15.2) and postfix (§15.14.3)
  - The signed and unsigned shift operators <<, >>, and >>> (§15.19)
  - The bitwise complement operator ~ (§15.15.5)
  - The integer bitwise operators &, ^, and | (§15.22.1)
- The conditional operator ? : (§15.25)
• The cast operator (§15.16), which can convert from an integral value to a value of any specified numeric type

• The string concatenation operator + (§15.18.1), which, when given a String operand and an integral operand, will convert the integral operand to a String representing its value in decimal form, and then produce a newly created String that is the concatenation of the two strings

Other useful constructors, methods, and constants are predefined in the classes Byte, Short, Integer, Long, and Character.

If an integer operator other than a shift operator has at least one operand of type long, then the operation is carried out using 64-bit precision, and the result of the numerical operator is of type long. If the other operand is not long, it is first widened (§5.1.5) to type long by numeric promotion (§5.6).

Otherwise, the operation is carried out using 32-bit precision, and the result of the numerical operator is of type int. If either operand is not an int, it is first widened to type int by numeric promotion.

Any value of any integral type may be cast to or from any numeric type. There are no casts between integral types and the type boolean.

See §4.2.5 for an idiom to convert integer expressions to boolean.

The integer operators do not indicate overflow or underflow in any way.

An integer operator can throw an exception (§11 (Exceptions)) for the following reasons:

• Any integer operator can throw a NullPointerException if unboxing conversion (§5.1.8) of a null reference is required.

• The integer divide operator / (§15.17.2) and the integer remainder operator % (§15.17.3) can throw an ArithmeticException if the right-hand operand is zero.

• The increment and decrement operators ++ (§15.14.2, §15.15.1) and -- (§15.14.3, §15.15.2) can throw an OutOfMemoryError if boxing conversion (§5.1.7) is required and there is not sufficient memory available to perform the conversion.

Example 4.2.2-1. Integer Operations

class Test {
    public static void main(String[] args) {
        int i = 1000000;
        System.out.println(i * i);
        long l = i;
    }
}
This program produces the output:

-727379968
1000000000000

and then encounters an `ArithmeticException` in the division by `l - i`, because `l - i` is zero. The first multiplication is performed in 32-bit precision, whereas the second multiplication is a `long` multiplication. The value `-727379968` is the decimal value of the low 32 bits of the mathematical result, `1000000000000`, which is a value too large for type `int`.

### 4.2.3 Floating-Point Types, Formats, and Values

The floating-point types are `float` and `double`, which are conceptually associated with the single-precision 32-bit and double-precision 64-bit format IEEE 754 values and operations as specified in *IEEE Standard for Binary Floating-Point Arithmetic*, ANSI/IEEE Standard 754-1985 (IEEE, New York).

The IEEE 754 standard includes not only positive and negative numbers that consist of a sign and magnitude, but also positive and negative zeros, positive and negative *infinities*, and special *Not-a-Number* values (hereafter abbreviated NaN). A NaN value is used to represent the result of certain invalid operations such as dividing zero by zero. NaN constants of both `float` and `double` type are predefined as `Float.NaN` and `Double.NaN`.

Every implementation of the Java programming language is required to support two standard sets of floating-point values, called the *float value set* and the *double value set*. In addition, an implementation of the Java programming language may support either or both of two extended-exponent floating-point value sets, called the *float-extended-exponent value set* and the *double-extended-exponent value set*. These extended-exponent value sets may, under certain circumstances, be used instead of the standard value sets to represent the values of expressions of type `float` or `double` (§5.1.13, §15.4).

The finite nonzero values of any floating-point value set can all be expressed in the form \( s \cdot m \cdot 2^{(e - N + 1)} \), where \( s \) is +1 or -1, \( m \) is a positive integer less than \( 2^N \), and \( e \) is an integer between \( E_{\min} = -(2^{K-1} - 2) \) and \( E_{\max} = 2^{K-1} - 1 \), inclusive, and where \( N \) and \( K \) are parameters that depend on the value set. Some values can be represented in this form in more than one way; for example, supposing that a value \( v \) in a value set might be represented in this form using certain values for
s, m, and e, then if it happened that m were even and e were less than $2^{K-1}$, one could halve m and increase e by 1 to produce a second representation for the same value v. A representation in this form is called normalized if $m \geq 2^{N-1}$; otherwise the representation is said to be denormalized. If a value in a value set cannot be represented in such a way that $m \geq 2^{N-1}$, then the value is said to be a denormalized value, because it has no normalized representation.

The constraints on the parameters N and K (and on the derived parameters $E_{\text{min}}$ and $E_{\text{max}}$) for the two required and two optional floating-point value sets are summarized in Table 4.1.

**Table 4.1. Floating-point value set parameters**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>float</th>
<th>float-extended-exponent</th>
<th>double</th>
<th>double-extended-exponent</th>
</tr>
</thead>
<tbody>
<tr>
<td>N</td>
<td>24</td>
<td>24</td>
<td>53</td>
<td>53</td>
</tr>
<tr>
<td>K</td>
<td>8</td>
<td>$\geq 11$</td>
<td>11</td>
<td>$\geq 15$</td>
</tr>
<tr>
<td>$E_{\text{max}}$</td>
<td>+127</td>
<td>$\geq +1023$</td>
<td>+1023</td>
<td>$\geq +16383$</td>
</tr>
<tr>
<td>$E_{\text{min}}$</td>
<td>-126</td>
<td>$\leq -1022$</td>
<td>-1022</td>
<td>$\leq -16382$</td>
</tr>
</tbody>
</table>

Where one or both extended-exponent value sets are supported by an implementation, then for each supported extended-exponent value set there is a specific implementation-dependent constant K, whose value is constrained by Table 4.1; this value K in turn dictates the values for $E_{\text{min}}$ and $E_{\text{max}}$.

Each of the four value sets includes not only the finite nonzero values that are ascribed to it above, but also NaN values and the four values positive zero, negative zero, positive infinity, and negative infinity.

Note that the constraints in Table 4.1 are designed so that every element of the float value set is necessarily also an element of the float-extended-exponent value set, the double value set, and the double-extended-exponent value set. Likewise, each element of the double value set is necessarily also an element of the double-extended-exponent value set. Each extended-exponent value set has a larger range of exponent values than the corresponding standard value set, but does not have more precision.

The elements of the float value set are exactly the values that can be represented using the single floating-point format defined in the IEEE 754 standard. The elements of the double value set are exactly the values that can be represented using the double floating-point format defined in the IEEE 754 standard. Note, however, that the elements of the float-extended-exponent and double-extended-exponent
value sets defined here do not correspond to the values that can be represented using IEEE 754 single extended and double extended formats, respectively.

The float, float-extended-exponent, double, and double-extended-exponent value sets are not types. It is always correct for an implementation of the Java programming language to use an element of the float value set to represent a value of type float; however, it may be permissible in certain regions of code for an implementation to use an element of the float-extended-exponent value set instead. Similarly, it is always correct for an implementation to use an element of the double value set to represent a value of type double; however, it may be permissible in certain regions of code for an implementation to use an element of the double-extended-exponent value set instead.

Except for NaN, floating-point values are ordered; arranged from smallest to largest, they are negative infinity, negative finite nonzero values, positive and negative zero, positive finite nonzero values, and positive infinity.

IEEE 754 allows multiple distinct NaN values for each of its single and double floating-point formats. While each hardware architecture returns a particular bit pattern for NaN when a new NaN is generated, a programmer can also create NaNs with different bit patterns to encode, for example, retrospective diagnostic information.

For the most part, the Java SE platform treats NaN values of a given type as though collapsed into a single canonical value, and hence this specification normally refers to an arbitrary NaN as though to a canonical value.

However, version 1.3 of the Java SE platform introduced methods enabling the programmer to distinguish between NaN values: the Float.floatToRawIntBits and Double.doubleToRawLongBits methods. The interested reader is referred to the specifications for the Float and Double classes for more information.

Positive zero and negative zero compare equal; thus the result of the expression 0.0==-0.0 is true and the result of 0.0>-0.0 is false. But other operations can distinguish positive and negative zero; for example, 1.0/0.0 has the value positive infinity, while the value of 1.0/-0.0 is negative infinity.

NaN is unordered, so:

- The numerical comparison operators <, <=, >, and >= return false if either or both operands are NaN (§15.20.1).
- The equality operator == returns false if either operand is NaN.
  In particular, (x<y) == !(x>y) will be false if x or y is NaN.
- The inequality operator != returns true if either operand is NaN (§15.21.1).
In particular, \( x \neq x \) is true if and only if \( x \) is NaN.

### 4.2.4 Floating-Point Operations

The Java programming language provides a number of operators that act on floating-point values:

- **The comparison operators**, which result in a value of type `boolean`:
  - The numerical comparison operators `<`, `<=`, `>`, and `>=` (§15.20.1)
  - The numerical equality operators `==` and `!=` (§15.21.1)

- **The numerical operators**, which result in a value of type `float` or `double`:
  - The unary plus and minus operators `+` and `-` (§15.15.3, §15.15.4)
  - The multiplicative operators `*`, `/`, and `%` (§15.17)
  - The additive operators `+` and `-` (§15.18.2)
  - The increment operator `++`, both prefix (§15.15.1) and postfix (§15.14.2)
  - The decrement operator `--`, both prefix (§15.15.2) and postfix (§15.14.3)

- **The conditional operator** `? :` (§15.25)

- **The cast operator** (§15.16), which can convert from a floating-point value to a value of any specified numeric type

- **The string concatenation operator** `+` (§15.18.1), which, when given a `String` operand and a floating-point operand, will convert the floating-point operand to a `String` representing its value in decimal form (without information loss), and then produce a newly created `String` by concatenating the two strings

Other useful constructors, methods, and constants are predefined in the classes `Float`, `Double`, and `Math`.

If at least one of the operands to a binary operator is of floating-point type, then the operation is a floating-point operation, even if the other is integral.

If at least one of the operands to a numerical operator is of type `double`, then the operation is carried out using 64-bit floating-point arithmetic, and the result of the numerical operator is a value of type `double`. If the other operand is not a `double`, it is first widened (§5.1.5) to type `double` by numeric promotion (§5.6).

Otherwise, the operation is carried out using 32-bit floating-point arithmetic, and the result of the numerical operator is a value of type `float`. (If the other operand is not a `float`, it is first widened to type `float` by numeric promotion.)
Any value of a floating-point type may be cast to or from any numeric type. There are no casts between floating-point types and the type `boolean`.

See §4.2.5 for an idiom to convert floating-point expressions to `boolean`.

Operators on floating-point numbers behave as specified by IEEE 754 (with the exception of the remainder operator (§15.17.3)). In particular, the Java programming language requires support of IEEE 754 denormalized floating-point numbers and gradual underflow, which make it easier to prove desirable properties of particular numerical algorithms. Floating-point operations do not "flush to zero" if the calculated result is a denormalized number.

The Java programming language requires that floating-point arithmetic behave as if every floating-point operator rounded its floating-point result to the result precision. Inexact results must be rounded to the representable value nearest to the infinitely precise result; if the two nearest representable values are equally near, the one with its least significant bit zero is chosen. This is the IEEE 754 standard's default rounding mode known as round to nearest.

The Java programming language uses round toward zero when converting a floating value to an integer (§5.1.3), which acts, in this case, as though the number were truncated, discarding the mantissa bits. Rounding toward zero chooses at its result the format's value closest to and no greater in magnitude than the infinitely precise result.

A floating-point operation that overflows produces a signed infinity.

A floating-point operation that underflows produces a denormalized value or a signed zero.

A floating-point operation that has no mathematically definite result produces NaN.

All numeric operations with NaN as an operand produce NaN as a result.

A floating-point operator can throw an exception (§11 (Exceptions)) for the following reasons:

- Any floating-point operator can throw a `NullPointerException` if unboxing conversion (§5.1.8) of a null reference is required.

- The increment and decrement operators `++` (§15.14.2, §15.15.1) and `--` (§15.14.3, §15.15.2) can throw an `OutOfMemoryError` if boxing conversion (§5.1.7) is required and there is not sufficient memory available to perform the conversion.
Example 4.2.4-1. Floating-point Operations

class Test {
    public static void main(String[] args) {
        // An example of overflow:
        double d = 1e308;
        System.out.print("overflow produces infinity: ");
        System.out.println(d + "*10==" + d*10);
        // An example of gradual underflow:
        d = 1e-305 * Math.PI;
        System.out.print("gradual underflow: " + d + "\n ");
        for (int i = 0; i < 4; i++)
            System.out.print(" " + (d /= 100000));
        System.out.println();
        // An example of NaN:
        System.out.print("0.0/0.0 is Not-a-Number: ");
        d = 0.0/0.0;
        System.out.println(d);
        // An example of inexact results and rounding:
        System.out.print("inexact results with float:");
        for (int i = 0; i < 100; i++) {
            float z = 1.0f / i;
            if (z * i != 1.0f)
                System.out.print(" " + i);
        }
        System.out.println();
        // Another example of inexact results and rounding:
        System.out.print("inexact results with double:");
        for (int i = 0; i < 100; i++) {
            double z = 1.0 / i;
            if (z * i != 1.0)
                System.out.print(" " + i);
        }
        System.out.println();
        // An example of cast to integer rounding:
        System.out.println("cast to int rounds toward 0: ");
        d = 12345.6;
        System.out.println((int)d + " " + (int)(-d));
    }
}

This program produces the output:

overflow produces infinity: 1.0e+308*10==Infinity
gradual underflow: 3.141592653589793E-305 3.14159265358998E-310 3.141592653E-315 3.142E-320 0.0
0.0/0.0 is Not-a-Number: NaN
inexact results with float: 0 41 47 55 61 82 83 94 97
inexact results with double: 0 49 98
cast to int rounds toward 0: 12345 -12345
This example demonstrates, among other things, that gradual underflow can result in a gradual loss of precision.

The results when \( i \) is 0 involve division by zero, so that \( z \) becomes positive infinity, and \( z * 0 \) is NaN, which is not equal to 1.0.

### 4.2.5 The boolean Type and boolean Values

The **boolean** type represents a logical quantity with two possible values, indicated by the literals `true` and `false` (§3.10.3).

The boolean operators are:

- The relational operators `==` and `!=` (§15.21.2)
- The logical complement operator `!` (§15.15.6)
- The logical operators `&`, `^`, and `|` (§15.22.2)
- The conditional-and and conditional-or operators `&&` (§15.23) and `||` (§15.24)
- The conditional operator `?:` (§15.25)
- The string concatenation operator `+` (§15.18.1), which, when given a `String` operand and a `boolean` operand, will convert the `boolean` operand to a `String` (either "true" or "false"), and then produce a newly created `String` that is the concatenation of the two strings

Boolean expressions determine the control flow in several kinds of statements:

- The `if` statement (§14.9)
- The `while` statement (§14.12)
- The `do` statement (§14.13)
- The `for` statement (§14.14)

A `boolean` expression also determines which subexpression is evaluated in the conditional `?:` operator (§15.25).

Only `boolean` and `Boolean` expressions can be used in control flow statements and as the first operand of the conditional operator `?:`

An integer or floating-point expression `x` can be converted to a `boolean` value, following the C language convention that any nonzero value is `true`, by the expression `x!=0`. 


An object reference $\text{obj}$ can be converted to a boolean value, following the C language convention that any reference other than null is true, by the expression $\text{obj}!=$null.

A boolean value can be converted to a String by string conversion (§5.4).

A boolean value may be cast to type boolean, Boolean, or Object (§5.5). No other casts on type boolean are allowed.

### 4.3 Reference Types and Values

There are four kinds of reference types: class types (§8 (Classes)), interface types (§9 (Interfaces)), type variables (§4.4), and array types (§10 (Arrays)).

```
ReferenceType:
    ClassOrInterfaceType
    TypeVariable
    ArrayType

ClassOrInterfaceType:
    ClassType
    InterfaceType

ClassType:
    { Annotation } Identifier [ TypeArguments ]

InterfaceType:
    ClassType

TypeVariable:
    { Annotation } Identifier

ArrayType:
    PrimitiveType { [ Annotation ] [ ] }
    ClassOrInterfaceType { [ Annotation ] [ ] }
    TypeVariable { [ Annotation ] [ ] }
```

The sample code:

```java
class Point { int[] metrics; }
interface Move { void move(int deltax, int deltay); }
```
declares a class type `Point`, an interface type `Move`, and uses an array type `int[]` (an array of `int`) to declare the field `metrics` of the class `Point`.

A class or interface type consists of a type declaration specifier, optionally followed by type arguments (§4.5.1). If type arguments appear anywhere in a class or interface type, it is a parameterized type (§4.5).

A class or interface type consists of an identifier or a dotted sequence of identifiers, where each identifier is optionally followed by type arguments (§4.5.1). If type arguments appear anywhere in a class or interface type, it is a parameterized type (§4.5).

A type declaration specifier may be either a type name (§6.5.5), or a class or interface type followed by "." and an identifier. In the latter case, the specifier has the form `T.id`, where `id` must be the simple name of an accessible member type (§6.6, §8.5, §9.5) of `T`, or a compile-time error occurs. The specifier denotes that member type.

Each identifier in a class or interface type is classified as a package name or a type name (§6.5.1). Identifiers which are classified as type names may be annotated. If a class or interface type has the form `T.id` (optionally followed by type arguments), then `id` must be the simple name of an accessible member type of `T` (§6.6, §8.5, §9.5), or a compile-time error occurs. The class or interface type denotes that member type.

### 4.3.1 Objects

An object is a class instance or an array.

The reference values (often just references) are pointers to these objects, and a special null reference, which refers to no object.

A class instance is explicitly created by a class instance creation expression (§15.9).

An array is explicitly created by an array creation expression (§15.10.1).

A new class instance is implicitly created when the string concatenation operator `+` (§15.18.1) is used in a non-constant expression (§15.28), resulting in a new object of type `String` (§4.3.3).

A new array object is implicitly created when an array initializer expression (§10.6) is evaluated; this can occur when a class or interface is initialized (§12.4), when a new instance of a class is created (§15.9), or when a local variable declaration statement is executed (§14.4).
New objects of the types `Boolean, Byte, Short, Character, Integer, Long, Float, and Double` may be implicitly created by boxing conversion (§5.1.7).

**Example 4.3.1-1. Object Creation**

```java
class Point {
    int x, y;
    Point() { System.out.println("default"); }
    Point(int x, int y) { this.x = x; this.y = y; }

    /* A Point instance is explicitly created at
       class initialization time: */
    static Point origin = new Point(0,0);

    /* A String can be implicitly created
       by a + operator: */
    public String toString() { return "(" + x + "," + y + ")";
    }
}

class Test {
    public static void main(String[] args) {
        /* A Point is explicitly created
           using newInstance: */
        Point p = null;
        try {
            p = (Point)Class.forName("Point").newInstance();
        } catch (Exception e) {
            System.out.println(e);
        }
        System.out.println("p: " + p);
        System.out.println("a: { " + a[0] + ", " + a[1] + "}");

        /* An array is explicitly created
           by an array creation expression: */
        String sa[] = new String[2];
        sa[0] = "he"; sa[1] = "llo";
        System.out.println(sa[0] + sa[1]);
    }
}
```

This program produces the output:
The operators on references to objects are:

- Field access, using either a qualified name (§6.6) or a field access expression (§15.11)
- Method invocation (§15.12)
- The cast operator (§5.5, §15.16)
- The string concatenation operator + (§15.18.1), which, when given a String operand and a reference, will convert the reference to a String by invoking the toString method of the referenced object (using "null" if either the reference or the result of toString is a null reference), and then will produce a newly created String that is the concatenation of the two strings
- The instanceof operator (§15.20.2)
- The reference equality operators == and != (§15.21.3)
- The conditional operator ? : (§15.25).

There may be many references to the same object. Most objects have state, stored in the fields of objects that are instances of classes or in the variables that are the components of an array object. If two variables contain references to the same object, the state of the object can be modified using one variable's reference to the object, and then the altered state can be observed through the reference in the other variable.

**Example 4.3.1-2. Primitive and Reference Identity**

```java
class Value { int val; }
class Test { 
    public static void main(String[] args) { 
        int i1 = 3;  
        int i2 = i1; 
        i2 = 4;   
        System.out.print("i1==" + i1);  
        System.out.println(" but i2==" + i2);  
        Value v1 = new Value();  
        v1.val = 5;  
        Value v2 = v1;  
        v2.val = 6;  
        System.out.print("v1.val==" + v1.val);  
        System.out.println(" and v2.val==" + v2.val);  
    } 
} 
```
This program produces the output:

\[
\begin{align*}
\text{i1} &= 3 \quad \text{but} \quad \text{i2} &= 4 \\
\text{v1.val} &= 6 \quad \text{and} \quad \text{v2.val} &= 6
\end{align*}
\]

because \text{v1.val} and \text{v2.val} reference the same instance variable (§4.12.3) in the one Value object created by the only new expression, while \text{i1} and \text{i2} are different variables.

Each object is associated with a monitor (§17.1), which is used by synchronized methods (§8.4.3) and the synchronized statement (§14.19) to provide control over concurrent access to state by multiple threads (§17 (Threads and Locks)).

### 4.3.2 The Class Object

The class \text{Object} is a superclass (§8.1.4) of all other classes.

All class and array types inherit (§8.4.8) the methods of class \text{Object}, which are summarized as follows:

- The method \text{clone} is used to make a duplicate of an object.
- The method \text{equals} defines a notion of object equality, which is based on value, not reference, comparison.
- The method \text{finalize} is run just before an object is destroyed (§12.6).
- The method \text{getClass} returns the \text{Class} object that represents the class of the object.

A \text{Class} object exists for each reference type. It can be used, for example, to discover the fully qualified name of a class, its members, its immediate superclass, and any interfaces that it implements.

The type of a method invocation expression of \text{getClass} is \text{Class<? extends T>} where \text{T} is the class or interface searched (§15.12.1) for \text{getClass}.

A class method that is declared synchronized (§8.4.3.6) synchronizes on the monitor associated with the \text{Class} object of the class.

- The method \text{hashCode} is very useful, together with the method \text{equals}, in hashtables such as \text{java.util.HashMap}.
- The methods \text{wait}, \text{notify}, and \text{notifyAll} are used in concurrent programming using threads (§17.2).
- The method \text{toString} returns a \text{String} representation of the object.
4.3.3 The Class String

Instances of class String represent sequences of Unicode code points.
A String object has a constant (unchanging) value.
String literals (§3.10.5) are references to instances of class String.
The string concatenation operator + (§15.18.1) implicitly creates a new String object when the result is not a constant expression (§15.28).

4.3.4 When Reference Types Are the Same

Two reference types are the same compile-time type if they have the same binary name (§13.1) and their type arguments, if any, are the same, applying this definition recursively.

When two reference types are the same, they are sometimes said to be the same class or the same interface.

At run time, several reference types with the same binary name may be loaded simultaneously by different class loaders. These types may or may not represent the same type declaration. Even if two such types do represent the same type declaration, they are considered distinct.

Two reference types are the same run-time type if:

• They are both class or both interface types, are defined by the same class loader, and have the same binary name (§13.1), in which case they are sometimes said to be the same run-time class or the same run-time interface.

• They are both array types, and their component types are the same run-time type (§10 (Arrays)).

4.4 Type Variables

A type variable is an unqualified identifier used as a type in class, interface, method, and constructor bodies.

A type variable is introduced by the declaration of a type parameter of a generic class, interface, method, or constructor (§8.1.2, §9.1.2, §8.4.4, §8.8.4).

TypeParameter:
  {TypeParameterModifier} Identifier [TypeBound]
The scope of a type variable declared as a type parameter is specified in §6.3.

Every type variable declared as a type parameter has a bound. If no bound is declared for a type variable, Object is assumed. If a bound is declared, it consists of either:

- a single type variable \( T \), or
- a class or interface type \( T \) possibly followed by interface types \( I_1 \& \ldots \& I_n \).

It is a compile-time error if any of the types \( I_1 \ldots I_n \) is a class type or type variable.

The erasures (§4.6) of all constituent types of a bound must be pairwise different, or a compile-time error occurs.

A type variable must not at the same time be a subtype of two interface types which are different parameterizations of the same generic interface, or a compile-time error occurs.

The order of types in a bound is only significant in that the erasure of a type variable is determined by the first type in its bound, and that a class type or type variable may only appear in the first position.

The members of a type variable \( X \) with bound \( T \& I_1 \& \ldots \& I_n \) are the members of the intersection type (§4.9) \( T \& I_1 \& \ldots \& I_n \) appearing at the point where the type variable is declared.

**Example 4.4-1. Members of a Type Variable**

```java
package TypeVarMembers;

class C {
    public    void mCPublic()   {} 
    protected void mCProtected() {}
    void mCPackage()     {}
    private   void mCPrivate()   {}
}

interface I {
```
void mI();
}

class CT extends C implements I {
    public void mI() {}
}

class Test {
    <T extends C & I> void test(T t) {
        t.mI();           // OK
        t.mCPublic();     // OK
        t.mCProtected();  // OK
        t.mCPackage();    // OK
        t.mCPrivate();    // Compile-time error
    }
}

The type variable \( T \) has the same members as the intersection type \( C \& I \), which in turn has the same members as the empty class \( CT \), defined in the same scope with equivalent supertypes. The members of an interface are always public, and therefore always inherited (unless overridden). Hence \( mI \) is a member of \( CT \) and of \( T \). Among the members of \( C \), all but \( mCPrivate \) are inherited by \( CT \), and are therefore members of both \( CT \) and \( T \).

If \( C \) had been declared in a different package than \( T \), then the call to \( mCPackage \) would give rise to a compile-time error, as that member would not be accessible at the point where \( T \) is declared.

### 4.5 Parameterized Types

A class or interface declaration that is generic (§8.1.2, §9.1.2) defines a set of **parameterized types**.

A parameterized type is a class or interface type of the form \( C<T_1,\ldots,T_n> \), where \( C \) is the name of a generic type and \( <T_1,\ldots,T_n> \) is a list of type arguments that denote a particular parameterization of the generic type.

A generic type has type parameters \( F_1,\ldots,F_n \) with corresponding bounds \( B_1,\ldots,B_n \). Each type argument \( T_i \) of a parameterized type ranges over all types that are subtypes of all types listed in the corresponding bound. That is, for each bound type \( S \) in \( B_i \), \( T_i \) is a subtype of \( S[F_1:=T_1,\ldots,F_n:=T_n] \) (§4.10).

A parameterized type \( C<T_1,\ldots,T_n> \) is *well-formed* if all of the following are true:

- \( C \) is the name of a generic type.
- The number of type arguments is the same as the number of type parameters in the generic declaration of \( C \).
4.5 Parameterized Types

- When subjected to capture conversion (§5.1.10) resulting in the type $C<X_1,\ldots,X_n>$, each type argument $X_i$ is a subtype of $S[F_1:=X_1,\ldots,F_n:=X_n]$ for each bound type $S$ in $B_i$.

It is a compile-time error if a parameterized type is not well-formed.

In this specification, whenever we speak of a class or interface type, we include the generic version as well, unless explicitly excluded.

Two parameterized types are provably distinct if either of the following conditions hold:

- They are parameterizations of distinct generic type declarations.
- Any of their type arguments are provably distinct.

Given the generic types in the examples of §8.1.2, here are some well-formed parameterized types:

- Seq<String>
- Seq<Seq<String>>
- Seq<String>.Zipper<Integer>
- Pair<String,Integer>

Here are some incorrect parameterizations of those generic types:

- Seq<int> is illegal, as primitive types cannot be type arguments.
- Pair<String> is illegal, as there are not enough type arguments.
- Pair<String,String,String> is illegal, as there are too many type arguments.

A parameterized type may be an parameterization of a generic class or interface which is nested. For example, if a non-generic class $C$ has a generic member class $D<T>$, then $C.D<Object>$ is a parameterized type. And if a generic class $C<T>$ has a non-generic member class $D$, then the member type $C<String>.D$ is a parameterized type, even though the class $D$ is not generic.

4.5.1 Type Arguments of Parameterized Types

Type arguments may be either reference types or wildcards. Wildcards are useful in situations where only partial knowledge about the type parameter is required.

TypeArguments:
  < TypeArgumentList >
**Types, Values, and Variables**

Parameterized Types

TypeArgumentList:
TypeArgument { , TypeArgument}

Type Argument:
ReferenceType
Wildcard

Wildcard:
{Annotation} ? [WildcardBounds]

WildcardBounds:
extends ReferenceType
super ReferenceType

Wildcards may be given explicit bounds, just like regular type variable declarations. An upper bound is signified by the following syntax, where \( B \) is the bound:

? extends \( B \)

Unlike ordinary type variables declared in a method signature, no type inference is required when using a wildcard. Consequently, it is permissible to declare lower bounds on a wildcard, using the following syntax, where \( B \) is a lower bound:

? super \( B \)

The wildcard \(? \) extends Object is equivalent to the unbounded wildcard \(?\).

Two type arguments are *provably distinct* if one of the following is true:

- Neither argument is a type variable or wildcard, and the two arguments are not the same type.
- One type argument is a type variable or wildcard, with an upper bound (from capture conversion (§5.1.10), if necessary) of \( S \); and the other type argument \( T \) is not a type variable or wildcard; and neither \(|S| <: |T|\) nor \(|T| <: |S|\) (§4.8, §4.10).
- Each type argument is a type variable or wildcard, with upper bounds (from capture conversion, if necessary) of \( S \) and \( T \); and neither \(|S| <: |T|\) nor \(|T| <: |S|\).

A type argument \( T_1 \) is said to contain another type argument \( T_2 \), written \( T_2 <= T_1 \), if the set of types denoted by \( T_2 \) is provably a subset of the set of types denoted by \( T_1 \) under the reflexive and transitive closure of the following rules (where \(<:\) denotes subtyping (§4.10)):

- \(? \) extends \( T <= ? \) extends \( S \) if \( T <: S \)
The relationship of wildcards to established type theory is an interesting one, which we briefly allude to here. Wildcards are a restricted form of existential types. Given a generic type declaration $G\langle T \text{ extends } B \rangle$, $G<\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_>$ is roughly analogous to Some $X <: B$. $G<X>$. Historically, wildcards are a direct descendant of the work by Atsushi Igarashi and Mirko Viroli. Readers interested in a more comprehensive discussion should refer to On Variance-Based Subtyping for Parametric Types by Atsushi Igarashi and Mirko Viroli, in the Proceedings of the 16th European Conference on Object Oriented Programming (ECOOP 2002). This work itself builds upon earlier work by Kresten Thorup and Mads Torgersen (Unifying Genericity, ECOOP 99), as well as a long tradition of work on declaration based variance that goes back to Pierre America’s work on POOL (OOPSLA 89).

Wildcards differ in certain details from the constructs described in the aforementioned paper, in particular in the use of capture conversion (§5.1.10) rather than the close operation described by Igarashi and Viroli. For a formal account of wildcards, see Wild FJ by Mads Torgersen, Erik Ernst and Christian Plesner Hansen, in the 12th workshop on Foundations of Object Oriented Programming (FOOL 2005).

Example 4.5.1-1. Unbounded Wildcards

```java
import java.util.Collection;
import java.util.ArrayList;

class Test {
    static void printCollection(Collection<?> c) {
        // a wildcard collection
        for (Object o : c) {
            System.out.println(o);
        }
    }

    public static void main(String[] args) {
        Collection<String> cs = new ArrayList<String>();
        cs.add("hello");
        cs.add("world");
        printCollection(cs);
    }
}
```
Note that using Collection<Object> as the type of the incoming parameter, c, would not be nearly as useful; the method could only be used with an argument expression that had type Collection<Object>, which would be quite rare. In contrast, the use of an unbounded wildcard allows any kind of collection to be passed as an argument.

Here is an example where the element type of an array is parameterized by a wildcard:

```java
public Method getMethod(Class<?>[] parameterTypes) { ... }
```

**Example 4.5.1-2. Bounded Wildcards**

```java
boolean addAll(Collection<? extends E> c)
```

Here, the method is declared within the interface Collection<E>, and is designed to add all the elements of its incoming argument to the collection upon which it is invoked. A natural tendency would be to use Collection<E> as the type of c, but this is unnecessarily restrictive. An alternative would be to declare the method itself to be generic:

```java
<T> boolean addAll(Collection<T> c)
```

This version is sufficiently flexible, but note that the type parameter is used only once in the signature. This reflects the fact that the type parameter is not being used to express any kind of interdependency between the type(s) of the argument(s), the return type and/or throws type. In the absence of such interdependency, generic methods are considered bad style, and wildcards are preferred.

```java
Reference(T referent, ReferenceQueue<? super T> queue)
```

Here, the referent can be inserted into any queue whose element type is a supertype of the type T of the referent; T is the lower bound for the wildcard.

### 4.5.2 Members and Constructors of Parameterized Types

Let c be a generic class or interface declaration with type parameters $A_1, ..., A_n$, and let $C<T_1, ..., T_n>$ be a parameterization of c where, for $1 \leq i \leq n$, $T_i$ is a type (rather than a wildcard). Then:

- Let $m$ be a member or constructor declaration in c, whose type as declared is $T$ ($\S 8.2$, $\S 8.8.6$).
  The type of $m$ in $C<T_1, ..., T_n>$ is $T[A_1:=T_1, \ldots, A_n:=T_n]$.

- Let $m$ be a member or constructor declaration in $D$, where $D$ is a class extended by $C$ or an interface implemented by $C$. Let $D<U_1, \ldots, U_k>$ be the supertype of $C<T_1, ..., T_n>$ that corresponds to $D$.
  The type of $m$ in $C<T_1, ..., T_n>$ is the type of $m$ in $D<U_1, \ldots, U_k>$.

If any of the type arguments in the parameterization of $c$ are wildcards, then:
The types of the fields, methods, and constructors in $C<T_1,\ldots,T_n>$ are the types of the fields, methods, and constructors in the capture conversion of $C<T_1,\ldots,T_n>$ (§5.1.10).

Let $D$ be a (possibly generic) class or interface declaration in $C$. Then the type of $D$ in $C<T_1,\ldots,T_n>$ is $D$ where, if $D$ is generic, all type arguments are unbounded wildcards.

This is of no consequence, as it is impossible to access a member of a parameterized type without performing capture conversion, and it is impossible to use a wildcard after the keyword `new` in a class instance creation expression (§15.9).

The sole exception to the previous paragraph is when a nested parameterized type is used as the expression in an `instanceof` operator (§15.20.2), where capture conversion is not applied.

A static member that is declared in a generic type declaration must be referred to using the non-generic type that corresponds to the generic type (§6.1, §6.5.5.2, §6.5.6.2), or a compile-time error occurs.

In other words, it is illegal to refer to a static member declared in a generic type declaration by using a parameterized type.

### 4.6 Type Erasure

Type erasure is a mapping from types (possibly including parameterized types and type variables) to types (that are never parameterized types or type variables). We write $|\tau|$ for the erasure of type $\tau$. The erasure mapping is defined as follows:

- The erasure of a parameterized type (§4.5) $G<T_1,\ldots,T_n>$ is $|G|$.
- The erasure of a nested type $T.C$ is $|T|.C$.
- The erasure of an array type $T[]$ is $|T|[]$.
- The erasure of a type variable (§4.4) is the erasure of its leftmost bound.
- The erasure of every other type is the type itself.

Type erasure also maps the signature (§8.4.2) of a constructor or method to a signature that has no parameterized types or type variables. The erasure of a constructor or method signature $s$ is a signature consisting of the same name as $s$ and the erasures of all the formal parameter types given in $s$. 
The return type of a method (§8.4.5) and the type parameters of a generic method or constructor (§8.4.4, §8.8.4) also undergo erasure if the method or constructor's signature is erased.

The erasure of the signature of a generic method has no type parameters.

### 4.7 Reifiable Types

Because some type information is erased during compilation, not all types are available at run time. Types that are completely available at run time are known as reifiable types.

A type is reifiable if and only if one of the following holds:

- It refers to a non-generic class or interface type declaration.
- It is a parameterized type in which all type arguments are unbounded wildcards (§4.5.1).
- It is a raw type (§4.8).
- It is a primitive type (§4.2).
- It is an array type (§10.1) whose element type is reifiable.
- It is a nested type where, for each type $T$ separated by a ",", $T$ itself is reifiable.

For example, if a generic class $X<T>$ has a generic member class $Y<U>$, then the type $X?<>.Y<$ is reifiable because $X<$ is reifiable and $Y<$ is reifiable. The type $X?<>.Y<Object>$ is not reifiable because $Y<Object>$ is not reifiable.

An intersection type is not reifiable.

The decision not to make all generic types reifiable is one of the most crucial, and controversial design decisions involving the type system of the Java programming language.

Ultimately, the most important motivation for this decision is compatibility with existing code. In a naive sense, the addition of new constructs such as generics has no implications for pre-existing code. The Java programming language, per se, is compatible with earlier versions as long as every program written in the previous versions retains its meaning in the new version. However, this notion, which may be termed language compatibility, is of purely theoretical interest. Real programs (even trivial ones, such as "Hello World") are composed of several compilation units, some of which are provided by the Java SE platform (such as elements of `java.lang` or `java.util`). In practice, then, the minimum requirement is platform compatibility - that any program written for the prior version of the Java SE platform continues to function unchanged in the new version.
One way to provide platform compatibility is to leave existing platform functionality unchanged, only adding new functionality. For example, rather than modify the existing Collections hierarchy in `java.util`, one might introduce a new library utilizing generics.

The disadvantages of such a scheme is that it is extremely difficult for pre-existing clients of the Collection library to migrate to the new library. Collections are used to exchange data between independently developed modules; if a vendor decides to switch to the new, generic, library, that vendor must also distribute two versions of their code, to be compatible with their clients. Libraries that are dependent on other vendors code cannot be modified to use generics until the supplier's library is updated. If two modules are mutually dependent, the changes must be made simultaneously.

Clearly, platform compatibility, as outlined above, does not provide a realistic path for adoption of a pervasive new feature such as generics. Therefore, the design of the generic type system seeks to support migration compatibility. Migration compatibility allows the evolution of existing code to take advantage of generics without imposing dependencies between independently developed software modules.

The price of migration compatibility is that a full and sound reification of the generic type system is not possible, at least while the migration is taking place.

### 4.8 Raw Types

To facilitate interfacing with non-generic legacy code, it is possible to use as a type the erasure (§4.6) of a parameterized type (§4.5) or the erasure of an array type (§10.1) whose element type is a parameterized type. Such a type is called a *raw type*.

More precisely, a raw type is defined to be one of:

- The reference type that is formed by taking the name of a generic type declaration without an accompanying type argument list.
- An array type whose element type is a raw type.
- A non-static member type of a raw type $R$ that is not inherited from a superclass or superinterface of $R$.

A non-generic class or interface type is not a raw type.

To see why a non-static type member of a raw type is considered raw, consider the following example:

```java
class Outer<T>{
    T t;
    class Inner {
        T setOuterT(T t1) { t = t1; return t; }
    }
}
```
The type of the member(s) of Inner depends on the type parameter of Outer. If Outer is raw, Inner must be treated as raw as well, as there is no valid binding for T.

This rule applies only to type members that are not inherited. Inherited type members that depend on type variables will be inherited as raw types as a consequence of the rule that the supertypes of a raw type are erased, described later in this section.

Another implication of the rules above is that a generic inner class of a raw type can itself only be used as a raw type:

```java
class Outer<T>{
    class Inner<S> {
        S s;
    }
}
```

It is not possible to access Inner as a partially raw type (a "rare" type):

```java
Outer.Inner<Double> x = null;  // illegal
Double d = x.s;
```

because Outer itself is raw, hence so are all its inner classes including Inner, and so it is not possible to pass any type arguments to Inner.

The superclasses (respectively, superinterfaces) of a raw type are the erasures of the superclasses (superinterfaces) of any of the parameterizations of the generic type.

The type of a constructor (§8.8), instance method (§8.4, §9.4), or non-static field (§8.3) of a raw type C that is not inherited from its superclasses or superinterfaces is the raw type that corresponds to the erasure of its type in the generic declaration corresponding to C.

The type of a static method or static field of a raw type C is the same as its type in the generic declaration corresponding to C.

It is a compile-time error to pass type arguments to a non-static type member of a raw type that is not inherited from its superclasses or superinterfaces.

It is a compile-time error to attempt to use a type member of a parameterized type as a raw type.

This means that the ban on "rare" types extends to the case where the qualifying type is parameterized, but we attempt to use the inner class as a raw type:

```java
Outer<Integer>.Inner x = null; // illegal
```
This is the opposite of the case discussed above. There is no practical justification for this half-baked type. In legacy code, no type arguments are used. In non-legacy code, we should use the generic types correctly and pass all the required type arguments.

The supertype of a class may be a raw type. Member accesses for the class are treated as normal, and member accesses for the supertype are treated as for raw types. In the constructor of the class, calls to `super` are treated as method calls on a raw type.

The use of raw types is allowed only as a concession to compatibility of legacy code. The use of raw types in code written after the introduction of generics into the Java programming language is strongly discouraged. It is possible that future versions of the Java programming language will disallow the use of raw types.

To make sure that potential violations of the typing rules are always flagged, some accesses to members of a raw type will result in compile-time unchecked warnings. The rules for compile-time unchecked warnings when accessing members or constructors of raw types are as follows:

- At an assignment to a field: if the type of the `Primary` in the field access expression (§15.11) is a raw type, then a compile-time unchecked warning occurs if erasure changes the field's type.

- At an invocation of a method or constructor: if the type of the class or interface to search (§15.12.1) is a raw type, then a compile-time unchecked warning occurs if erasure changes any of the formal parameter types of the method or constructor.

- No compile-time unchecked warning occurs for a method call when the formal parameter types do not change under erasure (even if the return type and/or `throws` clause changes), for reading from a field, or for a class instance creation of a raw type.

Note that the unchecked warnings above are distinct from the unchecked warnings possible from unchecked conversion (§5.1.9), casts (§5.5.2), method declarations (§8.4.1, §8.4.8.3, §8.4.8.4, §9.4.1.2), and variable arity method invocations (§15.12.4.2).

The warnings here cover the case where a legacy consumer uses a generified library. For example, the library declares a generic class `Foo<T extends String>` that has a field `f` of type `Vector<T>`, but the consumer assigns a `Vector` of integers to `e.f` where `e` has the raw type `Foo`. The legacy consumer receives a warning because it may have caused heap pollution (§4.12.2) for generified consumers of the generified library.

(Note that the legacy consumer can assign a `Vector<String>` from the library to its own `Vector` variable without receiving a warning. That is, the subtyping rules (§4.10.2) of the Java programming language make it possible for a variable of a raw type to be assigned a value of any of the type's parameterized instances.)
The warnings from unchecked conversion cover the dual case, where a generified consumer uses a legacy library. For example, a method of the library has the raw return type `Vector`, but the consumer assigns the result of the method invocation to a variable of type `Vector<String>`. This is unsafe, since the raw vector might have had a different element type than `String`, but is still permitted using unchecked conversion in order to enable interfacing with legacy code. The warning from unchecked conversion indicates that the generified consumer may experience problems from heap pollution at other points in the program.

**Example 4.8-1. Raw Types**

```java
class Cell<E> {
    E value;
    Cell(E v)     { value = v; }
    E get()       { return value; }
    void set(E v) { value = v; }

    public static void main(String[] args) {
        Cell x = new Cell<String>("abc");
        System.out.println(x.value);  // OK, has type Object
        System.out.println(x.get());  // OK, has type Object
        x.set("def");                // unchecked warning
    }
}
```

**Example 4.8-2. Raw Types and Inheritance**

```java
import java.util.*;
class NonGeneric {
    Collection<Number> myNumbers() { return null; }
}

abstract class RawMembers<T> extends NonGeneric implements Collection<String> {
    static Collection<NonGeneric> cng =
        new ArrayList<NonGeneric>();

    public static void main(String[] args) {
        RawMembers rw = null;
        Collection<Number> cn = rw.myNumbers();
        // OK
        Iterator<String> is = rw.iterator();
        // Unchecked warning
        Collection<NonGeneric> cnn = rw.cng;
        // OK, static member
    }
}
```

In this program (which is not meant to be run), `RawMembers<T>` inherits the method:

```java
Iterator<String> iterator()
```
4.9 Intersection Types

An intersection type takes the form $T_1 \land \ldots \land T_n$ ($n > 0$), where $T_i$ ($1 \leq i \leq n$) are types.

Intersection types arise in the processes of capture conversion and type inference (§5.1.10, §18 (Type Inference)). It is not possible to write an intersection type directly as part of a program; no syntax supports this.

The values of an intersection type are those objects that are values of all of the types $T_i$ for $1 \leq i \leq n$.

Every intersection type $T_1 \land \ldots \land T_n$ induces a notional class or interface for the purpose of identifying the members of the intersection type, as follows:

- For each $T_i$ ($1 \leq i \leq n$), let $C_i$ be the most specific class or array type such that $T_i <: C_i$. Then there must be some $C_k$ such that $C_k <: C_i$ for any $i$ ($1 \leq i \leq n$), or a compile-time error occurs.
• For $1 \leq j \leq n$, if $T_j$ is a type variable, then let $T_j'$ be an interface whose members are the same as the public members of $T_j$; otherwise, if $T_j$ is an interface, then let $T_j'$ be $T_j$.

• If $C_k$ is Object, a notional interface is induced; otherwise, a notional class is induced with direct superclass $C_k$. This class or interface has direct superinterfaces $T_1', ..., T_n'$ and is declared in the package in which the intersection type appears.

The members of an intersection type are the members of the class or interface it induces.

It is worth dwelling upon the distinction between intersection types and the bounds of type variables. Every type variable bound induces an intersection type. This intersection type is often trivial, consisting of a single type. The form of a bound is restricted (only the first element may be a class or type variable, and only one type variable may appear in the bound) to preclude certain awkward situations coming into existence. However, capture conversion can lead to the creation of type variables whose bounds are more general, such as array types).

### 4.10 Subtyping

The subtype and supertype relations are binary relations on types.

The supertypes of a type are obtained by reflexive and transitive closure over the direct supertype relation, written $S >_1 T$, which is defined by rules given later in this section. We write $S :> T$ to indicate that the supertype relation holds between $S$ and $T$.

$S$ is a proper supertype of $T$, written $S > T$, if $S :> T$ and $S \neq T$.

The subtypes of a type $T$ are all types $U$ such that $T$ is a supertype of $U$, and the null type. We write $T <: S$ to indicate that the subtype relation holds between types $T$ and $S$.

$T$ is a proper subtype of $S$, written $T < S$, if $T <: S$ and $S \neq T$.

$T$ is a direct subtype of $S$, written $T <_1 S$, if $S >_1 T$.

Subtyping does not extend through parameterized types: $T <: S$ does not imply that $C<T> <: C<S>$.

#### 4.10.1 Subtyping among Primitive Types

The following rules define the direct supertype relation among the primitive types:
• double >_1 float
• float >_1 long
• long >_1 int
• int >_1 char
• int >_1 short
• short >_1 byte

4.10.2 Subtyping among Class and Interface Types

Given a non-generic type declaration $C$, the direct supertypes of the type $C$ are all of the following:

• The direct superclass of $C$ (§8.1.4).
• The direct superinterfaces of $C$ (§8.1.5).
• The type Object, if $C$ is an interface type with no direct superinterfaces (§9.1.3).

Given a generic type declaration $C< F_1, \ldots, F_n > \ (n > 0)$, the direct supertypes of the raw type $C$ (§4.8) are all of the following:

• The direct superclass of the raw type $C$.
• The direct superinterfaces of the raw type $C$.
• The type Object, if $C< F_1, \ldots, F_n >$ is a generic interface type with no direct superinterfaces (§9.1.2).

Given a generic type declaration $C< F_1, \ldots, F_n > \ (n > 0)$, the direct supertypes of the generic type $C< F_1, \ldots, F_n >$ are all of the following:

• The direct superclass of $C< F_1, \ldots, F_n >$.
• The direct superinterfaces of $C< F_1, \ldots, F_n >$.
• The type Object, if $C< F_1, \ldots, F_n >$ is a generic interface type with no direct superinterfaces.
• The raw type $C$.

Given a generic type declaration $C< T_1, \ldots, T_n >$, the direct supertypes of the parameterized type $C< T_1, \ldots, T_n >$ are all of the following:

• The direct superclasses of $C$.
• The direct superinterfaces of $C$. 
- The type Object, if \( C \) is an interface type with no direct superinterfaces.
- The raw type \( C \).

Given a generic type declaration \( C<F_1,\ldots,F_n> \) \((n > 0)\), the direct supertypes of the parameterized type \( C<T_1,\ldots,T_n> \), where \( T_i \) \((1 \leq i \leq n)\) is a type, are all of the following:

- \( D<U_1,\ldots,U_k\theta> \), where \( D<U_1,\ldots,U_k> \) is a generic type which is a direct supertype of the generic type \( C<T_1,\ldots,T_n> \) and \( \theta \) is the substitution \([F_1:=T_1,\ldots,F_n:=T_n]\).
- \( C<S_1,\ldots,S_n> \), where \( S_i \) contains \( T_i \) \((1 \leq i \leq n)\) (§4.5.1).
- The type Object, if \( C<F_1,\ldots,F_n> \) is a generic interface type with no direct superinterfaces.
- The raw type \( C \).

Given a generic type declaration \( C<F_1,\ldots,F_n> \) \((n > 0)\), the direct supertypes of the parameterized type \( C<R_1,\ldots,R_n> \) where at least one of the \( R_i \) \((1 \leq i \leq n)\) is a wildcard type argument, are the direct supertypes of the parameterized type \( C<X_1,\ldots,X_n> \) which is the result of applying capture conversion to \( C<R_1,\ldots,R_n> \) (§5.1.10).

The direct supertypes of an intersection type \( T_1 \& \cdots \& T_n \) are \( T_i \) \((1 \leq i \leq n)\).

The direct supertypes of a type variable are the types listed in its bound.

A type variable is a direct supertype of its lower bound.

The direct supertypes of the null type are all reference types other than the null type itself.

### 4.10.3 Subtyping among Array Types

The following rules define the direct supertype relation among array types:

- If \( S \) and \( T \) are both reference types, then \( S[] \succ_1 T[] \) iff \( S \succ_1 T \).
- Object \( \succ_1 \) Object[]
- Cloneable \( \succ_1 \) Object[]
- java.io.Serializable \( \succ_1 \) Object[]
- If \( P \) is a primitive type, then:
  - Object \( \succ_1 \) P[
  - Cloneable \( \succ_1 \) P[
  - java.io.Serializable \( \succ_1 \) P[]}
4.10.4 Least Upper Bound

The least upper bound, or "lub", of a set of reference types is a shared supertype that is more specific than any other shared supertype (that is, no other shared supertype is a subtype of the least upper bound). This type, lub($U_1, ..., U_k$), is determined as follows.

If $k = 1$, then the lub is the type itself: lub($U$) = $U$.

Otherwise:

- For each $U_i$ (1 ≤ $i$ ≤ $k$):
  - Let ST($U_i$) be the set of supertypes of $U_i$.
  - Let EST($U_i$), the set of erased supertypes of $U_i$, be:
    
    $$EST(U_i) = \{ |\tilde{W}| | \tilde{W} \text{ in } ST(U_i) \}$$

    where $|\tilde{W}|$ is the erasure of $\tilde{W}$.

    The reason for computing the set of erased supertypes is to deal with situations where the set of types includes several distinct parameterizations of a generic type.

    For example, given List<String> and List<Object>, simply intersecting the sets ST(List<String>) = { List<String>, Collection<String>, Object } and ST(List<Object>) = { List<Object>, Collection<Object>, Object } would yield a set { Object }, and we would have lost track of the fact that the upper bound can safely be assumed to be a List.

    In contrast, intersecting EST(List<String>) = { List, Collection, Object } and EST(List<Object>) = { List, Collection, Object } yields { List, Collection, Object }, which will eventually enable us to produce List<?>.

- Let EC, the erased candidate set for $U_1$ ... $U_k$, be the intersection of all the sets EST($U_i$) (1 ≤ $i$ ≤ $k$).

- Let MEC, the minimal erased candidate set for $U_1$ ... $U_k$, be:

    $$MEC = \{ V | V \text{ in } EC, \text{ and for all } W \neq V \text{ in } EC, \text{ it is not the case that } W <: V \}$$

    Because we are seeking to infer more precise types, we wish to filter out any candidates that are supertypes of other candidates. This is what computing MEC accomplishes. In our running example, we had EC = { List, Collection, Object }, so MEC = { List }. The next step is to recover type arguments for the erased types in MEC.

- For any element $G$ of MEC that is a generic type:
  - Let the "relevant" parameterizations of $G$, Relevant($G$), be:
    
    $$Relevant(G) = \{ V | 1 \leq i \leq k: V \text{ in } ST(U_i) \text{ and } V = G<...> \}$$
In our running example, the only generic element of MEC is List, and Inv(List) = { List<String>, List<Object> }. We will now seek to find a type argument for List that contains (§4.5.1) both String and Object.

This is done by means of the least containing parameterization (lcp) operation defined below. The first line defines lcp() on a set, such as Relevant(List), as an operation on a list of the elements of the set. The next line defines the operation on such lists, as a pairwise reduction on the elements of the list. The third line is the definition of lcp() on pairs of parameterized types, which in turn relies on the notion of least containing type argument (lcta). lcta() is defined for all possible cases.

Let the "candidate" parameterization of \( G \), Candidate(\( G \)), be the most specific parameterization of the generic type \( G \) that contains all the relevant parameterizations of \( G \):

Candidate(\( G \)) = lcp(Relevant(\( G \)))

where lcp(), the least containing invocation, is:

- \( lcp(S) = lcp(e_1, ..., e_n) \) where \( e_i (1 \leq i \leq n) \) in \( S \)
- \( lcp(e_1, ..., e_n) = lcp(lcp(e_1, e_2), e_3, ..., e_n) \)
- \( lcp(G<X_1,...,X_n>, G<Y_1,...,Y_n>) = G<lcta(X_1, Y_1), ..., lcta(X_n, Y_n)> \)
- \( lcp(G<X_1,...,X_n>) = G<lcta(X_1), ..., lcta(X_n)> \)

and where lcta(), the least containing type argument, is: (assuming \( U \) and \( V \) are types)

- \( lcta(U, V) = U \) if \( U = V \), otherwise \( ? \) extends \( lub(U, V) \)
- \( lcta(U, ? \) extends \( V) = ? \) extends \( lub(U, V) \)
- \( lcta(U, ? \) super \( V) = ? \) super \( glb(U, V) \)
- \( lcta(\)extends \( U, ? \) extends \( V) = ? \) extends \( lub(U, V) \)
- \( lcta(\)extends \( U, ? \) super \( V) = U \) if \( U = V \), otherwise \( ? \)
- \( lcta(\)super \( U, ? \) super \( V) = ? \) super \( glb(U, V) \)
- \( lcta(U) = ? \) if \( U \)'s upper bound is \( Object \), otherwise \( ? \) extends \( lub(U, Object) \)

and where \( glb() \) is as defined in §5.1.10.

- Let \( lub(U_1 ... U_k) \) be:

  Best(\( \bar{w}_1 \)) & ... & Best(\( \bar{w}_r \))

where \( \bar{w}_i (1 \leq i \leq r) \) are the elements of MEC, the minimal erased candidate set of \( U_1 ... U_k \);
and where, if any of these elements are generic, we use the candidate parameterization (so as to recover type arguments):

\[
\text{Best}(x) = \text{Candidate}(x) \text{ if } x \text{ is generic; } x \text{ otherwise.}
\]

Strictly speaking, this \text{lub()} function only approximates a least upper bound. Formally, there may exist some other type \( T \) such that all of \( U_1 \ldots U_k \) are subtypes of \( T \) and \( T \) is a subtype of \( \text{lub}(U_1, \ldots, U_k) \). However, a compiler for the Java programming language must implement \text{lub()} as specified above.

It is possible that the \text{lub()} function yields an infinite type. This is permissible, and a compiler for the Java programming language must recognize such situations and represent them appropriately using cyclic data structures.

The possibility of an infinite type stems from the recursive calls to \text{lub()}. Readers familiar with recursive types should note that an infinite type is not the same as a recursive type.

4.11 Where Types Are Used

Types are used in most kinds of declaration and in certain kinds of expression. Specifically, there are 16 type contexts where types are used:

- In declarations:
  1. A type in the \text{extends} or \text{implements} clause of a class declaration (§8.1.4, §8.1.5, §8.5, §9.5)
  2. A type in the \text{extends} clause of an interface declaration (§9.1.3, §8.5, §9.5)
  3. The return type of a method (including the type of an element of an annotation type) (§8.4.5, §9.4, §9.6.1)
  4. A type in the \text{throws} clause of a method or constructor (§8.4.6, §8.8.5, §9.4)
  5. A type in the \text{extends} clause of a type parameter declaration of a generic class, interface, method, or constructor (§8.1.2, §9.1.2, §8.4.4, §8.8.4)
  6. The type in a field declaration of a class or interface (including an enum constant) (§8.3, §9.3, §8.9.1)
  7. The type in a formal parameter declaration of a method, constructor, or lambda expression (§8.4.1, §8.8.1, §9.4, §15.27.1)
  8. The type of the receiver parameter of a method (§8.4.1)
10. The type in an exception parameter declaration (§14.20)

- In expressions:

11. A type in the explicit type argument list to an explicit constructor invocation statement or class instance creation expression or method invocation expression (§8.8.7.1, §15.9, §15.12)

12. In an unqualified class instance creation expression, as the class type to be instantiated (§15.9) or as the direct superclass or direct superinterface of an anonymous class to be instantiated (§15.9.5)

13. The element type in an array creation expression (§15.10.1)

14. The type in the cast operator of a cast expression (§15.16)

15. The type that follows the `instanceof` relational operator (§15.20.2)

16. In a method reference expression (§15.13), as the reference type to search for a member method or as the class type or array type to construct.

Also, types are used as:

- The element type of an array type in any of the above contexts; and
- A non-wildcard type argument, or a bound of a wildcard type argument, of a parameterized type in any of the above contexts.

Finally, there are three special terms in the Java programming language which denote the use of a type:

- An unbounded wildcard (§4.5.1)
- The ... in the type of a variable arity parameter (§8.4.1), to indicate an array type
- The simple name of a type in a constructor declaration (§8.8), to indicate the class of the constructed object

The meaning of types in type contexts is given by:

- §4.2, for primitive types
- §4.4, for type parameters
- §4.5, for class and interface types that are parameterized, or appear either as type arguments in a parameterized type or as bounds of wildcard type arguments in a parameterized type
- §4.8, for class and interface types that are raw
- §4.9, for intersection types in the bounds of type parameters
• §6.5, for class and interface types in contexts where genericity is unimportant (§6.1)

• §10.1, for array types

Some type contexts restrict how a reference type may be parameterized:

• The following type contexts require that if a type is a parameterized reference type, it has no wildcard type arguments:
  – In an extends or implements clause of a class declaration (§8.1.4, §8.1.5)
  – In an extends clause of an interface declaration (§9.1.3)
  – In an unqualified class instance creation expression, as the class type to be instantiated (§15.9) or as the direct superclass or direct superinterface of an anonymous class to be instantiated (§15.9.5)
  – In addition, no wildcard type arguments are permitted in the explicit type argument list to an explicit constructor invocation statement or class instance creation expression or method invocation expression (§8.8.7.1, §15.9, §15.12).

• The following type contexts require that if a type is a parameterized reference type, it has only unbounded wildcard type arguments (i.e. it is a reifiable type):
  – As the element type in an array creation expression (§15.10.1)
  – As the type that follows the instanceof relational operator (§15.20.2)

• The following type contexts disallow a parameterized reference type altogether, because they involve exceptions and the type of an exception is non-generic (§6.1):
  – As the type of an exception that can be thrown by a method or constructor (§8.4.6, §8.8.5, §9.4)
  – In an exception parameter declaration (§14.20)

In any type context where a type is used, it is possible to annotate the keyword denoting a primitive type or the Identifier denoting the simple name of a reference type. It is also possible to annotate an array type by writing an annotation to the left of the [ at the desired level of nesting in the array type. Annotations in these locations are called type annotations, and are specified in §9.7.4. Here are some examples:

• @Foo int[] f; annotates the primitive type int
• int @Foo [] f; annotates the array type int[]
• int @Foo [][] f; annotates the array type int[][]
• int[] @Foo [] f; annotates the array type int[] which is the component type of the array type int[][]
Five of the *type contexts* which appear in declarations occupy the same syntactic real estate as a number of *declaration contexts* (§9.6.4.1):

- The return type of a method (including the type of an element of an annotation type)
- The type in a field declaration of a class or interface (including an enum constant)
- The type in a formal parameter declaration of a method, constructor, or lambda expression
- The type in a local variable declaration
- The type in an exception parameter declaration

The fact that the same syntactic location in a program can be both a type context and a declaration context arises because the modifiers for a declaration immediately precede the type of the declared entity. §9.7.4 explains how an annotation in such a location is deemed to appear in a type context or a declaration context or both.

**Example 4.11-1. Usage of a Type**

```java
import java.util.Random;
import java.util.Collection;
import java.util.ArrayList;

class MiscMath<T extends Number> {
    int divisor;
    MiscMath(int divisor) { this.divisor = divisor; }
    float ratio(long l) {
        try {
            l /= divisor;
        } catch (Exception e) {
            if (e instanceof ArithmeticException)
                l = Long.MAX_VALUE;
            else
                l = 0;
        }
        return (float)l;
    }
    double gausser() {
        Random r = new Random();
        double[] val = new double[2];
        val[0] = r.nextGaussian();
        val[1] = r.nextGaussian();
        return (val[0] + val[1]) / 2;
    }
    Collection<Number> fromArray(Number[] na) {
        Collection<Number> cn = new ArrayList<Number>();
        for (Number n : na) cn.add(n);
        return cn;
    }
    <S> void loop(S s) { this.<S>loop(s); }
}
```
In this example, types are used in declarations of the following:

- Imported types (§7.5); here the type `Random`, imported from the type `java.util.Random` of the package `java.util`, is declared.
- Fields, which are the class variables and instance variables of classes (§8.3), and constants of interfaces (§9.3); here the field `divisor` in the class `MiscMath` is declared to be of type `int`.
- Method parameters (§8.4.1); here the parameter `l` of the method `ratio` is declared to be of type `long`.
- Method results (§8.4); here the result of the method `ratio` is declared to be of type `float`, and the result of the method `gausser` is declared to be of type `double`.
- Constructor parameters (§8.8.1); here the parameter of the constructor for `MiscMath` is declared to be of type `int`.
- Local variables (§14.4, §14.14); the local variables `r` and `val` of the method `gausser` are declared to be of types `Random` and `double[]` (array of `double`).
- Exception parameters (§14.20); here the exception parameter `e` of the `catch` clause is declared to be of type `Exception`.
- Type parameters (§4.4); here the type parameter of `MiscMath` is a type variable `T` with the type `Number` as its declared bound.
- In any declaration that uses a parameterized type; here the type `Number` is used as a type argument (§4.5.1) in the parameterized type `Collection<Number>`.

and in expressions of the following kinds:

- Class instance creations (§15.9); here a local variable `r` of method `gausser` is initialized by a class instance creation expression that uses the type `Random`.
- Generic class (§8.1.2) instance creations (§15.9); here `Number` is used as a type argument in the expression `new ArrayList<Number>()`.
- Array creations (§15.10.1); here the local variable `val` of method `gausser` is initialized by an array creation expression that creates an array of `double` with size 2.
- Generic method (§8.4.4) or constructor (§8.8.4) invocations (§15.12); here the method `loop` calls itself with an explicit type argument `S`.
- Casts (§15.16); here the `return` statement of the method `ratio` uses the `float` type in a cast.
- The `instanceof` operator (§15.20.2); here the `instanceof` operator tests whether `e` is assignment-compatible with the type `ArithmeticException`.

### 4.12 Variables

A variable is a storage location and has an associated type, sometimes called its **compile-time type**, that is either a primitive type (§4.2) or a reference type (§4.3).
A variable's value is changed by an assignment (§15.26) or by a prefix or postfix + + (increment) or -- (decrement) operator (§15.14.2, §15.14.3, §15.15.1, §15.15.2).

Compatibility of the value of a variable with its type is guaranteed by the design of the Java programming language, as long as a program does not give rise to compile-time unchecked warnings (§4.12.2). Default values (§4.12.5) are compatible and all assignments to a variable are checked for assignment compatibility (§5.2), usually at compile time, but, in a single case involving arrays, a run-time check is made (§10.5).

4.12.1 Variables of Primitive Type

A variable of a primitive type always holds a primitive value of that exact primitive type.

4.12.2 Variables of Reference Type

A variable of a class type \( T \) can hold a null reference or a reference to an instance of class \( T \) or of any class that is a subclass of \( T \).

A variable of an interface type can hold a null reference or a reference to any instance of any class that implements the interface.

Note that a variable is not guaranteed to always refer to a subtype of its declared type, but only to subclasses or subinterfaces of the declared type. This is due to the possibility of heap pollution discussed below.

If \( T \) is a primitive type, then a variable of type "array of \( T \)" can hold a null reference or a reference to any array of type "array of \( T \)".

If \( T \) is a reference type, then a variable of type "array of \( T \)" can hold a null reference or a reference to any array of type "array of \( S \)" such that type \( S \) is a subclass or subinterface of type \( T \).

A variable of type \( \text{Object}[] \) can hold a reference to an array of any reference type.

A variable of type \( \text{Object} \) can hold a null reference or a reference to any object, whether it is an instance of a class or an array.

It is possible that a variable of a parameterized type will refer to an object that is not of that parameterized type. This situation is known as heap pollution.

Heap pollution can only occur if the program performed some operation involving a raw type that would give rise to a compile-time unchecked warning (§4.8, §5.1.9, §5.5.2, §8.4.1, §8.4.8.3, §8.4.8.4, §9.4.1.2, §15.12.4.2), or if the program aliases an
array variable of non-reifiable element type through an array variable of a supertype which is either raw or non-generic.

For example, the code:

```java
List l = new ArrayList<Number>();
List<String> ls = l; // Unchecked warning
```

gives rise to a compile-time unchecked warning, because it is not possible to ascertain, either at compile time (within the limits of the compile-time type checking rules) or at run time, whether the variable \( l \) does indeed refer to a \( \text{List<String>} \).

If the code above is executed, heap pollution arises, as the variable \( ls \), declared to be a \( \text{List<String>} \), refers to a value that is not in fact a \( \text{List<String>} \).

The problem cannot be identified at run time because type variables are not reified, and thus instances do not carry any information at run time regarding the type arguments used to create them.

In a simple example as given above, it may appear that it should be straightforward to identify the situation at compile time and give an error. However, in the general (and typical) case, the value of the variable \( l \) may be the result of an invocation of a separately compiled method, or its value may depend upon arbitrary control flow. The code above is therefore very atypical, and indeed very bad style.

Furthermore, the fact that \( \text{Object[]} \) is a supertype of all array types means that unsafe aliasing can occur which leads to heap pollution. For example, the following code compiles because it is statically type-correct:

```java
static void m(List<String>... stringLists) {
    Object[] array = stringLists;
    List<Integer> tmpList = Arrays.asList(42);
    array[0] = tmpList; // (1)
    String s = stringLists[0].get(0); // (2)
}
```

Heap pollution occurs at (1) because a component in the \( \text{stringLists} \) array that should refer to a \( \text{List<String>} \) now refers to a \( \text{List<Integer>} \). There is no way to detect this pollution in the presence of both a universal supertype (\( \text{Object[]} \)) and a non-reifiable type (the declared type of the formal parameter, \( \text{List<String>}[][] \)). No unchecked warning is justified at (1); nevertheless, at run time, a \( \text{ClassCastException} \) will occur at (2).

A compile-time unchecked warning will be given at any invocation of the method above because an invocation is considered by the Java programming language's static type system to create an array whose element type, \( \text{List<String>} \), is non-reifiable (§15.12.4.2). If and only if the body of the method was type-safe with respect to the variable arity parameter, then the programmer could use the \text{SafeVarargs} annotation to silence warnings at invocations (§9.6.4.7). Since the body of the method as written above causes heap pollution, it would be completely inappropriate to use the annotation to disable warnings for callers.
Finally, note that the stringLists array could be aliased through variables of types other than Object[], and heap pollution could still occur. For example, the type of the array variable could be java.util.Collection[] - a raw element type - and the body of the method above would compile without warnings or errors and still cause heap pollution. And if the Java SE platform defined, say, Sequence as a non-generic supertype of List<T>, then using Sequence as the type of array would also cause heap pollution.

The variable will always refer to an object that is an instance of a class that represents the parameterized type.

The value of ls in the example above is always an instance of a class that provides a representation of a List.

Assignment from an expression of a raw type to a variable of a parameterized type should only be used when combining legacy code which does not make use of parameterized types with more modern code that does.

If no operation that requires a compile-time unchecked warning to be issued takes place, and no unsafe aliasing occurs of array variables with non-reifiable element types, then heap pollution cannot occur. Note that this does not imply that heap pollution only occurs if a compile-time unchecked warning actually occurred. It is possible to run a program where some of the binaries were produced by a compiler for an older version of the Java programming language, or from sources that explicitly suppressed unchecked warnings. This practice is unhealthy at best.

Conversely, it is possible that despite executing code that could (and perhaps did) give rise to a compile-time unchecked warning, no heap pollution takes place. Indeed, good programming practice requires that the programmer satisfy herself that despite any unchecked warning, the code is correct and heap pollution will not occur.

4.12.3 Kinds of Variables

There are eight kinds of variables:

1. A **class variable** is a field declared using the keyword static within a class declaration (§8.3.1.1), or with or without the keyword static within an interface declaration (§9.3).

   A class variable is created when its class or interface is prepared (§12.3.2) and is initialized to a default value (§4.12.5). The class variable effectively ceases to exist when its class or interface is unloaded (§12.7).

2. An **instance variable** is a field declared within a class declaration without using the keyword static (§8.3.1.1).

   If a class \( \tau \) has a field \( a \) that is an instance variable, then a new instance variable \( a \) is created and initialized to a default value (§4.12.5) as part of each newly created object of class \( \tau \) or of any class that is a subclass of \( \tau \) (§8.1.4). The
instance variable effectively ceases to exist when the object of which it is a field is no longer referenced, after any necessary finalization of the object (§12.6) has been completed.

3. **Array components** are unnamed variables that are created and initialized to default values (§4.12.5) whenever a new object that is an array is created (§10 (Arrays), §15.10.2). The array components effectively cease to exist when the array is no longer referenced.

4. **Method parameters** (§8.4.1) name argument values passed to a method.

   For every parameter declared in a method declaration, a new parameter variable is created each time that method is invoked (§15.12). The new variable is initialized with the corresponding argument value from the method invocation. The method parameter effectively ceases to exist when the execution of the body of the method is complete.

5. **Constructor parameters** (§8.8.1) name argument values passed to a constructor.

   For every parameter declared in a constructor declaration, a new parameter variable is created each time a class instance creation expression (§15.9) or explicit constructor invocation (§8.8.7) invokes that constructor. The new variable is initialized with the corresponding argument value from the creation expression or constructor invocation. The constructor parameter effectively ceases to exist when the execution of the body of the constructor is complete.

6. **Lambda parameters** (§15.27.1) name argument values passed to a lambda expression body (§15.27.2).

   For every parameter declared in a lambda expression, a new parameter variable is created each time a method implemented by the lambda body is invoked (§15.12). The new variable is initialized with the corresponding argument value from the method invocation. The lambda parameter effectively ceases to exist when the execution of the lambda expression body is complete.

7. An **exception parameter** is created each time an exception is caught by a catch clause of a try statement (§14.20).

   The new variable is initialized with the actual object associated with the exception (§11.3, §14.18). The exception parameter effectively ceases to exist when execution of the block associated with the catch clause is complete.

8. **Local variables** are declared by local variable declaration statements (§14.4).

   Whenever the flow of control enters a block (§14.2) or for statement (§14.14), a new variable is created for each local variable declared in a local
variable declaration statement immediately contained within that block or for statement.

A local variable declaration statement may contain an expression which initializes the variable. The local variable with an initializing expression is not initialized, however, until the local variable declaration statement that declares it is executed. (The rules of definite assignment (§16 \textit{(Definite Assignment)}) prevent the value of a local variable from being used before it has been initialized or otherwise assigned a value.) The local variable effectively ceases to exist when the execution of the block or for statement is complete.

Were it not for one exceptional situation, a local variable could always be regarded as being created when its local variable declaration statement is executed. The exceptional situation involves the \texttt{switch} statement (§14.11), where it is possible for control to enter a block but bypass execution of a local variable declaration statement. Because of the restrictions imposed by the rules of definite assignment (§16 \textit{(Definite Assignment)}), however, the local variable declared by such a bypassed local variable declaration statement cannot be used before it has been definitely assigned a value by an assignment expression (§15.26).

\textbf{Example 4.12.3-1. Different Kinds of Variables}

class Point {
    static int numPoints;   // numPoints is a class variable
    int x, y;               // x and y are instance variables
    int[] w = new int[10];  // w[0] is an array component
    int setX(int x) {
        int oldx = this.x; // oldx is a local variable
        this.x = x;
        return oldx;
    }
}

\section*{4.12.4 \texttt{final} Variables}

A variable can be declared \texttt{final}. A \texttt{final} variable may only be assigned to once. It is a compile-time error if a \texttt{final} variable is assigned to unless it is definitely unassigned immediately prior to the assignment (§16 \textit{(Definite Assignment)}).

Once a \texttt{final} variable has been assigned, it always contains the same value. If a \texttt{final} variable holds a reference to an object, then the state of the object may be changed by operations on the object, but the variable will always refer to the same object. This applies also to arrays, because arrays are objects; if a \texttt{final} variable holds a reference to an array, then the components of the array may be changed by operations on the array, but the variable will always refer to the same array.

A \texttt{blank final} is a \texttt{final} variable whose declaration lacks an initializer.
A constant variable is a final variable of primitive type or type String that is initialized with a constant expression (§15.28). Whether a variable is a constant variable or not may have implications with respect to class initialization (§12.4.1), binary compatibility (§13.1, §13.4.9), and definite assignment (§16 (Definite Assignment)).

Three kinds of variable are implicitly declared final: a field of an interface (§9.3), a local variable which is a resource of a try-with-resources statement (§14.20.3), and an exception parameter of a multi-catch clause (§14.20). An exception parameter of a uni-catch clause is never implicitly declared final, but may be effectively final.

Example 4.12.4-1. Final Variables

Declaring a variable final can serve as useful documentation that its value will not change and can help avoid programming errors. In this program:

```java
class Point {
    int x, y;
    int useCount;
    Point(int x, int y) { this.x = x; this.y = y; }
    static final Point origin = new Point(0, 0);
}
```

the class Point declares a final class variable origin. The origin variable holds a reference to an object that is an instance of class Point whose coordinates are (0, 0). The value of the variable Point.origin can never change, so it always refers to the same Point object, the one created by its initializer. However, an operation on this Point object might change its state - for example, modifying its useCount or even, misleadingly, its x or y coordinate.

Certain variables that are not declared final may instead be considered effectively final.

A local variable or a method, constructor, lambda, or exception parameter is effectively final if it is not declared final but it never occurs as the left hand operand of an assignment operator (§15.26) or as the operand of a prefix or postfix increment or decrement operator (§15.14, §15.15).

In addition, a local variable whose declaration lacks an initializer is effectively final if all of the following are true:

- It is not declared final.
- Whenever it occurs as the left-hand operand of an assignment operator, it is definitely unassigned and not definitely assigned before the assignment; that is, it
is definitely unassigned and not definitely assigned after the right-hand operand of the assignment (§16 *(Definite Assignment)*).

- It never occurs as the operand of a prefix or postfix increment or decrement operator.

If a variable is effectively final, adding the `final` modifier to its declaration will not introduce any compile-time errors. Conversely, a local variable or parameter that is declared `final` in a valid program becomes effectively final if the `final` modifier is removed.

### 4.12.5 Initial Values of Variables

Every variable in a program must have a value before its value is used:

- Each class variable, instance variable, or array component is initialized with a *default value* when it is created (§15.9, §15.10.2):
  - For type `byte`, the default value is zero, that is, the value of `(byte)0`.
  - For type `short`, the default value is zero, that is, the value of `(short)0`.
  - For type `int`, the default value is zero, that is, 0.
  - For type `long`, the default value is zero, that is, `0L`.
  - For type `float`, the default value is positive zero, that is, `0.0f`.
  - For type `double`, the default value is positive zero, that is, `0.0d`.
  - For type `char`, the default value is the null character, that is, `'\u0000'`.
  - For type `boolean`, the default value is `false`.
  - For all reference types (§4.3), the default value is `null`.

- Each method parameter (§8.4.1) is initialized to the corresponding argument value provided by the invoker of the method (§15.12).

- Each constructor parameter (§8.8.1) is initialized to the corresponding argument value provided by a class instance creation expression (§15.9) or explicit constructor invocation (§8.8.7).

- An exception parameter (§14.20) is initialized to the thrown object representing the exception (§11.3, §14.18).

- A local variable (§14.4, §14.14) must be explicitly given a value before it is used, by either initialization (§14.4) or assignment (§15.26), in a way that can be verified using the rules for definite assignment (§16 *(Definite Assignment)*).
Example 4.12.5-1. Initial Values of Variables

class Point {
    static int npoints;
    int x, y;
    Point root;
}

class Test {
    public static void main(String[] args) {
        System.out.println("npoints=\" + Point.npoints);
        Point p = new Point();
        System.out.println("p.x=\" + p.x + ", p.y=\" + p.y);
        System.out.println("p.root=\" + p.root);
    }
}

This program prints:

npoints=0
p.x=0, p.y=0
p.root=null

illustrating the default initialization of npoints, which occurs when the class Point is prepared (§12.3.2), and the default initialization of x, y, and root, which occurs when a new Point is instantiated. See §12 (Execution) for a full description of all aspects of loading, linking, and initialization of classes and interfaces, plus a description of the instantiation of classes to make new class instances.

4.12.6 Types, Classes, and Interfaces

In the Java programming language, every variable and every expression has a type that can be determined at compile time. The type may be a primitive type or a reference type. Reference types include class types and interface types. Reference types are introduced by type declarations, which include class declarations (§8.1) and interface declarations (§9.1). We often use the term type to refer to either a class or an interface.

In the Java Virtual Machine, every object belongs to some particular class: the class that was mentioned in the creation expression that produced the object (§15.9), or the class whose Class object was used to invoke a reflective method to produce the object, or the String class for objects implicitly created by the string concatenation operator + (§15.18.1). This class is called the class of the object. An object is said to be an instance of its class and of all superclasses of its class.

Every array also has a class. The method getClass, when invoked for an array object, will return a class object (of class Class) that represents the class of the array (§10.8).
The compile-time type of a variable is always declared, and the compile-time type of an expression can be deduced at compile time. The compile-time type limits the possible values that the variable can hold at run time or the expression can produce at run time. If a run-time value is a reference that is not `null`, it refers to an object or array that has a class, and that class will necessarily be compatible with the compile-time type.

Even though a variable or expression may have a compile-time type that is an interface type, there are no instances of interfaces. A variable or expression whose type is an interface type can reference any object whose class implements (§8.1.5) that interface.

Sometimes a variable or expression is said to have a "run-time type". This refers to the class of the object referred to by the value of the variable or expression at run time, assuming that the value is not `null`.

The correspondence between compile-time types and run-time types is incomplete for two reasons:

1. At run time, classes and interfaces are loaded by the Java Virtual Machine using class loaders. Each class loader defines its own set of classes and interfaces. As a result, it is possible for two loaders to load an identical class or interface definition but produce distinct classes or interfaces at run time. Consequently, code that compiled correctly may fail at link time if the class loaders that load it are inconsistent.


2. Type variables (§4.4) and type arguments (§4.5.1) are not reified at run time. As a result, the same class or interface at run time represents multiple parameterized types (§4.5) from compile time. Specifically, all compile-time parameterizations of a given generic type (§8.1.2, §9.1.2) share a single run-time representation.

   Under certain conditions, it is possible that a variable of a parameterized type refers to an object that is not of that parameterized type. This situation is known as *heap pollution* (§4.12.2). The variable will always refer to an object that is an instance of a class that represents the parameterized type.

**Example 4.12.6-1. Type of a Variable versus Class of an Object**

```java
interface Colorable {
    void setColor(byte r, byte g, byte b);
}
```
In this example:

- The local variable `p` of the method `main` of class `Test` has type `Point` and is initially assigned a reference to a new instance of class `Point`.

- The local variable `cp` similarly has as its type `ColoredPoint`, and is initially assigned a reference to a new instance of class `ColoredPoint`.

- The assignment of the value of `cp` to the variable `p` causes `p` to hold a reference to a `ColoredPoint` object. This is permitted because `ColoredPoint` is a subclass of `Point`, so the class `ColoredPoint` is assignment-compatible (§5.2) with the type `Point`. A `ColoredPoint` object includes support for all the methods of a `Point`. In addition to its particular fields `r`, `g`, and `b`, it has the fields of class `Point`, namely `x` and `y`.

- The local variable `c` has as its type the interface type `Colorable`, so it can hold a reference to any object whose class implements `Colorable`; specifically, it can hold a reference to a `ColoredPoint`.

Note that an expression such as `new Colorable()` is not valid because it is not possible to create an instance of an interface, only of a class. However, the expression `new Colorable() { public void setColor... }` is valid because it declares an anonymous class (§15.9.5) that implements the `Colorable` interface.
EVERY expression written in the Java programming language has a type that can be deduced from the structure of the expression and the types of the literals, variables, and methods mentioned in the expression. It is possible, however, to write an expression in a context where the type of the expression is not appropriate. In some cases, this leads to an error at compile time. In other cases, the context may be able to accept a type that is related to the type of the expression; as a convenience, rather than requiring the programmer to indicate a type conversion explicitly, the Java programming language performs an implicit conversion from the type of the expression to a type acceptable for its surrounding context.

Every expression written in the Java programming language either produces no result (§15.1) or has a type that can be deduced at compile time (§15.3). When an expression appears in most contexts, it must be compatible with a type expected in that context; this type is called the target type. For convenience, compatibility of an expression with its surrounding context is facilitated in two ways:

• First, for some expressions, termed poly expressions (§15.2), the deduced type can be influenced by the target type. The same expression can have different types in different contexts.

• Second, after the type of the expression has been deduced, an implicit conversion from the type of the expression to the target type can sometimes be performed.

If neither strategy is able to produce the appropriate type, a compile-time error occurs.

The rules determining whether an expression is a poly expression, and if so, its type and compatibility in a particular context, vary depending on the kind of context and the form of the expression. In addition to influencing the type of the expression, the target type may in some cases influence the run time behavior of the expression in order to produce a value of the appropriate type.
A specific conversion from type $S$ to type $T$ allows an expression of type $S$ to be treated at compile time as if it had type $T$ instead. In some cases this will require a corresponding action at run time to check the validity of the conversion or to translate the run-time value of the expression into a form appropriate for the new type $T$.

Similarly, the rules determining whether a target type allows an implicit conversion vary depending on the kind of context, the type of the expression, and, in one special case, the value of a constant expression (§15.28). A conversion from type $S$ to type $T$ allows an expression of type $S$ to be treated at compile time as if it had type $T$ instead. In some cases this will require a corresponding action at run time to check the validity of the conversion or to translate the run-time value of the expression into a form appropriate for the new type $T$.

**Example 5.0-1. Conversions at Compile Time and Run Time**

- A conversion from type `Object` to type `Thread` requires a run-time check to make sure that the run-time value is actually an instance of class `Thread` or one of its subclasses; if it is not, an exception is thrown.

- A conversion from type `Thread` to type `Object` requires no run-time action; `Thread` is a subclass of `Object`, so any reference produced by an expression of type `Thread` is a valid reference value of type `Object`.

- A conversion from type `int` to type `long` requires run-time sign-extension of a 32-bit integer value to the 64-bit `long` representation. No information is lost.

- A conversion from type `double` to type `long` requires a nontrivial translation from a 64-bit floating-point value to the 64-bit integer representation. Depending on the actual run-time value, information may be lost.

The conversions possible in the Java programming language are grouped into several broad categories:

- Identity conversions
- Widening primitive conversions
- Narrowing primitive conversions
- Widening reference conversions
- Narrowing reference conversions
- Boxing conversions
- Unboxing conversions
- Unchecked conversions
- Capture conversions
• String conversions
• Value set conversions

There are five **conversion contexts** in which conversion of expressions may occur. Each context allows conversions in some of the categories named above but not others. The term "conversion" is also used to describe the process of choosing a specific conversion for such a context. For example, we say that an expression that is an actual argument in a method invocation is subject to "method invocation conversion," meaning that a specific conversion will be implicitly chosen for that expression according to the rules for the method invocation argument context.

One conversion context is the operand of a numeric operator such as + or - . The conversion process for such operands is called *numeric promotion*. Promotion is special in that, in the case of binary operators, the conversion chosen for one operand may depend in part on the type of the other operand expression.

This chapter first describes the eleven categories of conversions (§5.1), including the special conversions to `String` allowed for the string concatenation operator + (§15.18.1). Then the five conversion contexts are described:

• **Assignment conversion** (§5.2–§15.26) converts the type of an expression to the type of a specified variable.

  Assignment conversion may cause an [OutOfMemoryError](#) (as a result of boxing conversion (§5.1.7)), a [NullPointerException](#) (as a result of unboxing conversion (§5.1.8)), or a [ClassCastException](#) (as a result of an unchecked conversion (§5.1.9)) to be thrown at run-time.

• **Method invocation conversion** (§5.3–§15.9–§15.12) is applied to each argument in a method or constructor invocation and, except in one case, performs the same conversions that assignment conversion does.

  Method invocation conversion may cause an [OutOfMemoryError](#) (as a result of boxing conversion (§5.1.7)), a [NullPointerException](#) (as a result of unboxing conversion (§5.1.8)), or a [ClassCastException](#) (as a result of an unchecked conversion (§5.1.9)) to be thrown at run-time.

• **Casting conversion** (§5.5) converts the type of an expression to a type explicitly specified by a cast operator (§15.16).

  It is more inclusive than assignment or method invocation conversion, allowing any specific conversion other than a string conversion, but certain casts to a reference type may cause an exception at run-time.

• **String conversion** (§5.4) applies only to an operand of the binary + operator which is not a `String` when the other operand is a `String`.
String conversion may cause an OutOfMemoryError (as a result of class instance creation (§12.5)) to be thrown at run time.

- Numeric promotion (§5.6) brings the operands of a numeric operator to a common type so that an operation can be performed.

There are six kinds of conversion contexts in which poly expressions may be influenced by context or implicit conversions may occur. Each kind of context has different rules for poly expression typing and allows conversions in some of the categories above but not others. The contexts are:

- Assignment contexts (§5.2, §15.26), in which an expression's value is bound to a named variable. Primitive and reference types are subject to widening, values may be boxed or unboxed, and some primitive constant expressions may be subject to narrowing. An unchecked conversion may also occur.

- Strict invocation contexts (§5.3, §15.9, §15.12), in which an argument is bound to a formal parameter of a constructor or method. Widening primitive, widening reference, and unchecked conversions may occur.

- Loose invocation contexts (§5.3, §15.9, §15.12), in which, like strict invocation contexts, an argument is bound to a formal parameter. Method or constructor invocations may provide this context if no applicable declaration can be found using only strict invocation contexts. In addition to widening and unchecked conversions, this context allows boxing and unboxing conversions to occur.

- String contexts (§5.4, §15.18.1), in which a value of any type is converted to an object of type String.

- Casting contexts (§5.5), in which an expression's value is converted to a type explicitly specified by a cast operator (§15.16). Casting contexts are more inclusive than assignment or loose invocation contexts, allowing any specific conversion other than a string conversion, but certain casts to a reference type are checked for correctness at run time.

- Numeric contexts (§5.6), in which the operands of a numeric operator may be widened to a common type so that an operation can be performed.

The term "conversion" is also used to describe, without being specific, any conversions allowed in a particular context. For example, we say that an expression that is the initializer of a local variable is subject to "assignment conversion", meaning that a specific conversion will be implicitly chosen for that expression according to the rules for the assignment context.
Example 5.0-2. Conversions In Various Contexts

class Test {
    public static void main(String[] args) {
        // Casting conversion (5.4) of a float literal to
        // type int. Without the cast operator, this would
        // be a compile-time error, because this is a
        // narrowing conversion (5.1.3):
        int i = (int)12.5f;

        // String conversion (5.4) of i's int value:
        System.out.println((int)12.5f==" + i);

        // Assignment conversion (5.2) of i's value to type
        // float. This is a widening conversion (5.1.2):
        float f = i;

        // String conversion of f's float value:
        System.out.println("after float widening: " + f);

        // Numeric promotion (5.6) of i's value to type
        // float. This is a binary numeric promotion.
        // After promotion, the operation is float*float:
        System.out.print(f);
        f = f * i;

        // Two string conversions of i and f:
        System.out.println("*" + i + "==" + f);

        // Invocation conversion (5.3) of f's value
        // to type double, needed because the method Math.sin
        // accepts only a double argument:
        double d = Math.sin(f);

        // Two string conversions of f and d:
        System.out.println("Math.sin(" + f + ")==" + d);
    }
}

This program produces the output:

(int)12.5f==12
after float widening: 12.0
12.0*12==144.0
Math.sin(144.0)==-0.49102159389846934
5.1 Kinds of Conversion

Specific type conversions in the Java programming language are divided into 13 categories.

5.1.1 Identity Conversion

A conversion from a type to that same type is permitted for any type.

This may seem trivial, but it has two practical consequences. First, it is always permitted for an expression to have the desired type to begin with, thus allowing the simply stated rule that every expression is subject to conversion, if only a trivial identity conversion. Second, it implies that it is permitted for a program to include redundant cast operators for the sake of clarity.

5.1.2 Widening Primitive Conversion

19 specific conversions on primitive types are called the widening primitive conversions:

- byte to short, int, long, float, or double
- short to int, long, float, or double
- char to int, long, float, or double
- int to long, float, or double
- long to float or double
- float to double

A widening primitive conversion does not lose information about the overall magnitude of a numeric value in the following cases, where the numeric value is preserved exactly:

- from an integral type to another integral type
- from byte, short, or char to a floating point type
- from int to double
- from float to double in a strictfp expression (§15.4)

A widening primitive conversion from float to double that is not strictfp may lose information about the overall magnitude of the converted value.
A widening primitive conversion from `int` to `float`, or from `long` to `float`, or from `long` to `double`, may result in *loss of precision* - that is, the result may lose some of the least significant bits of the value. In this case, the resulting floating-point value will be a correctly rounded version of the integer value, using IEEE 754 round-to-nearest mode (§4.2.4).

A widening conversion of a signed integer value to an integral type $T$ simply sign-extends the two's-complement representation of the integer value to fill the wider format.

A widening conversion of a `char` to an integral type $T$ zero-extends the representation of the `char` value to fill the wider format.

Despite the fact that loss of precision may occur, a widening primitive conversion never results in a run-time exception (§11.1.1).

**Example 5.1.2-1. Widening Primitive Conversion**

```java
class Test {
    public static void main(String[] args) {
        int big = 1234567890;
        float approx = big;
        System.out.println(big - (int)approx);
    }
}
```

This program prints:

```
-46
```

thus indicating that information was lost during the conversion from type `int` to type `float` because values of type `float` are not precise to nine significant digits.

### 5.1.3 Narrowing Primitive Conversion

22 specific conversions on primitive types are called the *narrowing primitive conversions*:

- `short` to `byte` or `char`
- `char` to `byte` or `short`
- `int` to `byte`, `short`, or `char`
- `long` to `byte`, `short`, `char`, or `int`
- `float` to `byte`, `short`, `char`, `int`, or `long`
- `double` to `byte`, `short`, `char`, `int`, `long`, or `float`
A narrowing primitive conversion may lose information about the overall magnitude of a numeric value and may also lose precision and range.

A narrowing primitive conversion from `double` to `float` is governed by the IEEE 754 rounding rules (§4.2.4). This conversion can lose precision, but also lose range, resulting in a `float` zero from a nonzero `double` and a `float` infinity from a finite `double`. A `double` NaN is converted to a `float` NaN and a `double` infinity is converted to the same-signed `float` infinity.

A narrowing conversion of a signed integer to an integral type $T$ simply discards all but the $n$ lowest order bits, where $n$ is the number of bits used to represent type $T$. In addition to a possible loss of information about the magnitude of the numeric value, this may cause the sign of the resulting value to differ from the sign of the input value.

A narrowing conversion of a `char` to an integral type $T$ likewise simply discards all but the $n$ lowest order bits, where $n$ is the number of bits used to represent type $T$. In addition to a possible loss of information about the magnitude of the numeric value, this may cause the resulting value to be a negative number, even though `chars` represent 16-bit unsigned integer values.

A narrowing conversion of a floating-point number to an integral type $T$ takes two steps:

1. In the first step, the floating-point number is converted either to a `long`, if $T$ is `long`, or to an `int`, if $T$ is `byte`, `short`, `char`, or `int`, as follows:
   - If the floating-point number is NaN (§4.2.3), the result of the first step of the conversion is an `int` or `long` 0.
   - Otherwise, if the floating-point number is not an infinity, the floating-point value is rounded to an integer value $V$, rounding toward zero using IEEE 754 round-toward-zero mode (§4.2.3). Then there are two cases:
     a. If $T$ is `long`, and this integer value can be represented as a `long`, then the result of the first step is the `long` value $V$.
     b. Otherwise, if this integer value can be represented as an `int`, then the result of the first step is the `int` value $V$.
   - Otherwise, one of the following two cases must be true:
     a. The value must be too small (a negative value of large magnitude or negative infinity), and the result of the first step is the smallest representable value of type `int` or `long`. 


b. The value must be too large (a positive value of large magnitude or positive infinity), and the result of the first step is the largest representable value of type `int` or `long`.

2. In the second step:
   - If `T` is `int` or `long`, the result of the conversion is the result of the first step.
   - If `T` is `byte`, `char`, or `short`, the result of the conversion is the result of a narrowing conversion to type `T` (§5.1.3) of the result of the first step.

Despite the fact that overflow, underflow, or other loss of information may occur, a narrowing primitive conversion never results in a run-time exception (§11.1.1).

Example 5.1.3-1. Narrowing Primitive Conversion

```java
class Test {
    public static void main(String[] args) {
        float fmin = Float.NEGATIVE_INFINITY;
        float fmax = Float.POSITIVE_INFINITY;
        System.out.println("long: "+(long)fmin + ".."+(long)fmax);
        System.out.println("int: "+(int)fmin + ".."+(int)fmax);
        System.out.println("short: "+(short)fmin + ".."+(short)fmax);
        System.out.println("char: "+(int)(char)fmin + ".."+(int)(char)fmax);
        System.out.println("byte: "+(byte)fmin + ".."+(byte)fmax);
    }
}
```

This program produces the output:

```
long: -9223372036854775808..9223372036854775807
int: -2147483648..2147483647
short: 0..-1
char: 0..65535
byte: 0..-1
```

The results for `char`, `int`, and `long` are unsurprising, producing the minimum and maximum representable values of the type.

The results for `byte` and `short` lose information about the sign and magnitude of the numeric values and also lose precision. The results can be understood by examining the low order bits of the minimum and maximum `int`. The minimum `int` is, in hexadecimal, `0x80000000`, and the maximum int is `0x7fffffff`. This explains the `short` results, which are the low 16 bits of these values, namely, `0x0000` and `0xffff`; it explains the `char` results, which also are the low 16 bits of these values, namely, `\u0000` and `\uffff`; and it explains the `byte` results, which are the low 8 bits of these values, namely, `0x00` and `0xff`.
Example 5.1.3-2. Narrowing Primitive Conversions that lose information

```java
class Test {
    public static void main(String[] args) {
        // A narrowing of int to short loses high bits:
        System.out.println("(short)0x12345678==0x" +
                           Integer.toHexString((short)0x12345678));
        // An int value too big for byte changes sign and magnitude:
        System.out.println("(byte)255==" + (byte)255);
        // A float value too big to fit gives largest int value:
        System.out.println("(int)1e20f==" + (int)1e20f);
        // A NaN converted to int yields zero:
        System.out.println("(int)NaN==" + (int)Float.NaN);
        // A double value too large for float yields infinity:
        System.out.println("(float)-1e100==" + (float)-1e100);
        // A double value too small for float underflows to zero:
        System.out.println("(float)1e-50==" + (float)1e-50);
    }
}
```

This program produces the output:

```
(short)0x12345678==0x5678
(byte)255==-1
(int)1e20f==2147483647
(int)NaN==0
(float)-1e100==-Infinity
(float)1e-50==0.0
```

5.1.4 Widening and Narrowing Primitive Conversion

The following conversion combines both widening and narrowing primitive conversions:

- `byte` to `char`

First, the `byte` is converted to an `int` via widening primitive conversion (§5.1.2), and then the resulting `int` is converted to a `char` by narrowing primitive conversion (§5.1.3).

5.1.5 Widening Reference Conversion

A `widening reference` conversion exists from any reference type $s$ to any reference type $\tau$, provided $s$ is a subtype (§4.10) of $\tau$.

Widening reference conversions never require a special action at run time and therefore never throw an exception at run time. They consist simply in regarding
a reference as having some other type in a manner that can be proved correct at compile time.

5.1.6 Narrowing Reference Conversion

Six kinds of conversions are called the narrowing reference conversions:

- From any reference type $S$ to any reference type $T$, provided that $S$ is a proper supertype of $T$ (§4.10).

  An important special case is that there is a narrowing reference conversion from the class type `Object` to any other reference type (§4.12.4).

- From any class type $C$ to any non-parameterized interface type $K$, provided that $C$ is not final and does not implement $K$.

- From any interface type $J$ to any non-parameterized class type $C$ that is not final.

- From any interface type $J$ to any non-parameterized interface type $K$, provided that $J$ is not a subinterface of $K$.

- From the interface types `Cloneable` and `java.io.Serializable` to any array type $T[]$.

- From any array type $SC[]$ to any array type $TC[]$, provided that $SC$ and $TC$ are reference types and there is a narrowing reference conversion from $SC$ to $TC$.

Such conversions require a test at run time to find out whether the actual reference value is a legitimate value of the new type. If not, then a `ClassCastException` is thrown.

5.1.7 Boxing Conversion

Boxing conversion converts expressions of primitive type to corresponding expressions of reference type. Specifically, the following nine conversions are called the boxing conversions:

- From type `boolean` to type `Boolean`
- From type `byte` to type `Byte`
- From type `short` to type `Short`
- From type `char` to type `Character`
- From type `int` to type `Integer`
- From type `long` to type `Long`
5.1 Kinds of Conversion

CONVERSIONS AND CONTEXTS

• From type float to type Float
• From type double to type Double
• From the null type to the null type

This rule is necessary because the conditional operator (§15.25) applies boxing conversion to the types of its operands, and uses the result in further calculations.

At run time, boxing conversion proceeds as follows:

• If \( p \) is a value of type boolean, then boxing conversion converts \( p \) into a reference \( r \) of class and type Boolean, such that \( r.booleanValue() == p \).

• If \( p \) is a value of type byte, then boxing conversion converts \( p \) into a reference \( r \) of class and type Byte, such that \( r.byteValue() == p \).

• If \( p \) is a value of type char, then boxing conversion converts \( p \) into a reference \( r \) of class and type Character, such that \( r.charValue() == p \).

• If \( p \) is a value of type short, then boxing conversion converts \( p \) into a reference \( r \) of class and type Short, such that \( r.shortValue() == p \).

• If \( p \) is a value of type int, then boxing conversion converts \( p \) into a reference \( r \) of class and type Integer, such that \( r.intValue() == p \).

• If \( p \) is a value of type long, then boxing conversion converts \( p \) into a reference \( r \) of class and type Long, such that \( r.longValue() == p \).

• If \( p \) is a value of type float then:
  – If \( p \) is not NaN, then boxing conversion converts \( p \) into a reference \( r \) of class and type Float, such that \( r.floatValue() \) evaluates to \( p \).
  – Otherwise, boxing conversion converts \( p \) into a reference \( r \) of class and type Float such that \( risNaN() \) evaluates to true.

• If \( p \) is a value of type double, then:
  – If \( p \) is not NaN, boxing conversion converts \( p \) into a reference \( r \) of class and type Double, such that \( r.doubleValue() \) evaluates to \( p \).
  – Otherwise, boxing conversion converts \( p \) into a reference \( r \) of class and type Double such that \( risNaN() \) evaluates to true.

• If \( p \) is a value of any other type, boxing conversion is equivalent to an identity conversion (§5.1.1).

If the value \( p \) being boxed is an integer literal of type int between -128 and 127 inclusive (§3.10.1), or the boolean literal true or false (§3.10.3), or a character.
literals between ‘\u0000’ and ‘\u007f’ inclusive (§3.10.4), then let \(a\) and \(b\) be the results of any two boxing conversions of \(p\). It is always the case that \(a == b\).

Ideally, boxing a primitive value would always yield an identical reference. In practice, this may not be feasible using existing implementation techniques. The rule above is a pragmatic compromise, requiring that certain common values always be boxed into indistinguishable objects. The implementation may cache these, lazily or eagerly. For other values, the rule disallows any assumptions about the identity of the boxed values on the programmer’s part. This allows (but does not require) sharing of some or all of these references. Notice that integer literals of type \(\text{long}\) are allowed, but not required, to be shared.

This ensures that in most common cases, the behavior will be the desired one, without imposing an undue performance penalty, especially on small devices. Less memory-limited implementations might, for example, cache all \(\text{char}\) and \(\text{short}\) values, as well as \(\text{int}\) and \(\text{long}\) values in the range of -32K to +32K.

A boxing conversion may result in an \text{OutOfMemoryError} if a new instance of one of the wrapper classes (\(\text{Boolean}\), \(\text{Byte}\), \(\text{Character}\), \(\text{Short}\), \(\text{Integer}\), \(\text{Long}\), \(\text{Float}\), or \(\text{Double}\)) needs to be allocated and insufficient storage is available.

### 5.1.8 Unboxing Conversion

Unboxing conversion converts expressions of reference type to corresponding expressions of primitive type. Specifically, the following eight conversions are called the \textit{unboxing conversions}:

- From type \texttt{Boolean} to type \texttt{boolean}
- From type \texttt{Byte} to type \texttt{byte}
- From type \texttt{Short} to type \texttt{short}
- From type \texttt{Character} to type \texttt{char}
- From type \texttt{Integer} to type \texttt{int}
- From type \texttt{Long} to type \texttt{long}
- From type \texttt{Float} to type \texttt{float}
- From type \texttt{Double} to type \texttt{double}

At run time, unboxing conversion proceeds as follows:

- If \(r\) is a reference of type \texttt{Boolean}, then unboxing conversion converts \(r\) into \(r\.booleanValue()\)
- If \(r\) is a reference of type \texttt{Byte}, then unboxing conversion converts \(r\) into \(r\.byteValue()\)
5.1 Kinds of Conversion

- If \( r \) is a reference of type `Character`, then unboxing conversion converts \( r \) into \( r.charValue() \).
- If \( r \) is a reference of type `Short`, then unboxing conversion converts \( r \) into \( r.shortValue() \).
- If \( r \) is a reference of type `Integer`, then unboxing conversion converts \( r \) into \( r.intValue() \).
- If \( r \) is a reference of type `Long`, then unboxing conversion converts \( r \) into \( r.longValue() \).
- If \( r \) is a reference of type `Float`, unboxing conversion converts \( r \) into \( r.floatValue() \).
- If \( r \) is a reference of type `Double`, then unboxing conversion converts \( r \) into \( r.doubleValue() \).
- If \( r \) is `null`, unboxing conversion throws a `NullPointerException`.

A type is said to be **convertible to a numeric type** if it is a numeric type (§4.2), or it is a reference type that may be converted to a numeric type by unboxing conversion.

A type is said to be **convertible to an integral type** if it is an integral type, or it is a reference type that may be converted to an integral type by unboxing conversion.

5.1.9 Unchecked Conversion

Let \( G \) name a generic type declaration with \( n \) type parameters.

There is an **unchecked conversion** from the raw class or interface type (§4.8) \( G \) to any parameterized type of the form \( G<T_1,\ldots,T_n> \).

There is an **unchecked conversion** from the raw array type \( G[\ ]^k \) to any array type of the form \( G<T_1,\ldots,T_n>[\ ]^k \). (The notation \([\ ]^k\) indicates an array type of \( k \) dimensions.)

Use of an unchecked conversion causes a compile-time **unchecked warning** unless all type arguments \( T_i \) (1 \( \leq \) \( i \leq \) \( n \)) are unbounded wildcards (§4.5.1), or the unchecked warning is suppressed by the `SuppressWarnings` annotation (§9.6.4.5).

Unchecked conversion is used to enable a smooth interoperation of legacy code, written before the introduction of generic types, with libraries that have undergone a conversion to use genericity (a process we call generification). In such circumstances (most notably, clients of the Collections Framework in `java.util`), legacy code uses raw types (e.g. `Collection` instead of `Collection<String>`). Expressions of raw types are passed as arguments to library methods that use parameterized versions of those same types as the types of their corresponding formal parameters.
Such calls cannot be shown to be statically safe under the type system using generics. Rejecting such calls would invalidate large bodies of existing code, and prevent them from using newer versions of the libraries. This in turn, would discourage library vendors from taking advantage of genericity. To prevent such an unwelcome turn of events, a raw type may be converted to an arbitrary invocation of the generic type declaration to which the raw type refers. While the conversion is unsound, it is tolerated as a concession to practicality. An unchecked warning is issued in such cases.

5.1.10 Capture Conversion

Let $G$ name a generic type declaration (§8.1.2, §9.1.2) with $n$ type parameters $A_1,...,A_n$ with corresponding bounds $U_1,...,U_n$.

There exists a capture conversion from a parameterized type $G<T_1,...,T_n>$ (§4.5) to a parameterized type $G<S_1,...,S_n>$, where, for $1 \leq i \leq n$:

- If $T_i$ is a wildcard type argument (§4.5.1) of the form $?$, then $S_i$ is a fresh type variable whose upper bound is $U_i[A_1:=S_1,...,A_n:=S_n]$ and whose lower bound is the null type (§4.1).

- If $T_i$ is a wildcard type argument of the form $? extends B_i$, then $S_i$ is a fresh type variable whose upper bound is $\text{glb}(B_i, U_i[A_1:=S_1,...,A_n:=S_n])$ and whose lower bound is the null type.

$\text{glb}(V_1,...,V_m)$ is defined as $V_1 \land ... \land V_m$.

It is a compile-time error if, for any two classes (not interfaces) $V_i$ and $V_j$, $V_i$ is not a subclass of $V_j$ or vice versa.

- If $T_i$ is a wildcard type argument of the form $? super B_i$, then $S_i$ is a fresh type variable whose upper bound is $U_i[A_1:=S_1,...,A_n:=S_n]$ and whose lower bound is $B_i$.

- Otherwise, $S_i = T_i$.

Capture conversion on any type other than a parameterized type (§4.5) acts as an identity conversion (§5.1.1).

Capture conversion is not applied recursively.

Capture conversion never requires a special action at run time and therefore never throws an exception at run time.

Capture conversion is designed to make wildcards more useful. To understand the motivation, let's begin by looking at the method `java.util.Collections.reverse()`:

```java
public static void reverse(List<?> list);
```
The method reverses the list provided as a parameter. It works for any type of list, and so the use of the wildcard type `List<?>` as the type of the formal parameter is entirely appropriate.

Now consider how one would implement `reverse()`:

```java
public static void reverse(List<?> list) { rev(list); }
private static <T> void rev(List<T> list) {
    List<T> tmp = new ArrayList<T>(list);
    for (int i = 0; i < list.size(); i++) {
        list.set(i, tmp.get(list.size() - i - 1));
    }
}
```

The implementation needs to copy the list, extract elements from the copy, and insert them into the original. To do this in a type-safe manner, we need to give a name, `T`, to the element type of the incoming list. We do this in the private service method `rev()`. This requires us to pass the incoming argument list, of type `List<?>`, as an argument to `rev()`. In general, `List<?>` is a list of unknown type. It is not a subtype of `List<T>`, for any type `T`. Allowing such a subtype relation would be unsound. Given the method:

```java
public static <T> void fill(List<T> l, T obj)
```

the following code would undermine the type system:

```java
List<String> ls = new ArrayList<String>();
List<?> l = ls;
Collections.fill(l, new Object());  // not legal - but assume it was!
String s = ls.get(0); // ClassCastException - ls contains Objects, not Strings.
```

So, without some special dispensation, we can see that the call from `reverse()` to `rev()` would be disallowed. If this were the case, the author of `reverse()` would be forced to write its signature as:

```java
public static <T> void reverse(List<T> list)
```

This is undesirable, as it exposes implementation information to the caller. Worse, the designer of an API might reason that the signature using a wildcard is what the callers of the API require, and only later realize that a type safe implementation was precluded.

The call from `reverse()` to `rev()` is in fact harmless, but it cannot be justified on the basis of a general subtyping relation between `List<?>` and `List<T>`. The call is harmless, because the incoming argument is doubtless a list of some type (albeit an unknown one). If we can capture this unknown type in a type variable `X`, we can infer `T` to be `X`. That is the essence of capture conversion. The specification of course must cope with complications, like non-trivial (and possibly recursively defined) upper or lower bounds, the presence of multiple arguments etc.

Mathematically sophisticated readers will want to relate capture conversion to established type theory. Readers unfamiliar with type theory can skip this discussion - or else study a
suitable text, such as *Types and Programming Languages* by Benjamin Pierce, and then revisit this section.

Here then is a brief summary of the relationship of capture conversion to established type theoretical notions. Wildcard types are a restricted form of existential types. Capture conversion corresponds loosely to an opening of a value of existential type. A capture conversion of an expression \( e \) can be thought of as an open of \( e \) in a scope that comprises the top level expression that encloses \( e \).

The classical open operation on existentials requires that the captured type variable must not escape the opened expression. The open that corresponds to capture conversion is always on a scope sufficiently large that the captured type variable can never be visible outside that scope. The advantage of this scheme is that there is no need for a close operation, as defined in the paper *On Variance-Based Subtyping for Parametric Types* by Atsushi Igarashi and Mirko Virola, in the proceedings of the 16th European Conference on Object Oriented Programming (ECOOP 2002). For a formal account of wildcards, see *Wild FJ* by Mads Torgersen, Erik Ernst and Christian Plesner Hansen, in the 12th workshop on Foundations of Object Oriented Programming (FOOL 2005).

### 5.1.11 String Conversion

Any type may be converted to type *String* by *string conversion*.

A value \( x \) of primitive type \( T \) is first converted to a reference value as if by giving it as an argument to an appropriate class instance creation expression (§15.9):

- If \( T \) is boolean, then use `new Boolean(x)`.
- If \( T \) is char, then use `new Character(x)`.
- If \( T \) is byte, short, or int, then use `new Integer(x)`.
- If \( T \) is long, then use `new Long(x)`.
- If \( T \) is float, then use `new Float(x)`.
- If \( T \) is double, then use `new Double(x)`.

This reference value is then converted to type *String* by string conversion.

Now only reference values need to be considered:

- If the reference is `null`, it is converted to the string "null" (four ASCII characters n, u, l, l).
- Otherwise, the conversion is performed as if by an invocation of the `toString` method of the referenced object with no arguments; but if the result of invoking the `toString` method is `null`, then the string "null" is used instead.
5.1 Kinds of Conversion

The `toString` method is defined by the primordial class `Object` (§4.3.2). Many classes override it, notably `Boolean`, `Character`, `Integer`, `Long`, `Float`, `Double`, and `String`.

See §5.4 for details of the string context.

5.1.12 Forbidden Conversions

Any conversion that is not explicitly allowed is forbidden.

5.1.13 Value Set Conversion

*Value set conversion* is the process of mapping a floating-point value from one value set to another without changing its type.

Within an expression that is not FP-strict (§15.4), value set conversion provides choices to an implementation of the Java programming language:

- If the value is an element of the float-extended-exponent value set, then the implementation may, at its option, map the value to the nearest element of the float value set. This conversion may result in overflow (in which case the value is replaced by an infinity of the same sign) or underflow (in which case the value may lose precision because it is replaced by a denormalized number or zero of the same sign).

- If the value is an element of the double-extended-exponent value set, then the implementation may, at its option, map the value to the nearest element of the double value set. This conversion may result in overflow (in which case the value is replaced by an infinity of the same sign) or underflow (in which case the value may lose precision because it is replaced by a denormalized number or zero of the same sign).

Within an FP-strict expression (§15.4), value set conversion does not provide any choices; every implementation must behave in the same way:

- If the value is of type `float` and is not an element of the float value set, then the implementation must map the value to the nearest element of the float value set. This conversion may result in overflow or underflow.

- If the value is of type `double` and is not an element of the double value set, then the implementation must map the value to the nearest element of the double value set. This conversion may result in overflow or underflow.
Within an FP-strict expression, mapping values from the float-extended-exponent value set or double-extended-exponent value set is necessary only when a method is invoked whose declaration is not FP-strict and the implementation has chosen to represent the result of the method invocation as an element of an extended-exponent value set.

Whether in FP-strict code or code that is not FP-strict, value set conversion always leaves unchanged any value whose type is neither float nor double.

5.2 Assignment Contexts

Assignment contexts allow the value of an expression to be assigned (§15.26) to a variable; the type of the expression must be converted to the type of the variable.

Assignment contexts allow the use of one of the following:

- an identity conversion (§5.1.1)
- a widening primitive conversion (§5.1.2)
- a widening reference conversion (§5.1.5)
- a boxing conversion (§5.1.7) optionally followed by a widening reference conversion
- an unboxing conversion (§5.1.8) optionally followed by a widening primitive conversion.

If, after the conversions listed above have been applied, the resulting type is a raw type (§4.8), an unchecked conversion (§5.1.9) may then be applied.

In addition, if the expression is a constant expression (§15.28) of type byte, short, char, or int:

- A narrowing primitive conversion may be used if the type of the variable is byte, short, or char, and the value of the constant expression is representable in the type of the variable.

- A narrowing primitive conversion followed by a boxing conversion may be used if the type of the variable is:
  - Byte and the value of the constant expression is representable in the type byte.
  - Short and the value of the constant expression is representable in the type short.
Character and the value of the constant expression is representable in the type char.

The compile-time narrowing of constant expressions means that code such as:

```java
byte theAnswer = 42;
```

is allowed. Without the narrowing, the fact that the integer literal 42 has type int would mean that a cast to byte would be required:

```java
byte theAnswer = (byte)42;  // cast is permitted but not required
```

Finally, a value of the null type (the null reference is the only such value) may be assigned to any reference type, resulting in a null reference of that type.

It is a compile-time error if the chain of conversions contains two parameterized types that are not in the subtype relation ($\S 4.10$).

An example of such an illegal chain would be:

```java
Integer, Comparable<Integer>, Comparable, Comparable<String>
```

The first three elements of the chain are related by widening reference conversion, while the last entry is derived from its predecessor by unchecked conversion. However, this is not a valid assignment conversion, because the chain contains two parameterized types, Comparable<Integer> and Comparable<String>, that are not subtypes.

If the type of the expression cannot be converted to the type of the variable by a conversion permitted in an assignment context, then a compile-time error occurs.

If the type of an expression can be converted to the type of a variable by assignment conversion, we say the expression (or its value) is assignable to the variable or, equivalently, that the type of the expression is assignment compatible with the type of the variable.

If the type of the variable is float or double, then value set conversion ($\S 5.1.13$) is applied to the value $v$ that is the result of the conversion(s):

- If $v$ is of type float and is an element of the float-extended-exponent value set, then the implementation must map $v$ to the nearest element of the float value set. This conversion may result in overflow or underflow.
- If $v$ is of type double and is an element of the double-extended-exponent value set, then the implementation must map $v$ to the nearest element of the double value set. This conversion may result in overflow or underflow.

The only exceptions that may arise from conversions in an assignment context are:
• A `ClassCastException` if, after the conversions above have been applied, the resulting value is an object which is not an instance of a subclass or subinterface of the erasure (§4.6) of the type of the variable.

  This circumstance can only arise as a result of heap pollution (§4.12.2). In practice, implementations need only perform casts when accessing a field or method of an object of parameterized type when the erased type of the field, or the erased return type of the method, differ from its unerased type.

• An `OutOfMemoryError` as a result of a boxing conversion.

• A `NullPointerException` as a result of an unboxing conversion on a null reference.

• An `ArrayStoreException` in special cases involving array elements or field access (§10.5, §15.26.1).

**Example 5.2-1. Assignment Conversion for Primitive Types**

```java
class Test {
    public static void main(String[] args) {
        short s = 12;       // narrow 12 to short
        float f = s;        // widen short to float
        System.out.println("f=" + f);
        char c = '\u0123';
        long l = c;         // widen char to long
        System.out.println("l=0x" + Long.toString(l, 16));
        f = 1.23f;
        double d = f;       // widen float to double
        System.out.println("d=" + d);
    }
}
```

This program produces the output:

```
f=12.0
l=0x123
d=1.2300000190734863
```

The following program, however, produces compile-time errors:

```java
class Test {
    public static void main(String[] args) {
        short s = 123;
        char c = s;       // error: would require cast
        s = c;            // error: would require cast
    }
}
```

because not all `short` values are `char` values, and neither are all `char` values `short` values.
Example 5.2-2. Assignment Conversion for Reference Types

class Point { int x, y; }
class Point3D extends Point { int z; }
interface Colorable { void setColor(int color); }

class ColoredPoint extends Point implements Colorable {
    int color;
    public void setColor(int color) { this.color = color; }
}

class Test {
    public static void main(String[] args) {
        // Assignments to variables of class type:
        Point p = new Point();
p = new Point3D();
        // OK because Point3D is a subclass of Point
        Point3D p3d = p;
        // Error: will require a cast because a Point
        // might not be a Point3D (even though it is,
        // dynamically, in this example.)

        // Assignments to variables of type Object:
        Object o = p;          // OK: any object to Object
        int[] a   = new int[3];
        Object o2 = a;          // OK: an array to Object

        // Assignments to variables of interface type:
        ColoredPoint cp = new ColoredPoint();
        Colorable c = cp;
        // OK: ColoredPoint implements Colorable

        // Assignments to variables of array type:
        byte[] b = new byte[4];
a = b;
        // Error: these are not arrays of the same primitive type
        Point3D[] p3da = new Point3D[3];
        Point[] pa = p3da;
        // OK: since we can assign a Point3D to a Point
        p3da = pa;
        // Error: (cast needed) since a Point
        // can't be assigned to a Point3D
    }
}

The following test program illustrates assignment conversions on reference values, but fails
to compile, as described in its comments. This example should be compared to the preceding
one.

class Point { int x, y; }
interface Colorable { void setColor(int color); }
class ColoredPoint extends Point implements Colorable {
int color;
public void setColor(int color) { this.color = color; }
}

class Test {
public static void main(String[] args) {
    Point p = new Point();
    ColoredPoint cp = new ColoredPoint();
    // Okay because ColoredPoint is a subclass of Point:
    p = cp;
    // Okay because ColoredPoint implements Colorable:
    Colorable c = cp;
    // The following cause compile-time errors because
    // we cannot be sure they will succeed, depending on
    // the run-time type of p; a run-time check will be
    // necessary for the needed narrowing conversion and
    // must be indicated by including a cast:
    cp = p;    // p might be neither a ColoredPoint
                // nor a subclass of ColoredPoint
    c = p;     // p might not implement Colorable
}
}

Example 5.2-3. Assignment Conversion for Array Types

class Point { int x, y; }
class ColoredPoint extends Point { int color; }

class Test {
public static void main(String[] args) {
    long[] veclong = new long[100];
    Object o = veclong;       // okay
    Long l = veclong;         // compile-time error
    short[] vecshort = veclong; // compile-time error
    Point[] pvec = new Point[100];
    ColoredPoint[] cpvec = new ColoredPoint[100];
    pvec = cpvec;             // okay
    pvec[0] = new Point();    // okay at compile time,
                              // but would throw an
                              // exception at run time
    cpvec = pvec;             // compile-time error
}
}

In this example:

• The value of veclong cannot be assigned to a Long variable, because Long is a class
type other than Object. An array can be assigned only to a variable of a compatible
array type, or to a variable of type Object, Cloneable or java.io.Serializable.

• The value of veclong cannot be assigned to vecshort, because they are arrays of
primitive type, and short and long are not the same primitive type.
• The value of \( \text{cpvec} \) can be assigned to \( \text{pvec} \), because any reference that could be the value of an expression of type \( \text{ColoredPoint} \) can be the value of a variable of type \( \text{Point} \). The subsequent assignment of the new \( \text{Point} \) to a component of \( \text{pvec} \) then would throw an \( \text{ArrayStoreException} \) (if the program were otherwise corrected so that it could be compiled), because a \( \text{ColoredPoint} \) array cannot have an instance of \( \text{Point} \) as the value of a component.

• The value of \( \text{pvec} \) cannot be assigned to \( \text{cpvec} \), because not every reference that could be the value of an expression of type \( \text{ColoredPoint} \) can correctly be the value of a variable of type \( \text{Point} \). If the value of \( \text{pvec} \) at run time were a reference to an instance of \( \text{Point[]} \), and the assignment to \( \text{cpvec} \) were allowed, a simple reference to a component of \( \text{cpvec} \), say, \( \text{cpvec}[0] \), could return a \( \text{Point} \), and a \( \text{Point} \) is not a \( \text{ColoredPoint} \). Thus to allow such an assignment would allow a violation of the type system. A cast may be used (§5.5, §15.16) to ensure that \( \text{pvec} \) references a \( \text{ColoredPoint}[] \):

\[
\text{cpvec} = (\text{ColoredPoint}[])\text{pvec}; \quad // \text{OK, but may throw an exception at run time}
\]

5.3 Invocation Contexts

Method invocation conversion is applied to each argument value in a method or constructor invocation (§8.8.7.1, §15.9, §15.12): the type of the argument expression must be converted to the type of the corresponding parameter.

Strict invocation contexts and loose invocation contexts allow an argument value in a method or constructor invocation (§8.8.7.1, §15.9, §15.12) to be assigned to a corresponding formal parameter.

Loose invocation contexts allow a more permissive set of conversions; they are only used for a particular invocation if no applicable declaration can be found using strict invocation contexts.

Strict invocation contexts allow the use of one of the following:
• an identity conversion (§5.1.1)
• a widening primitive conversion (§5.1.2)
• a widening reference conversion (§5.1.5)

Loose invocation contexts allow the use of one of the following:
• an identity conversion (§5.1.1)
• a widening primitive conversion (§5.1.2)
• a widening reference conversion (§5.1.5)
• a boxing conversion (§5.1.7) optionally followed by widening reference conversion
• an unboxing conversion (§5.1.8) optionally followed by a widening primitive conversion

If, after the conversions listed above have been applied, the resulting type is a raw type (§4.8), an unchecked conversion (§5.1.9) may then be applied.

A value of the null type (the null reference is the only such value) may be assigned to any reference type.

It is a compile-time error if the chain of conversions contains two parameterized types that are not in the subtype relation (§4.10).

If the type of the expression cannot be converted to the type of the parameter by a conversion permitted in a loose invocation context, then a compile-time error occurs.

If the type of an argument expression is either float or double, then value set conversion (§5.1.13) is applied after the conversion(s):
• If an argument value of type float is an element of the float-extended-exponent value set, then the implementation must map the value to the nearest element of the float value set. This conversion may result in overflow or underflow.
• If an argument value of type double is an element of the double-extended-exponent value set, then the implementation must map the value to the nearest element of the double value set. This conversion may result in overflow or underflow.

The only exceptions that may arise in an invocation context are:
• A ClassCastException if, after the type conversions above have been applied, the resulting value is an object which is not an instance of a subclass or subinterface of the erasure (§4.6) of the corresponding formal parameter type.
• An OutOfMemoryError as a result of a boxing conversion.
• A NullPointerException as a result of an unboxing conversion on a null reference.

Neither strict nor loose invocation contexts include the implicit narrowing of integer constant expressions which is allowed in assignment contexts. The designers of the Java programming language felt that including these implicit narrowing conversions would add additional complexity to the rules of overload resolution (§15.12.2).

Thus, the program:
class Test {
    static int m(byte a, int b) { return a+b; }
    static int m(short a, short b) { return a-b; }
    public static void main(String[] args) {
        System.out.println(m(12, 2)); // compile-time error
    }
}

causes a compile-time error because the integer literals 12 and 2 have type int, so neither method \texttt{m} matches under the rules of overload resolution. A language that included implicit narrowing of integer constant expressions would need additional rules to resolve cases like this example.

5.4 String Contexts

String contexts apply only to an operand of the binary + operator which is not a \texttt{String} when the other operand is a \texttt{String}.

The target type in these contexts is always \texttt{String}, and a string conversion (§5.1.11) of the non-\texttt{String} operand always occurs. Evaluation of the + operator then proceeds as specified in §15.18.1.

5.5 Casting Contexts

\textit{Casting contexts} allow the operand of a cast operator (§15.16) to be converted to the type explicitly named by the cast operator.

Casting contexts allow the use of one of:

- an identity conversion (§5.1.1)
- a widening primitive conversion (§5.1.2)
- a narrowing primitive conversion (§5.1.3)
- a widening and narrowing primitive conversion (§5.1.4)
- a widening reference conversion (§5.1.5) optionally followed by either an unboxing conversion (§5.1.8) or an unchecked conversion (§5.1.9)
- a narrowing reference conversion (§5.1.6) optionally followed by either an unboxing conversion (§5.1.8) or an unchecked conversion (§5.1.9)
- a boxing conversion (§5.1.7) optionally followed by a widening reference conversion (§5.1.5)
• an unboxing conversion (§5.1.8) optionally followed by a widening primitive conversion (§5.1.2).

Value set conversion (§5.1.13) is applied after the type conversion.

The compile-time legality of a casting conversion is as follows:

• An expression of a primitive type may undergo casting conversion to another primitive type, by an identity conversion (if the types are the same), or by a widening primitive conversion, or by a narrowing primitive conversion, or by a widening and narrowing primitive conversion.

• An expression of a primitive type may undergo casting conversion to a reference type without error, by boxing conversion.

• An expression of a reference type may undergo casting conversion to a primitive type without error, by unboxing conversion.

• An expression of a reference type may undergo casting conversion to another reference type if no compile-time error occurs given the rules in §5.5.1.

The following tables enumerate which conversions are used in certain casting conversions. Each conversion is signified by a symbol:

• - signifies no casting conversion allowed
• ≈ signifies identity conversion (§5.1.1)
• ω signifies widening primitive conversion (§5.1.2)
• η signifies narrowing primitive conversion (§5.1.3)
• ωη signifies widening and narrowing primitive conversion (§5.1.4)
• ↑ signifies widening reference conversion (§5.1.5)
• ↓ signifies narrowing reference conversion (§5.1.6)
• ⊕ signifies boxing conversion (§5.1.7)
• ⊗ signifies unboxing conversion (§5.1.8)

In the tables, a comma between symbols indicates that a casting conversion uses one conversion followed by another. The type Object means any reference type other than the eight wrapper classes Boolean, Byte, Short, Character, Integer, Long, Float, Double.
### Table 5.1. Casting conversions to primitive types

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<tr>
<th>To</th>
<th>byte</th>
<th>short</th>
<th>char</th>
<th>int</th>
<th>long</th>
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| Short| -     | ⊗     | -    | ⊗,ω | ⊗,ω  | ⊗,ω  | ⊗,ω  | -       |
| Character | - | - | ⊗ | ⊗,ω | ⊗,ω | ⊗,ω | ⊗,ω | -       |
| Integer | - | - | - | ⊗ | ⊗,ω | ⊗,ω | ⊗,ω | -       |
| Long | - | - | - | - | ⊗ | ⊗,ω | ⊗,ω | -       |
| Float | - | - | - | - | - | ⊗ | ⊗,ω | -       |
| Double | - | - | - | - | - | - | ⊗ | -       |
| Boolean | - | - | - | - | - | - | - | ⊗       |
| Object | ↓,ο | ↓,ο | ↓,ο | ↓,ο | ↓,ο | ↓,ο | ↓,ο | ↓,ο     |
Table 5.2. Casting conversions to reference types

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5.5.1 Reference Type Casting

Given a compile-time reference type $s$ (source) and a compile-time reference type $\tau$ (target), a casting conversion exists from $s$ to $\tau$ if no compile-time errors occur due to the following rules.

If $s$ is a class type:
• If \( T \) is a class type, then either \(|S| <: |T|\), or \(|T| <: |S|\). Otherwise, a compile-time error occurs.

Furthermore, if there exists a supertype \( X \) of \( T \), and a supertype \( Y \) of \( S \), such that both \( X \) and \( Y \) are provably distinct parameterized types (§4.5), and that the erasures of \( X \) and \( Y \) are the same, a compile-time error occurs.

• If \( T \) is an interface type:
  – If \( S \) is not a final class (§8.1.1), then, if there exists a supertype \( X \) of \( T \), and a supertype \( Y \) of \( S \), such that both \( X \) and \( Y \) are provably distinct parameterized types, and that the erasures of \( X \) and \( Y \) are the same, a compile-time error occurs.

  Otherwise, the cast is always legal at compile time (because even if \( S \) does not implement \( T \), a subclass of \( S \) might).

  – If \( S \) is a final class (§8.1.1), then \( S \) must implement \( T \), or a compile-time error occurs.

• If \( T \) is a type variable, then this algorithm is applied recursively, using the upper bound of \( T \) in place of \( T \).

• If \( T \) is an array type, then \( S \) must be the class \texttt{Object}, or a compile-time error occurs.

• If \( T \) is an intersection type, \( T_1 \& \ldots \& T_n \), then it is a compile-time error if there exists a \( T_i \) \((1 \leq i \leq n)\) such that \( S \) cannot be cast to \( T_i \) by this algorithm. That is, the success of the cast is determined by the most restrictive component of the intersection type.

If \( S \) is an interface type:

• If \( T \) is an array type, then \( S \) must be the type \texttt{java.io.Serializable} or \texttt{Cloneable} (the only interfaces implemented by arrays), or a compile-time error occurs.

• If \( T \) is a class or interface type that is not final (§8.1.1), then if there exists a supertype \( X \) of \( T \), and a supertype \( Y \) of \( S \), such that both \( X \) and \( Y \) are provably distinct parameterized types, and that the erasures of \( X \) and \( Y \) are the same, a compile-time error occurs.

  Otherwise, the cast is always legal at compile time (because even if \( T \) does not implement \( S \), a subclass of \( T \) might).

• If \( T \) is a class type that is final, then:
  – If \( S \) is not a parameterized type or a raw type, then \( T \) must implement \( S \), or a compile-time error occurs.
Otherwise, $s$ is either a parameterized type that is an invocation of some generic type declaration $\mathcal{G}$, or a raw type corresponding to a generic type declaration $\mathcal{G}$. Then there must exist a supertype $x$ of $\mathcal{T}$, such that $x$ is an invocation of $\mathcal{G}$, or a compile-time error occurs.

Furthermore, if $s$ and $x$ are provably distinct parameterized types then a compile-time error occurs.

- If $\mathcal{T}$ is a type variable, then this algorithm is applied recursively, using the upper bound of $\mathcal{T}$ in place of $\mathcal{T}$.

- If $\mathcal{T}$ is an intersection type, $T_1 \& \cdots \& T_n$, then it is a compile-time error if there exists a $T_i$ ($1 \leq i \leq n$) such that $s$ cannot be cast to $T_i$ by this algorithm.

If $s$ is a type variable, then this algorithm is applied recursively, using the upper bound of $s$ in place of $s$.

If $s$ is an intersection type $A_1 \& \cdots \& A_n$, then it is a compile-time error if there exists an $A_i$ ($1 \leq i \leq n$) such that $A_i$ cannot be cast to $\mathcal{T}$ by this algorithm. That is, the success of the cast is determined by the most restrictive component of the intersection type.

If $s$ is an array type $s \mathcal{C}[]$, that is, an array of components of type $s \mathcal{C}$:

- If $\mathcal{T}$ is a class type, then if $\mathcal{T}$ is not $\text{Object}$, then a compile-time error occurs (because $\text{Object}$ is the only class type to which arrays can be assigned).

- If $\mathcal{T}$ is an interface type, then a compile-time error occurs unless $\mathcal{T}$ is the type $\text{java.io.Serializable}$ or the type $\text{Cloneable}$ (the only interfaces implemented by arrays).

- If $\mathcal{T}$ is a type variable, then this algorithm is applied recursively, using the upper bound of $\mathcal{T}$ in place of $\mathcal{T}$.

- If $\mathcal{T}$ is an array type $\mathcal{T} \mathcal{C}[]$, that is, an array of components of type $\mathcal{T} \mathcal{C}$, then a compile-time error occurs unless one of the following is true:
  
  - $\mathcal{T} \mathcal{C}$ and $s \mathcal{C}$ are the same primitive type.
  
  - $\mathcal{T} \mathcal{C}$ and $s \mathcal{C}$ are reference types and type $s \mathcal{C}$ can undergo casting conversion to $\mathcal{T} \mathcal{C}$.

- If $\mathcal{T}$ is an intersection type, $T_1 \& \cdots \& T_n$, then it is a compile-time error if there exists a $T_i$ ($1 \leq i \leq n$) such that $s$ cannot be cast to $T_i$ by this algorithm.

Casts can be used to explicitly "tag" a lambda expression or a method reference expression with a particular target type. To provide an appropriate degree of flexibility, the target type may be a list of types denoting an intersection type (as long as the intersection is also a functional interface type (§9.8)). Since the feature is generally useful, these rules also support casts of arbitrary expressions to intersection types.
Example 5.5.1-1. Casting Conversion for Reference Types

class Point { int x, y; }
interface Colorable { void setColor(int color); }
class ColoredPoint extends Point implements Colorable {
  int color;
  public void setColor(int color) { this.color = color; }
}
final class EndPoint extends Point {}

class Test {
  public static void main(String[] args) {
    Point p = new Point();
    ColoredPoint cp = new ColoredPoint();
    Colorable c;
    // The following may cause errors at run time because
    // we cannot be sure they will succeed; this possibility
    // is suggested by the casts:
    cp = (ColoredPoint)p; // p might not reference an
    // object which is a ColoredPoint
    // or a subclass of ColoredPoint
    c = (Colorable)p; // p might not be Colorable
    // The following are incorrect at compile time because
    // they can never succeed as explained in the text:
    Long l = (Long)p; // compile-time error #1
    EndPoint e = new EndPoint();
    c = (Colorable)e; // compile-time error #2
  }
}

Here, the first compile-time error occurs because the class types Long and Point are
unrelated (that is, they are not the same, and neither is a subclass of the other), so a cast
between them will always fail.

The second compile-time error occurs because a variable of type EndPoint can never
reference a value that implements the interface Colorable. This is because EndPoint is
a final type, and a variable of a final type always holds a value of the same run-time
type as its compile-time type. Therefore, the run-time type of variable e must be exactly
the type EndPoint, and type EndPoint does not implement Colorable.

Example 5.5.1-2. Casting Conversion for Array Types

class Point {
  int x, y;
  Point(int x, int y) { this.x = x; this.y = y; }
  public String toString() { return "("+x+","+y+");"; }
}

interface Colorable { void setColor(int color); }
class ColoredPoint extends Point implements Colorable {
  int color;
  ColoredPoint(int x, int y, int color) {
    super(x, y); setColor(color);
  }
public void setColor(int color) { this.color = color; }
public String toString() {
    return super.toString() + "@" + color;
}
}

class Test {
    public static void main(String[] args) {
        Point[] pa = new ColoredPoint[4];
        pa[0] = new ColoredPoint(2, 2, 12);
        pa[1] = new ColoredPoint(4, 5, 24);
        ColoredPoint[] cpa = (ColoredPoint[])pa;
        System.out.print("cpa: { ");
        for (int i = 0; i < cpa.length; i++)
            System.out.print((i == 0 ? " " : ", ") + cpa[i]);
        System.out.println(" }" );
    }
}

This program compiles without errors and produces the output:

    cpa: { (2,2)@12, (4,5)@24, null, null }

5.5.2 Checked Casts and Unchecked Casts

A cast from a type \( S \) to a type \( T \) is *statically known to be correct* if and only if \( S <: T \) (§4.10).

A cast from a type \( S \) to a parameterized type (§4.5) \( T \) is *unchecked* unless at least one of the following conditions holds:

- \( S <: T \)
- All of the type arguments (§4.5.1) of \( T \) are unbounded wildcards
- \( T <: S \) and \( S \) has no subtype \( X \) other than \( T \) where the type arguments of \( X \) are not contained in the type arguments of \( T \).

A cast from a type \( S \) to a type variable \( T \) is unchecked unless \( S <: T \).

A cast from a type \( S \) to an intersection type \( T_1 \& \ldots \& T_n \) is unchecked if there exists a \( T_i \) (1 ≤ \( i \) ≤ \( n \)) such that a cast from \( S \) to \( T_i \) is unchecked.

An unchecked cast from \( S \) to a non-intersection type \( T \) is *completely unchecked* if the cast from \(|S|\) to \(|T|\) is statically known to be correct. Otherwise, it is *partially unchecked*.
An unchecked cast from $S$ to an intersection type $T_1 \& \ldots \& T_n$ is completely unchecked if, for all $i \ (1 \leq i \leq n)$, a cast from $S$ to $T_i$ is either statically known to be correct or completely unchecked. Otherwise, it is partially unchecked.

An unchecked cast causes a compile-time unchecked warning, unless suppressed by the SuppressWarnings annotation ($\S$9.6.4.5).

A cast is checked if it is not statically known to be correct and it is not unchecked.

If a cast to a reference type is not a compile-time error, there are several cases:

- The cast is statically known to be correct.
  No run-time action is performed for such a cast.

- The cast is a completely unchecked cast.
  No run-time action is performed for such a cast.

- The cast is a partially unchecked or checked cast to an intersection type.
  Where the intersection type is $T_1 \& \ldots \& T_n$, then for all $i \ (1 \leq i \leq n)$, any run-time check required for a cast from $S$ to $T_i$ is also required for the cast to the intersection type.

- The cast is a partially unchecked cast to a non-intersection type.
  Such a cast requires a run-time validity check. The check is performed as if the cast had been a checked cast between $|S|$ and $|T|$, as described below.

- The cast is a checked cast to a non-intersection type.
  Such a cast requires a run-time validity check. If the value at run time is null, then the cast is allowed. Otherwise, let $R$ be the class of the object referred to by the run-time reference value, and let $\tau$ be the erasure ($\S$4.6) of the type named in the cast operator. A cast conversion must check, at run time, that the class $R$ is assignment compatible with the type $\tau$, via the algorithm in $\S$5.5.3.

Note that $R$ cannot be an interface when these rules are first applied for any given cast, but $R$ may be an interface if the rules are applied recursively because the run-time reference value may refer to an array whose element type is an interface type.

### 5.5.3 Checked Casts at Run Time

Here is the algorithm to check whether the run-time type $R$ of an object is assignment compatible with the type $\tau$ which is the erasure ($\S$4.6) of the type named in the cast operator. If a run-time exception is thrown, it is a `ClassCastException`.
If $R$ is an ordinary class (not an array class):

- If $T$ is a class type, then $R$ must be either the same class (§4.3.4) as $T$ or a subclass of $T$, or a run-time exception is thrown.

- If $T$ is an interface type, then $R$ must implement (§8.1.5) interface $T$, or a run-time exception is thrown.

- If $T$ is an array type, then a run-time exception is thrown.

If $R$ is an interface:

- If $T$ is a class type, then $T$ must be `Object` (§4.3.2), or a run-time exception is thrown.

- If $T$ is an interface type, then $R$ must be either the same interface as $T$ or a subinterface of $T$, or a run-time exception is thrown.

- If $T$ is an array type, then a run-time exception is thrown.

If $R$ is a class representing an array type $RC[]$, that is, an array of components of type $RC$:

- If $T$ is a class type, then $T$ must be `Object` (§4.3.2), or a run-time exception is thrown.

- If $T$ is an interface type, then a run-time exception is thrown unless $T$ is the type `java.io.Serializable` or the type `Cloneable` (the only interfaces implemented by arrays).

  This case could slip past the compile-time checking if, for example, a reference to an array were stored in a variable of type `Object`.

- If $T$ is an array type $TC[]$, that is, an array of components of type $TC$, then a run-time exception is thrown unless one of the following is true:

  - $TC$ and $RC$ are the same primitive type.

  - $TC$ and $RC$ are reference types and type $RC$ can be cast to $TC$ by a recursive application of these run-time rules for casting.

**Example 5.5.3-1. Incompatible Types at Run Time**

```java
class Point { int x, y; }
interface Colorable { void setColor(int color); }
class ColoredPoint extends Point implements Colorable {
    int color;
    public void setColor(int color) { this.color = color; }
}

class Test {
```

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5.6 Numeric Contexts

**Numeric contexts** apply to the operands of an arithmetic operator. Numeric contexts allow the use of:

- an identity conversion (§5.1.1)
- a widening primitive conversion (§5.1.2)
- an unboxing conversion (§5.1.8) optionally followed by a widening primitive conversion

Numeric promotions are used to convert the operands of a numeric operator to a common type so that an operation can be performed.

A **numeric promotion** is a process by which, given an arithmetic operator and its argument expressions, the arguments are converted to an inferred target type \( T \). \( T \) is chosen during promotion such that each argument expression can be converted to \( T \) and the arithmetic operation is defined for values of type \( T \).

The two kinds of numeric promotion are unary numeric promotion (§5.6.1) and binary numeric promotion (§5.6.2).

### 5.6.1 Unary Numeric Promotion

Some operators apply *unary numeric promotion* to a single operand, which must produce a value of a numeric type:
• If the operand is of compile-time type `Byte`, `Short`, `Character`, or `Integer`, it is subjected to unboxing conversion (§5.1.8). The result is then promoted to a value of type `int` by a widening primitive conversion (§5.1.2) or an identity conversion (§5.1.1).

• Otherwise, if the operand is of compile-time type `Long`, `Float`, or `Double`, it is subjected to unboxing conversion (§5.1.8).

• Otherwise, if the operand is of compile-time type `byte`, `short`, or `char`, it is promoted to a value of type `int` by a widening primitive conversion (§5.1.2).

• Otherwise, a unary numeric operand remains as is and is not converted.

After the conversion(s), if any, value set conversion (§5.1.13) is then applied.

Unary numeric promotion is performed on expressions in the following situations:

• Each dimension expression in an array creation expression (§15.10.1)

• The index expression in an array access expression (§15.10.3)

• The operand of a unary plus operator `+` (§15.15.3)

• The operand of a unary minus operator `-` (§15.15.4)

• The operand of a bitwise complement operator `~` (§15.15.5)

• Each operand, separately, of a shift operator `<<`, `>>`, or `>>>` (§15.19).

A `long` shift distance (right operand) does not promote the value being shifted (left operand) to `long`.

**Example 5.6.1-1. Unary Numeric Promotion**

class Test {
    public static void main(String[] args) {
        byte b = 2;
        int a[] = new int[b]; // dimension expression promotion
        char c = '\u0001';
        a[c] = 1; // index expression promotion
        a[0] = -c; // unary - promotion
        System.out.println("a: "+ a[0] + "," + a[1]);
        b = -1;
        int i = ~b; // bitwise complement promotion
        System.out.println("-0x" + Integer.toHexString(b)
            + "==0x" + Integer.toHexString(i));
        i = b << 4L; // shift promotion (left operand)
        System.out.println("0x" + Integer.toHexString(b)
            + "<<4L==0x" + Integer.toHexString(i));
    }
}
This program produces the output:

```
a: -1,1
-0xffffffff==0x0
0xffffffff<<4L==0xffffffff0
```

### 5.6.2 Binary Numeric Promotion

When an operator applies *binary numeric promotion* to a pair of operands, each of which must denote a value that is convertible to a numeric type, the following rules apply, in order:

1. If any operand is of a reference type, it is subjected to unboxing conversion (§5.1.8).
2. Widening primitive conversion (§5.1.2) is applied to convert either or both operands as specified by the following rules:
   - If either operand is of type `double`, the other is converted to `double`.
   - Otherwise, if either operand is of type `float`, the other is converted to `float`.
   - Otherwise, if either operand is of type `long`, the other is converted to `long`.
   - Otherwise, both operands are converted to type `int`.

After the conversion(s), if any, value set conversion (§5.1.13) is then applied to each operand.

Binary numeric promotion is performed on the operands of certain operators:

- The multiplicative operators `*`, `/`, and `%` (§15.17)
- The addition and subtraction operators for numeric types `+` and `-` (§15.18.2)
- The numerical comparison operators `<`, `<=`, `>`, and `>=` (§15.20.1)
- The numerical equality operators `==` and `!=` (§15.21.1)
- The integer bitwise operators `&`, `^`, and `|` (§15.22.1)
- In certain cases, the conditional operator `? :` (§15.25)

**Example 5.6.2-1. Binary Numeric Promotion**

```java
class Test {
    public static void main(String[] args) {
        int i = 0;
        float f = 1.0f;
        double d = 2.0;
        // First int*float is promoted to float*float, then
```
// float==double is promoted to double==double:
if (i * f == d) System.out.println("oops");

// A char&byte is promoted to int&int:
byte b = 0x1f;
char c = 'G';
int control = c & b;
System.out.println(Integer.toHexString(control));

// Here int:float is promoted to float:float:
f = (b==0) ? i : 4.0f;
System.out.println(1.0/f);
}

This program produces the output:

7
0.25

The example converts the ASCII character G to the ASCII control-G (BEL), by masking off all but the low 5 bits of the character. The 7 is the numeric value of this control character.
Names are used to refer to entities declared in a program.

A declared entity (§6.1) is a package, class type (normal or enum), interface type (normal or annotation type), member (class, interface, field, or method) of a reference type, type parameter (of a class, interface, method or constructor), parameter (to a method, constructor, or exception handler), or local variable.

Names in programs are either simple, consisting of a single identifier, or qualified, consisting of a sequence of identifiers separated by "." tokens (§6.2).

Every declaration that introduces a name has a scope (§6.3), which is the part of the program text within which the declared entity can be referred to by a simple name.

A qualified name \texttt{N.x} may be used to refer to a member of a package or reference type, where \texttt{N} is a simple or qualified name and \texttt{x} is an identifier. If \texttt{N} names a package, then \texttt{x} is a member of that package, which is either a class or interface type or a subpackage. If \texttt{N} names a reference type or a variable of a reference type, then \texttt{x} names a member of that type, which is either a class, an interface, a field, or a method.

In determining the meaning of a name (§6.5), the context of the occurrence is used to disambiguate among packages, types, variables, and methods with the same name.

Access control (§6.6) can be specified in a class, interface, method, or field declaration to control when access to a member is allowed. Access is a different concept from scope. Access specifies the part of the program text within which the declared entity can be referred to by a qualified name. Access to a declared entity is also relevant in a field access expression (§15.11), a method invocation expression in which the method is not specified by a simple name (§15.12), or a qualified class instance creation expression (§15.9). In the absence of an access modifier, most declarations have package access, allowing access anywhere within
the package that contains its declaration; other possibilities are public, protected, and private.

Fully qualified and canonical names (§6.7) are also discussed in this chapter.

6.1 Declarations

A declaration introduces an entity into a program and includes an identifier (§3.8) that can be used in a name to refer to this entity.

A declared entity is one of the following:

• A package, declared in a package declaration (§7.4)
• An imported type, declared in a single-type-import declaration or a type-import-on-demand declaration (§7.5.1, §7.5.2)
• An imported static member, declared in a single-static-import declaration or a static-import-on-demand declaration (§7.5.3, §7.5.4)
• A class, declared in a class type declaration (§8.1)
• An interface, declared in an interface type declaration (§9.1)
• A type parameter, declared as part of the declaration of a generic class, interface, method, or constructor (§8.1.2, §9.1.2, §8.4.4, §8.8.4)
• A member of a reference type (§8.2, §9.2, §8.9.3, §9.6, §10.7), one of the following:
  – A member class (§8.5, §9.5)
  – A member interface (§8.5, §9.5)
  – An enum constant (§8.9)
  – A field, one of the following:
    › A field declared in a class type or enum type (§8.3, §8.9.2)
    › A field declared in an interface type or annotation type (§9.3, §9.6.1)
    › The field length, which is implicitly a member of every array type (§10.7)
  – A method, one of the following:
    › A method (abstract or otherwise) declared in a class type or enum type (§8.4, §8.9.2)
> A method (always abstract) declared in an interface type or annotation type (§9.4, §9.6.1)

- A parameter, one of the following:
  - A formal parameter of a method or constructor of a class type or enum type (§8.4.1, §8.8.1, §8.9.2), or of a lambda expression (§15.27.1)
  - A formal parameter of an abstract method of an interface type or annotation type (§9.4, §9.6.1)
  - An exception parameter of an exception handler declared in a catch clause of a try statement (§14.20)

- A local variable, one of the following:
  - A local variable declared in a block (§14.4)
  - A local variable declared in a for statement (§14.14)

Constructors (§8.8) are also introduced by declarations, but use the name of the class in which they are declared rather than introducing a new name.

The declaration of a type which is not generic class C ... declares one entity: a non-generic type C. In contrast, the declaration of a generic type class C<T> ... or interface C<T> ... declares two entities: a generic type C<T> and a corresponding non-generic type C. A non-generic type is not a raw type, despite the syntactic similarity. Given a declaration of a generic type which uses the identifier C, the meaning of the term C depends on the context where it appears:

- Where genericity is unimportant - the non-generic contexts identified below - the identifier C denotes the non-generic type C.

- Where genericity is important - all contexts in §6.5 except for the non-generic contexts - the identifier C denotes either:
  - The raw type C which is the erasure (§4.6) of the generic type C<T>; or
  - A parameterized type which is a particular invocation (§4.5) of the generic type C<T>.

The 13 non-generic contexts are as follows:

1. In a single-type-import declaration (§7.5.1)
2. To the left of the . in a single-static-import declaration (§7.5.3)
3. To the left of the . in a static-import-on-demand declaration (§7.5.4)
4. To the left of the ( in a constructor declaration (§8.8)
Declarations

5. After the @ sign in an annotation (§9.7)
6. To the left of .class in a class literal (§15.8.2)
7. To the left of .this in a qualified this expression (§15.8.4)
8. To the left of .super in a qualified superclass field access expression (§15.11.2)
9. To the left of .Identifier or .super .Identifier in a qualified method invocation expression (§15.12)
10. To the left of .super:: in a method reference expression (§15.13)
11. In a qualified expression name in a postfix expression (§15.14.1)
12. In a throws clause of a method or constructor (§8.4.6, §8.8.5, §9.4)
13. In an exception parameter declaration (§14.20)

The first ten non-generic contexts correspond to the first ten syntactic contexts for a TypeName in §6.5.1. The eleventh non-generic context is a postfix expression, where a qualified ExpressionName such as c.x may include a TypeName c to denote static member access. The common use of TypeName is significant: it indicates that these contexts involve a less-than-first-class use of a type. In contrast, the twelfth and thirteenth non-generic contexts employ ClassType, indicating that throws and catch clauses use types in a first-class way, in line with, say, field declarations. The characterization of these two contexts as non-generic is due to erasure, since the ClassType of an exception can be neither generic nor parameterized.

Note that the ClassType production allows annotations, so it is possible to annotate the use of a type in a throws or catch clause, whereas the TypeName production disallows annotations, so it is not possible to annotate the name of a type in, say, a single-type-import declaration.

Naming Conventions

The class libraries of the Java SE platform attempt to use, whenever possible, names chosen according to the conventions presented below. These conventions help to make code more readable and avoid certain kinds of name conflicts.

We recommend these conventions for use in all programs written in the Java programming language. However, these conventions should not be followed slavishly if long-held conventional usage dictates otherwise. So, for example, the sin and cos methods of the class java.lang.Math have mathematically conventional names, even though these method names flout the convention suggested here because they are short and are not verbs.

Package Names
Developers should take steps to avoid the possibility of two published packages having the same name by choosing unique package names for packages that are widely distributed. This allows packages to be easily and automatically installed and catalogued. This section specifies a suggested convention for generating such unique package names. Implementations of the Java SE platform are encouraged to provide automatic support for converting a set of packages from local and casual package names to the unique name format described here.

If unique package names are not used, then package name conflicts may arise far from the point of creation of either of the conflicting packages. This may create a situation that is difficult or impossible for the user or programmer to resolve. The class ClassLoader can be used to isolate packages with the same name from each other in those cases where the packages will have constrained interactions, but not in a way that is transparent to a naïve program.

You form a unique package name by first having (or belonging to an organization that has) an Internet domain name, such as oracle.com. You then reverse this name, component by component, to obtain, in this example, com.oracle, and use this as a prefix for your package names, using a convention developed within your organization to further administer package names. Such a convention might specify that certain package name components be division, department, project, machine, or login names.

Example 6.1-1. Unique Package Names

    com.nighthacks.java.jag.scrabble
    org.openjdk.tools.compiler
    net.jcip.annotations
    edu.cmu.cs.bovik.cheese
    gov.whitehouse.socks.mousefinder

The first component of a unique package name is always written in all-lowercase ASCII letters and should be one of the top level domain names, such as com, edu, gov, mil, net, or org, or one of the English two-letter codes identifying countries as specified in ISO Standard 3166.

The name of a package is not meant to imply where the package is stored on the Internet. The suggested convention for generating unique package names is merely a way to piggyback a package naming convention on top of an existing, widely known unique name registry instead of having to create a separate registry for package names.

For example, a package named edu.cmu.cs.bovik.cheese is not necessarily obtainable from Internet address cmu.edu or cs.cmu.edu or bovik.cs.cmu.edu.

In some cases, the Internet domain name may not be a valid package name. Here are some suggested conventions for dealing with these situations:

- If the domain name contains a hyphen, or any other special character not allowed in an identifier (§3.8), convert it into an underscore.
- If any of the resulting package name components are keywords (§3.9), append an underscore to them.
• If any of the resulting package name components start with a digit, or any other character that is not allowed as an initial character of an identifier, have an underscore prefixed to the component.

Names of packages intended only for local use should have a first identifier that begins with a lowercase letter, but that first identifier specifically should not be the identifier java; package names that start with the identifier java are reserved for package of the Java SE platform.

Class and Interface Type Names

Names of class types should be descriptive nouns or noun phrases, not overly long, in mixed case with the first letter of each word capitalized.

Example 6.1-2. Descriptive Class Names

ClassLoader
SecurityManager
Thread
Dictionary
BufferedInputStream

Likewise, names of interface types should be short and descriptive, not overly long, in mixed case with the first letter of each word capitalized. The name may be a descriptive noun or noun phrase, which is appropriate when an interface is used as if it were an abstract superclass, such as interfaces java.io.DataInput and java.io.DataOutput; or it may be an adjective describing a behavior, as for the interfaces Runnable and Cloneable.

Type Variable Names

Type variable names should be pithy (single character if possible) yet evocative, and should not include lower case letters. This makes it easy to distinguish type parameters from ordinary classes and interfaces.

Container types should use the name E for their element type. Maps should use K for the type of their keys and V for the type of their values. The name X should be used for arbitrary exception types. We use T for type, whenever there is not anything more specific about the type to distinguish it. (This is often the case in generic methods.)

If there are multiple type parameters that denote arbitrary types, one should use letters that neighbor T in the alphabet, such as S. Alternately, it is acceptable to use numeric subscripts (e.g., T1, T2) to distinguish among the different type variables. In such cases, all the variables with the same prefix should be subscripted.

If a generic method appears inside a generic class, it is a good idea to avoid using the same names for the type parameters of the method and class, to avoid confusion. The same applies to nested generic classes.

Example 6.1-3. Conventional Type Variable Names

public class HashSet<E> extends AbstractSet<E> { ... }
public class HashMap<K,V> extends AbstractMap<K,V> { ... }
public class ThreadLocal<T> { ... }
public interface Functor<T, X extends Throwable> {
    T eval() throws X;
}

When type parameters do not fall conveniently into one of the categories mentioned, names should be chosen to be as meaningful as possible within the confines of a single letter. The names mentioned above (E, K, V, X, T) should not be used for type parameters that do not fall into the designated categories.

Method Names

Method names should be verbs or verb phrases, in mixed case, with the first letter lowercase and the first letter of any subsequent words capitalized. Here are some additional specific conventions for method names:

- Methods to get and set an attribute that might be thought of as a variable V should be named `getV` and `setV`. An example is the methods `getPriority` and `setPriority` of class `Thread`.
- A method that returns the length of something should be named `length`, as in class `String`.
- A method that tests a boolean condition V about an object should be named `isV`. An example is the method `isInterrupted` of class `Thread`.
- A method that converts its object to a particular format F should be named `toF`. Examples are the method `toString` of class `Object` and the methods `toLocaleString` and `toGMTString` of class `java.util.Date`.

Whenever possible and appropriate, basing the names of methods in a new class on names in an existing class that is similar, especially a class from the Java SE platform API, will make it easier to use.

Field Names

Names of fields that are not `final` should be in mixed case with a lowercase first letter and the first letters of subsequent words capitalized. Note that well-designed classes have very few `public` or `protected` fields, except for fields that are constants (static `final` fields).

Fields should have names that are nouns, noun phrases, or abbreviations for nouns.

Examples of this convention are the fields `buf`, `pos`, and `count` of the class `java.io.ByteArrayInputStream` and the field `bytesTransferred` of the class `java.io.InterruptedIOException`.

Constant Names

The names of constants in interface types should be, and `final` variables of class types may conventionally be, a sequence of one or more words, acronyms, or abbreviations,
all uppercase, with components separated by underscore "_" characters. Constant names should be descriptive and not unnecessarily abbreviated. Conventionally they may be any appropriate part of speech.

Examples of names for constants include MIN_VALUE, MAX_VALUE, MIN_RADIX, and MAX_RADIX of the class Character.

A group of constants that represent alternative values of a set, or, less frequently, masking bits in an integer value, are sometimes usefully specified with a common acronym as a name prefix.

For example:

```java
interface ProcessStates {
    int PS_RUNNING   = 0;
    int PS_SUSPENDED = 1;
}
```

Local Variable and Parameter Names

Local variable and parameter names should be short, yet meaningful. They are often short sequences of lowercase letters that are not words, such as:

- Acronyms, that is the first letter of a series of words, as in cp for a variable holding a reference to a ColoredPoint
- Abbreviations, as in buf holding a pointer to a buffer of some kind
- Mnemonic terms, organized in some way to aid memory and understanding, typically by using a set of local variables with conventional names patterned after the names of parameters to widely used classes. For example:

  - in and out, whenever some kind of input and output are involved, patterned after the fields of System
  - off and len, whenever an offset and length are involved, patterned after the parameters to the read and write methods of the interfaces DataInput and DataOutput of java.io

One-character local variable or parameter names should be avoided, except for temporary and looping variables, or where a variable holds an undistinguished value of a type. Conventional one-character names are:

- b for a byte
- c for a char
- d for a double
- e for an Exception
- f for a float
- i, j, and k for ints
• \( l \) for a long
• \( o \) for an Object
• \( s \) for a String
• \( v \) for an arbitrary value of some type

Local variable or parameter names that consist of only two or three lowercase letters should not conflict with the initial country codes and domain names that are the first component of unique package names.

### 6.2 Names and Identifiers

A *name* is used to refer to an entity declared in a program.

There are two forms of names: simple names and qualified names.

A *simple name* is a single identifier.

A *qualified name* consists of a name, a "." token, and an identifier.

In determining the meaning of a name (§6.5), the context in which the name appears is taken into account. The rules of §6.5 distinguish among contexts where a name must denote (refer to) a package (§6.5.3), a type (§6.5.5), a variable or value in an expression (§6.5.6), or a method (§6.5.7).

Packages and reference types have *members* which may be accessed by qualified names. As background for the discussion of qualified names and the determination of the meaning of names, see the descriptions of membership in §4.4, §4.5.2, §4.8, §4.9, §7.1, §8.2, §9.2, and §10.7.

Not all identifiers in a program are a part of a name. Identifiers are also used in the following situations:

- In declarations (§6.1), where an identifier may occur to specify the name by which the declared entity will be known.
- As labels in labeled statements (§14.7) and in *break* and *continue* statements (§14.15, §14.16) that refer to statement labels.
  
  The identifiers used in labeled statements and their associated *break* and *continue* statements are completely separate from those used in declarations.
- In qualified class instance creation expressions (§15.9), where an identifier occurs to the right of the *new* token to indicate a type that is a member of the compile-time type of the expression preceding the *new* token.
6.2 Names and Identifiers

- In field access expressions (§15.11), where an identifier occurs after a "." token to indicate a member of the object denoted by the expression before the "." token, or the object denoted by the `super` or `ClassName.super` before the "." token.

- In some method invocation expressions (§15.12), wherever an identifier occurs after a "." token and before a "(" token to indicate a method to be invoked for the object denoted by the expression before the "." token, or the object denoted by the `super` or `TypeName.super` before the "." token, or the type denoted by the `TypeName` before the "." token.

- In element-value pairs of annotations (§9.7.1), to denote an element of the corresponding annotation type.

In this program:

```java
class Test {
    public static void main(String[] args) {
        Class c = System.out.getClass();
        System.out.println(c.toString().length() +
                           args[0].length() + args.length);
    }
}
```

the identifiers `Test`, `main`, and the first occurrences of `args` and `c` are not names. Rather, they are identifiers used in declarations to specify the names of the declared entities. The names `String`, `Class`, `System.out.getClass`, `System.out.println`, `c.toString`, `args`, and `args.length` appear in the example.

The occurrence of `length` in `args.length` is a name because `args.length` is a qualified name (§6.5.6.2) and not a field access expression (§15.11). A field access expression, as well as a method invocation expression (§15.12) and a qualified class instance creation expression (§15.9), uses an identifier rather than a name to denote the member of interest. Thus, the occurrence of `length` in `args[0].length()` is not a name, but rather an identifier appearing in a method invocation expression.

One might wonder why these kinds of expression use an identifier rather than a simple name, which is after all just an identifier. The reason is that a simple expression name is defined in terms of the lexical environment; that is, a simple expression name must be in the scope of a variable declaration (§6.5.6.1). On the other hand, field access, method invocation qualified by `Primary` or `super`, and qualified class instance creation all refer to members whose names are not in the lexical environment. By definition, such names are bound only in the context provided by the `Primary` of the field access expression, method invocation expression, or class instance creation expression, or by the `super` of the field access expression or method invocation expression. Therefore, we denote such members with identifiers rather than simple names.

To complicate things further, a field access expression is not the only way to denote a field of an object. For parsing reasons, a qualified name is used to denote a field of an in-scope variable. (The variable itself is denoted with a simple name, alluded to above.) It is necessary for access control (§6.6) to apply to both denotations of a field.
**6.3 Scope of a Declaration**

The *scope* of a declaration is the region of the program within which the entity declared by the declaration can be referred to using a simple name, provided it is visible (§6.4.1).

A declaration is said to be *in scope* at a particular point in a program if and only if the declaration’s scope includes that point.

The scope of the declaration of an observable (§7.4.3) top level package is all observable compilation units (§7.3).

The declaration of a package that is not observable is never in scope.

The declaration of a subpackage is never in scope.

The package *java* is always in scope.

The scope of a type imported by a single-type-import declaration (§7.5.1) or a type-import-on-demand declaration (§7.5.2) is all the class and interface type declarations (§7.6) in the compilation unit in which the `import` declaration appears, as well as any annotations on the package declaration (if any) of the compilation unit.

The scope of a member imported by a single-static-import declaration (§7.5.3) or a static-import-on-demand declaration (§7.5.4) is all the class and interface type declarations (§7.6) in the compilation unit in which the `import` declaration appears, as well as any annotations on the package declaration (if any) of the compilation unit.

The scope of a top level type (§7.6) is all type declarations in the package in which the top level type is declared.

The scope of a declaration of a member `m` declared in or inherited by a class type `c` (§8.1.6) is the entire body of `c`, including any nested type declarations.

The scope of a declaration of a member `m` declared in or inherited by an interface type `i` (§9.1.4) is the entire body of `i`, including any nested type declarations.

The scope of an enum constant `c` declared in an enum type `t` is the body of `t`, and any case label of a `switch` statement whose expression is of enum type `t` (§14.11).

The scope of a formal parameter of a method (§8.4.1), constructor (§8.8.1), or lambda expression (§15.27) is the entire body of the method, constructor, or lambda expression.
The scope of a class's type parameter (§8.1.2) is the type parameter section of the class declaration, the type parameter section of any superclass or superinterface of the class declaration, and the class body.

The scope of an interface's type parameter (§9.1.2) is the type parameter section of the interface declaration, the type parameter section of any superinterface of the interface declaration, and the interface body.

The scope of a method's type parameter (§8.4.4) is the entire declaration of the method, including the type parameter section, but excluding the method modifiers.

The scope of a constructor's type parameter (§8.8.4) is the entire declaration of the constructor, including the type parameter section, but excluding the constructor modifiers.

The scope of a local class declaration immediately enclosed by a block (§14.2) is the rest of the immediately enclosing block, including its own class declaration.

The scope of a local class declaration immediately enclosed by a switch block statement group (§14.11) is the rest of the immediately enclosing switch block statement group, including its own class declaration.

The scope of a local variable declaration in a block (§14.4) is the rest of the block in which the declaration appears, starting with its own initializer and including any further declarators to the right in the local variable declaration statement.

The scope of a local variable declared in the ForInit part of a basic for statement (§14.14.1) includes all of the following:

- Its own initializer
- Any further declarators to the right in the ForInit part of the for statement
- The Expression and ForUpdate parts of the for statement
- The contained Statement

The scope of a local variable declared in the FormalParameter part of an enhanced for statement (§14.14.2) is the contained Statement.

The scope of a parameter of an exception handler that is declared in a catch clause of a try statement (§14.20) is the entire block associated with the catch.

The scope of a variable declared in the ResourceSpecification of a try-with-resources statement (§14.20.3) is from the declaration rightward over the remainder of the ResourceSpecification and the entire try block associated with the try-with-resources statement.
The translation of a try-with-resources statement implies the rule above.

**Example 6.3-1. Scope of Type Declarations**

These rules imply that declarations of class and interface types need not appear before uses of the types. In the following program, the use of `PointList` in class `Point` is valid, because the scope of the class declaration `PointList` includes both class `Point` and class `PointList`, as well as any other type declarations in other compilation units of package `points`.

```java
package points;
class Point {
    int x, y;
    PointList list;
    Point next;
}

class PointList {
    Point first;
}
```

**Example 6.3-2. Scope of Local Variable Declarations**

The following program causes a compile-time error because the initialization of local variable `x` is within the scope of the declaration of local variable `x`, but the local variable `x` does not yet have a value and cannot be used. The field `x` has a value of 0 (assigned when `Test1` was initialized) but is a red herring since it is shadowed (§6.4.1) by the local variable `x`.

```java
class Test1 {
    static int x;
    public static void main(String[] args) {
        int x = x;
    }
}
```

The following program does compile:

```java
class Test2 {
    static int x;
    public static void main(String[] args) {
        int x = (x=2)*2;
        System.out.println(x);
    }
}
```

because the local variable `x` is definitely assigned (§16 (Definite Assignment)) before it is used. It prints: 4
In the following program, the initializer for `three` can correctly refer to the variable `two` declared in an earlier declarator, and the method invocation in the next line can correctly refer to the variable `three` declared earlier in the block.

```java
class Test3 {
    public static void main(String[] args) {
        System.out.print("2+1=");
        int two = 2, three = two + 1;
        System.out.println(three);
    }
}
```

This program produces the output:

```
2+1=3
```

### 6.4 Shadowing and Obscuring

A local variable (§14.4), formal parameter (§8.4.1, §15.27.1), exception parameter (§14.20), and local class (§14.3) can only be referred to using a simple name, not a qualified name (§6.2).

Some declarations are not permitted within the scope of a local variable, formal parameter, exception parameter, or local class declaration because it would be impossible to distinguish between the declared entities using only simple names.

For example, if the name of a formal parameter of a method could be redeclared as the name of a local variable in the method body, then the local variable would shadow the formal parameter and the formal parameter would no longer be visible - an undesirable outcome.

- It is a compile-time error if the name of a formal parameter is used to declare a new variable within the body of the method, constructor, or lambda expression, unless the new variable is declared within a class declaration contained by the method, constructor, or lambda expression.
- It is a compile-time error if the name of a local variable `v` is used to declare a new variable within the scope of `v`, unless the new variable is declared within a class whose declaration is within the scope of `v`.
- It is a compile-time error if the name of an exception parameter is used to declare a new variable within the `Block` of the `catch` clause, unless the new variable is declared within a class declaration contained by the `Block` of the `catch` clause.
It is a compile-time error if the name of a local class \( C \) is used to declare a new local class within the scope of \( C \), unless the new local class is declared within another class whose declaration is within the scope of \( C \).

It is a compile-time error if the name of a variable declared in a ResourceSpecification of a try-with-resources statement (§14.20.3) is redeclared within the try Block as a local variable of the directly enclosing method, constructor, or initializer block, or as an exception parameter of a catch clause in a try statement of the directly enclosing method or initializer block.

These rules allow redeclaration of a variable or local class in nested class declarations (local classes (§14.3) and anonymous classes (§15.9)) that occur in the scope of the variable or local class. Thus, the declaration of a formal parameter, local variable, or local class may be shadowed in a class declaration nested within a method, constructor, or lambda expression; and the declaration of an exception parameter may be shadowed inside a class declaration nested within the Block of the catch clause.

There are two design alternatives for handling name clashes created by lambda parameters and other variables declared in lambda expressions. One is to mimic class declarations: like local classes, lambda expressions introduce a new "level" for names, and all variable names outside the expression can be redeclared. Another is a "local" strategy: like catch clauses, for loops, and blocks, lambda expressions operate at the same "level" as the enclosing context, and local variables outside the expression cannot be shadowed. The above rules use the local strategy: there is no special dispensation that allows a variable declared in a lambda expression to shadow a variable declared in an enclosing method.

Note that the rule for local classes does not make an exception for a class of the same name declared within the local class itself. However, this case is prohibited by a separate rule: a class cannot have the same name as a class that encloses it (§8.1).

**Example 6.4-1. Attempted Shadowing Of A Local Variable**

Because a declaration of an identifier as a local variable of a method, constructor, or initializer block must not appear within the scope of a parameter or local variable of the same name, a compile-time error occurs for the following program:

```java
class Test1 {
    public static void main(String[] args) {
        int i;
        for (int i = 0; i < 10; i++)
            System.out.println(i);
    }
}
```

This restriction helps to detect some otherwise very obscure bugs. A similar restriction on shadowing of members by local variables was judged impractical, because the addition of a member in a superclass could cause subclasses to have to rename local variables. Related considerations make restrictions on shadowing of local variables by members of nested
classes, or on shadowing of local variables by local variables declared within nested classes unattractive as well.

Hence, the following program compiles without error:

```java
class Test2 {
    public static void main(String[] args) {
        int i;
        class Local {
            {
                for (int i = 0; i < 10; i++)
                    System.out.println(i);
            }
        }
        new Local();
    }
}
```

On the other hand, local variables with the same name may be declared in two separate blocks or for statements, neither of which contains the other:

```java
class Test3 {
    public static void main(String[] args) {
        for (int i = 0; i < 10; i++)
            System.out.print(i + " ");
        for (int i = 10; i > 0; i--)
            System.out.print(i + " ");
        System.out.println();
    }
}
```

This program compiles without error and, when executed, produces the output:

```
0 1 2 3 4 5 6 7 8 9 10 9 8 7 6 5 4 3 2 1
```

### 6.4.1 Shadowing

Some declarations may be *shadowed* in part of their scope by another declaration of the same name, in which case a simple name cannot be used to refer to the declared entity.

Shadowing is distinct from hiding (§8.3, §8.4.8.2, §8.5, §9.3, §9.5), which applies only to members which would otherwise be inherited but are not because of a declaration in a subclass. Shadowing is also distinct from obscuring (§6.4.2).

A declaration $d$ is said to be *visible at point* $p$ *in a program* if the scope of $d$ includes $p$, and $d$ is not shadowed by any other declaration at $p$. 
When the program point we are discussing is clear from context, we will often simply say that a declaration is visible.

A declaration \( d \) of a type named \( n \) shadows the declarations of any other types named \( n \) that are in scope at the point where \( d \) occurs throughout the scope of \( d \).

A declaration \( d \) of a field or formal parameter named \( n \) shadows, throughout the scope of \( d \), the declarations of any other variables named \( n \) that are in scope at the point where \( d \) occurs.

A declaration \( d \) of a local variable or exception parameter named \( n \) shadows, throughout the scope of \( d \), (a) the declarations of any other fields named \( n \) that are in scope at the point where \( d \) occurs, and (b) the declarations of any other variables named \( n \) that are in scope at the point where \( d \) occurs but are not declared in the innermost class in which \( d \) is declared.

A declaration \( d \) of a method named \( n \) shadows the declarations of any other methods named \( n \) that are in an enclosing scope at the point where \( d \) occurs throughout the scope of \( d \).

A package declaration never shadows any other declaration.

A type-import-on-demand declaration never causes any other declaration to be shadowed.

A static-import-on-demand declaration never causes any other declaration to be shadowed.

A single-type-import declaration \( d \) in a compilation unit \( c \) of package \( p \) that imports a type named \( n \) shadows, throughout \( c \), the declarations of:

- any top level type named \( n \) declared in another compilation unit of \( p \)
- any type named \( n \) imported by a type-import-on-demand declaration in \( c \)
- any type named \( n \) imported by a static-import-on-demand declaration in \( c \)

A single-static-import declaration \( d \) in a compilation unit \( c \) of package \( p \) that imports a field named \( n \) shadows the declaration of any static field named \( n \) imported by a static-import-on-demand declaration in \( c \), throughout \( c \).

A single-static-import declaration \( d \) in a compilation unit \( c \) of package \( p \) that imports a method named \( n \) with signature \( s \) shadows the declaration of any static method named \( n \) with signature \( s \) imported by a static-import-on-demand declaration in \( c \), throughout \( c \).

A single-static-import declaration \( d \) in a compilation unit \( c \) of package \( p \) that imports a type named \( n \) shadows, throughout \( c \), the declarations of:
• any static type named $n$ imported by a static-import-on-demand declaration in $c$;
• any top level type (§7.6) named $n$ declared in another compilation unit (§7.3) of $p$;
• any type named $n$ imported by a type-import-on-demand declaration (§7.5.2) in $c$.

Example 6.4.1-1. Shadowing of a Field Declaration by a Local Variable Declaration

```java
class Test {
    static int x = 1;
    public static void main(String[] args) {
        int x = 0;
        System.out.print("x=" + x);
        System.out.println("", Test.x=" + Test.x);
    }
}
```

This program produces the output:

```
x=0, Test.x=1
```

This program declares:

• a class Test
• a class (static) variable $x$ that is a member of the class Test
• a class method main that is a member of the class Test
• a parameter args of the main method
• a local variable $x$ of the main method

Since the scope of a class variable includes the entire body of the class (§8.2), the class variable $x$ would normally be available throughout the entire body of the method main. In this example, however, the class variable $x$ is shadowed within the body of the method main by the declaration of the local variable $x$.

A local variable has as its scope the rest of the block in which it is declared (§6.3); in this case this is the rest of the body of the main method, namely its initializer "0" and the invocations of System.out.print and System.out.println.

This means that:

• The expression $x$ in the invocation of print refers to (denotes) the value of the local variable $x$.
• The invocation of println uses a qualified name (§6.6) Test.$x$, which uses the class type name Test to access the class variable $x$, because the declaration of Test.$x$ is shadowed at this point and cannot be referred to by its simple name.
The keyword `this` can also be used to access a shadowed field `x`, using the form `this.x`. Indeed, this idiom typically appears in constructors (§8.8):

```java
class Pair {
    Object first, second;
    public Pair(Object first, Object second) {
        this.first = first;
        this.second = second;
    }
}
```

Here, the constructor takes parameters having the same names as the fields to be initialized. This is simpler than having to invent different names for the parameters and is not too confusing in this stylized context. In general, however, it is considered poor style to have local variables with the same names as fields.

**Example 6.4.1-2. Shadowing of a Type Declaration by Another Type Declaration**

```java
import java.util.*;
class Vector {
    int val[] = { 1, 2 };
}
class Test {
    public static void main(String[] args) {
        Vector v = new Vector();
        System.out.println(v.val[0]);
    }
}
```

The program compiles and prints:

```
1
```

using the class `Vector` declared here in preference to the generic class `java.util.Vector` (§8.1.2) that might be imported on demand.

### 6.4.2 Obscuring

A simple name may occur in contexts where it may potentially be interpreted as the name of a variable, a type, or a package. In these situations, the rules of §6.5 specify that a variable will be chosen in preference to a type, and that a type will be chosen in preference to a package. Thus, it is may sometimes be impossible to refer to a visible type or package declaration via its simple name. We say that such a declaration is *obscured*.

Obscuring is distinct from shadowing (§6.4.1) and hiding (§8.3, §8.4.8.2, §8.5, §9.3, §9.5).
The naming conventions of §6.1 help reduce obscuring, but if it does occur, here are some notes about what you can do to avoid it.

When package names occur in expressions:

- If a package name is obscured by a field declaration, then import declarations (§7.5) can usually be used to make available the type names declared in that package.
- If a package name is obscured by a declaration of a parameter or local variable, then the name of the parameter or local variable can be changed without affecting other code.

The first component of a package name is normally not easily mistaken for a type name, as a type name normally begins with a single uppercase letter. (The Java programming language does not actually rely on case distinctions to determine whether a name is a package name or a type name.)

Obscuring involving class and interface type names is rare. Names of fields, parameters, and local variables normally do not obscure type names because they conventionally begin with a lowercase letter whereas type names conventionally begin with an uppercase letter.

Method names cannot obscure or be obscured by other names (§6.5.7).

Obscuring involving field names is rare; however:

- If a field name obscures a package name, then an import declaration (§7.5) can usually be used to make available the type names declared in that package.
- If a field name obscures a type name, then a fully qualified name for the type can be used unless the type name denotes a local class (§14.3).
- Field names cannot obscure method names.
- If a field name is shadowed by a declaration of a parameter or local variable, then the name of the parameter or local variable can be changed without affecting other code.

Obscuring involving constant names is rare:

- Constant names normally have no lowercase letters, so they will not normally obscure names of packages or types, nor will they normally shadow fields, whose names typically contain at least one lowercase letter.
- Constant names cannot obscure method names, because they are distinguished syntactically.

6.5 Determining the Meaning of a Name

The meaning of a name depends on the context in which it is used. The determination of the meaning of a name requires three steps:
• First, context causes a name syntactically to fall into one of six categories: `PackageName`, `TypeName`, `ExpressionName`, `MethodName`, `PackageOrTypeName`, or `AmbiguousName`.

• Second, a name that is initially classified by its context as an `AmbiguousName` or as a `PackageOrTypeName` is then reclassified to be a `PackageName`, `TypeName`, or `ExpressionName`.

• Third, the resulting category then dictates the final determination of the meaning of the name (or a compile-time error if the name has no meaning).

```
PackageName:
   Identifier
   PackageName . Identifier

TypeName:
   Identifier
   PackageOrTypeName . Identifier

PackageOrTypeName:
   Identifier
   PackageOrTypeName . Identifier

ExpressionName:
   Identifier
   AmbiguousName . Identifier

MethodName:
   Identifier

AmbiguousName:
   Identifier
   AmbiguousName . Identifier
```

The use of context helps to minimize name conflicts between entities of different kinds. Such conflicts will be rare if the naming conventions described in §6.1 are followed. Nevertheless, conflicts may arise unintentionally as types developed by different programmers or different organizations evolve. For example, types, methods, and fields may have the same name. It is always possible to distinguish between a method and a field with the same name, since the context of a use always tells whether a method is intended.

### 6.5.1 Syntactic Classification of a Name According to Context

A name is syntactically classified as a `PackageName` in these contexts:
A name is syntactically classified as a *TypeName* in these contexts:

- **In a package declaration** (§7.4)
- **To the left of the \".\" in a qualified **PackageName**

The first ten non-generic contexts (§6.1):

1. In a single-type-import declaration (§7.5.1)
2. To the left of the \. in a single-static-import declaration (§7.5.3)
3. To the left of the \. in a static-import-on-demand declaration (§7.5.4)
4. To the left of the \( in a constructor declaration (§8.8)
5. After the @ sign in an annotation (§9.7)
6. To the left of \.class in a class literal (§15.8.2)
7. To the left of \.this in a qualified this expression (§15.8.4)
8. To the left of \.super in a qualified superclass field access expression (§15.11.2)
9. To the left of \.Identifier or \.super.\(Identifier in a qualified method invocation expression (§15.12)
10. To the left of \.super:: in a method reference expression (§15.13)

As the Identifier or dotted Identifier sequence that constitutes any ReferenceType (including a ReferenceType to the left of the brackets in an array type, or to the left of the < in a parameterized type, or in a non-wildcard type argument of a parameterized type, or in an extends or super clause of a wildcard type argument of a parameterized type) in the 16 contexts where types are used (§4.11):

1. In an extends or implements clause of a class declaration (§8.1.4, §8.1.5, §8.5, §9.5)
2. In an extends clause of an interface declaration (§9.1.3)
3. The return type of a method (§8.4, §9.4) (including the type of an element of an annotation type (§9.6.1))
4. In the throws clause of a method or constructor (§8.4.6, §8.8.5, §9.4)
5. In an extends clause of a type parameter declaration of a generic class, interface, method, or constructor (§8.1.2, §9.1.2, §8.4.4, §8.8.4)
6. The type in a field declaration of a class or interface (§8.3, §9.3)
7. The type in a formal parameter declaration of a method or constructor (§8.4.1, §8.8.1, §9.4)

8. The type of the receiver parameter of a method (§8.4.1)


10. A type in an exception parameter declaration (§14.20)

11. In an explicit type argument list to an explicit constructor invocation statement or class instance creation expression or method invocation expression (§8.8.7.1, §15.9, §15.12)

12. In an unqualified class instance creation expression, either as the class type to be instantiated (§15.9) or as the direct superclass or direct superinterface of an anonymous class to be instantiated (§15.9.5)

13. The element type in an array creation expression (§15.10.1)

14. The type in the cast operator of a cast expression (§15.16)

15. The type that follows the `instanceof` relational operator (§15.20.2)

16. In a method reference expression (§15.13), as the reference type to search for a member method or as the class type or array type to construct.

The extraction of a `TypeName` from the identifiers of a `ReferenceType` in the 16 contexts above is intended to apply recursively to all sub-terms of the `ReferenceType`, such as its element type and any type arguments.

For example, suppose a field declaration uses the type `p.q.Foo[]`. The brackets of the array type are ignored, and the term `p.q.Foo` is extracted as a dotted sequence of `Identifiers` to the left of the brackets in an array type, and classified as a `TypeName`. A later step determines which of `p`, `q`, and `Foo` is a type name or a package name.

As another example, suppose a cast operator uses the type `p.q.Foo<? extends String>`. The term `p.q.Foo` is again extracted as a dotted sequence of `Identifier` terms, this time to the left of the `<` in a parameterized type, and classified as a `TypeName`. The term `String` is extracted as an `Identifier` in an `extends` clause of a wildcard type argument of a parameterized type, and classified as a `TypeName`.

A name is syntactically classified as an `ExpressionName` in these contexts:

- As the qualifying expression in a qualified superclass constructor invocation (§8.8.7.1)

- As the qualifying expression in a qualified class instance creation expression (§15.9)

- As the array reference expression in an array access expression (§15.10.3)
6.5 Determining the Meaning of a Name

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• As a PostfixExpression (§15.14)
• As the left-hand operand of an assignment operator (§15.26)

A name is syntactically classified as a MethodName in these contexts:
• Before the " (" in a method invocation expression (§15.12)
• To the left of the " (" in an annotation's element value pair (§9.7.1)

A name is syntactically classified as a PackageOrTypeName in these contexts:
• To the left of the "." in a qualified TypeName
• In a type-import-on-demand declaration (§7.5.2)

A name is syntactically classified as an AmbiguousName in these contexts:
• To the left of the "." in a qualified ExpressionName
• To the left of the "." in a qualified MethodName
• To the left of the rightmost "." that occurs before the " (" in a method invocation expression
• To the left of the "." in a qualified AmbiguousName
• In the default value clause of an annotation type element declaration (§9.6.2)
• To the right of an ":=" in an element-value pair (§9.7.1)
• To the left of :: in a method reference expression (§15.13)

The effect of syntactic classification is to restrict certain kinds of entities to certain parts of expressions:

• The name of a field, parameter, or local variable may be used as an expression (§15.14.1).
• The name of a method may appear in an expression only as part of a method invocation expression (§15.12).
• The name of a class or interface type may appear in an expression only as part of a class literal (§15.8.2), a qualified this expression (§15.8.4), a class instance creation expression (§15.9), an array creation expression (§15.10.1), a cast expression (§15.16), an instanceof expression (§15.20.2), an enum constant (§8.9), or as part of a qualified name for a field or method.
• The name of a package may appear in an expression only as part of a qualified name for a class or interface type.

6.5.2 Reclassification of Contextually Ambiguous Names

An AmbiguousName is then reclassified as follows.
If the *AmbiguousName* is a simple name, consisting of a single *Identifier*:

- If the *Identifier* appears within the scope (§6.3) of a local variable declaration (§14.4) or parameter declaration (§8.4.1, §8.8.1, §14.20) or field declaration (§8.3) with that name, then the *AmbiguousName* is reclassified as an *ExpressionName*.

- Otherwise, if a field of that name is declared in the compilation unit (§7.3) containing the *Identifier* by a single-static-import declaration (§7.5.3), or by a static-import-on-demand declaration (§7.5.4) then the *AmbiguousName* is reclassified as an *ExpressionName*.

- Otherwise, if the *Identifier* appears within the scope (§6.3) of a top level class (§8 (*Classes*)) or interface type declaration (§9 (*Interfaces*)), a local class declaration (§14.3) or member type declaration (§8.5, §9.5) with that name, then the *AmbiguousName* is reclassified as a *TypeName*.

- Otherwise, if a type of that name is declared in the compilation unit (§7.3) containing the *Identifier*, either by a single-type-import declaration (§7.5.1), or by a type-import-on-demand declaration (§7.5.2), or by a single-static-import declaration (§7.5.3), or by a static-import-on-demand declaration (§7.5.4), then the *AmbiguousName* is reclassified as a *TypeName*.

- Otherwise, the *AmbiguousName* is reclassified as a *PackageName*. A later step determines whether or not a package of that name actually exists.

If the *AmbiguousName* is a qualified name, consisting of a name, a ".", and an *Identifier*, then the name to the left of the "." is first reclassified, for it is itself an *AmbiguousName*. There is then a choice:

- If the name to the left of the "." is reclassified as a *PackageName*, then:
  - If there is a package whose name is the name to the left of the "." and that package contains a declaration of a type whose name is the same as the *Identifier*, then this *AmbiguousName* is reclassified as a *TypeName*.
  - Otherwise, this *AmbiguousName* is reclassified as a *PackageName*. A later step determines whether or not a package of that name actually exists.

- If the name to the left of the "." is reclassified as a *TypeName*, then:
  - If the *Identifier* is the name of a method or field of the type denoted by *TypeName*, this *AmbiguousName* is reclassified as an *ExpressionName*.
  - Otherwise, if the *Identifier* is the name of a member type of the type denoted by *TypeName*, this *AmbiguousName* is reclassified as a *TypeName*.
  - Otherwise, a compile-time error occurs.
• If the name to the left of the "." is reclassified as an ExpressionName, then let $\tau$ be the type of the expression denoted by ExpressionName.
  
  – If the Identifier is the name of a method or field of the type denoted by $\tau$, this AmbiguousName is reclassified as an ExpressionName.
  
  – Otherwise, if the Identifier is the name of a member type (§8.5, §9.5) of the type denoted by $\tau$, then this AmbiguousName is reclassified as a TypeName.
  
  – Otherwise, a compile-time error occurs.

**Example 6.5.2-1. Reclassification of Contextually Ambiguous Names**

Consider the following contrived "library code":

```java
class org.rpgpoet;
import java.util.Random;
public interface Music { Random[] wizards = new Random[4]; }
```

and then consider this example code in another package:

```java
class bazola;
class Gabriel {
    static int n = org.rpgpoet.Music.wizards.length;
}
```

First of all, the name `org.rpgpoet.Music.wizards.length` is classified as an ExpressionName because it functions as a PostfixExpression. Therefore, each of the names:

```java
org.rpgpoet.Music.wizards
org.rpgpoet.Music
org.rpgpoet
org
```

is initially classified as an AmbiguousName. These are then reclassified:

• The simple name `org` is reclassified as a PackageName (since there is no variable or type named org in scope).

• Next, assuming that there is no class or interface named rpgpoet in any compilation unit of package org (and we know that there is no such class or interface because package org has a subpackage named rpgpoet), the qualified name `org.rpgpoet` is reclassified as a PackageName.

• Next, because package org.rpgpoet has an accessible (§6.6) interface type named Music, the qualified name `org.rpgpoet.Music` is reclassified as a TypeName.

• Finally, because the name `org.rpgpoet.Music` is a TypeName, the qualified name `org.rpgpoet.Music.wizards` is reclassified as an ExpressionName.
6.5.3 Meaning of Package Names

The meaning of a name classified as a PackageName is determined as follows.

6.5.3.1 Simple Package Names

If a package name consists of a single Identifier, then this identifier denotes a top level package named by that identifier.

If no top level package of that name is in scope (§6.3), then a compile-time error occurs.

6.5.3.2 Qualified Package Names

If a package name is of the form Q.Id, then Q must also be a package name. The package name Q.Id names a package that is the member named Id within the package named by Q.

If Q does not name an observable package (§7.4.3), or Id is not the simple name of an observable subpackage of that package, then a compile-time error occurs.

6.5.4 Meaning of PackageOrTypeNames

6.5.4.1 Simple PackageOrTypeNames

If the PackageOrTypeName, Q, occurs in the scope of a type named Q, then the PackageOrTypeName is reclassified as a TypeName.

Otherwise, the PackageOrTypeName is reclassified as a PackageName. The meaning of the PackageOrTypeName is the meaning of the reclassified name.

6.5.4.2 Qualified PackageOrTypeNames

Given a qualified PackageOrTypeName of the form Q.Id, if the type or package denoted by Q has a member type named Id, then the qualified PackageOrTypeName name is reclassified as a TypeName.

Otherwise, it is reclassified as a PackageName. The meaning of the qualified PackageOrTypeName is the meaning of the reclassified name.

6.5.5 Meaning of Type Names

The meaning of a name classified as a TypeName is determined as follows.
6.5.5.1 Simple Type Names

If a type name consists of a single Identifier, then the identifier must occur in the scope of exactly one visible declaration of a type with this name, or a compile-time error occurs. The meaning of the type name is that type.

6.5.5.2 Qualified Type Names

If a type name is of the form $Q.Id$, then $Q$ must be either a type name or a package name.

If $Id$ names exactly one accessible type (§6.6) that is a member of the type or package denoted by $Q$, then the qualified type name denotes that type.

If $Id$ does not name a member type within $Q$ (§8.5, §9.5), or the member type named $Id$ within $Q$ is not accessible (§6.6), or $Id$ names more than one member type within $Q$, then a compile-time error occurs.

Example 6.5.5.2-1. Qualified Type Names

```java
class Test {
    public static void main(String[] args) {
        java.util.Date date =
            new java.util.Date(System.currentTimeMillis());
        System.out.println(date.toLocaleString());
    }
}
```

This program produced the following output the first time it was run:

```
Sun Jan 21 22:56:29 1996
```

In this example, the name java.util.Date must denote a type, so we first use the procedure recursively to determine if java.util is an accessible type or a package, which it is, and then look to see if the type Date is accessible in this package.

6.5.6 Meaning of Expression Names

The meaning of a name classified as an ExpressionName is determined as follows.

6.5.6.1 Simple Expression Names

If an expression name consists of a single Identifier, then there must be exactly one declaration denoting either a local variable, parameter, or field visible (§6.4.1) at the point at which the Identifier occurs. Otherwise, a compile-time error occurs.
If the declaration denotes an instance variable (§8.3), the expression name must appear within the declaration of an instance method (§8.4), constructor (§8.8), instance initializer (§8.6), or instance variable initializer (§8.3.2). If the expression name appears within a static method (§8.4.3.2), static initializer (§8.7), or initializer for a static variable (§8.3.2, §12.4.2), then a compile-time error occurs.

If the declaration declares a final variable which is definitely assigned before the simple expression, the meaning of the name is the value of that variable. Otherwise, the meaning of the expression name is the variable declared by the declaration.

If the expression name appears in an assignment context, invocation context, or casting context, then the type of the expression name is the declared type of the field, local variable, or parameter after capture conversion (§5.1.10).

Otherwise, the type of the expression name is the declared type of the field, local variable or parameter.

That is, if the expression name appears "on the right hand side", its type is subject to capture conversion. If the expression name is a variable that appears "on the left hand side", its type is not subject to capture conversion.

Example 6.5.6.1-1. Simple Expression Names

class Test {
    static int v;
    static final int f = 3;
    public static void main(String[] args) {
        int i;
        i = 1;
        v = 2;
        f = 33;  // compile-time error
        System.out.println(i + " " + v + " " + f);
    }
}

In this program, the names used as the left-hand-sides in the assignments to i, v, and f denote the local variable i, the field v, and the value of f (not the variable f, because f is a final variable). The example therefore produces an error at compile time because the last assignment does not have a variable as its left-hand side. If the erroneous assignment is removed, the modified code can be compiled and it will produce the output:

1 2 3

6.5.6.2 Qualified Expression Names

If an expression name is of the form Q.Id, then Q has already been classified as a package name, a type name, or an expression name.
If \( Q \) is a package name, then a compile-time error occurs.

If \( Q \) is a type name that names a class type (§8 (Classes)), then:

- If there is not exactly one accessible (§6.6) member of the class type that is a field named \( \text{Id} \), then a compile-time error occurs.
- Otherwise, if the single accessible member field is not a class variable (that is, it is not declared \text{static}), then a compile-time error occurs.
- Otherwise, if the class variable is declared \text{final}, then \( Q.\text{Id} \) denotes the value of the class variable.

The type of the expression \( Q.\text{Id} \) is the declared type of the class variable after capture conversion (§5.1.10).

If \( Q.\text{Id} \) appears in a context that requires a variable and not a value, then a compile-time error occurs.

- Otherwise, \( Q.\text{Id} \) denotes the class variable.

The type of the expression \( Q.\text{Id} \) is the declared type of the class variable after capture conversion (§5.1.10).

Note that this clause covers the use of \text{enum} constants (§8.9), since these always have a corresponding \text{final} class variable.

If \( Q \) is a type name that names an interface type (§9 (Interfaces)), then:

- If there is not exactly one accessible (§6.6) member of the interface type that is a field named \( \text{Id} \), then a compile-time error occurs.
- Otherwise, \( Q.\text{Id} \) denotes the value of the field.

The type of the expression \( Q.\text{Id} \) is the declared type of the field after capture conversion (§5.1.10).

If \( Q.\text{Id} \) appears in a context that requires a variable and not a value, then a compile-time error occurs.

If \( Q \) is an expression name, let \( \tau \) be the type of the expression \( Q \):

- If \( \tau \) is not a reference type, a compile-time error occurs.
- If there is not exactly one accessible (§6.6) member of the type \( \tau \) that is a field named \( \text{Id} \), then a compile-time error occurs.
- Otherwise, if this field is any of the following:
  - A field of an interface type
- A final field of a class type (which may be either a class variable or an instance variable)

- The final field length of an array type (§10.7)

then $Q.Id$ denotes the value of the field, unless it appears in a context that requires a variable and the field is a definitely unassigned blank final field, in which case it yields a variable.

The type of the expression $Q.Id$ is the declared type of the field after capture conversion (§5.1.10).

If $Q.Id$ appears in a context that requires a variable and not a value, and the field denoted by $Q.Id$ is definitely assigned, then a compile-time error occurs.

• Otherwise, $Q.Id$ denotes a variable, the field $Id$ of class $T$, which may be either a class variable or an instance variable.

The type of the expression $Q.Id$ is the type of the field member after capture conversion (§5.1.10).

**Example 6.5.6.2-1. Qualified Expression Names**

```java
class Point {
    int x, y;
    static int nPoints;
}

class Test {
    public static void main(String[] args) {
        int i = 0;
        i.x++;        // compile-time error
        Point p = new Point();
        p.nPoints();  // compile-time error
    }
}
```

This program encounters two compile-time errors, because the int variable $i$ has no members, and because $nPoints$ is not a method of class $Point$.

**Example 6.5.6.2-2. Qualifying an Expression with a Type Name**

Note that expression names may be qualified by type names, but not by types in general. A consequence is that it is not possible to access a class variable through a parameterized type. For example, given the code:

```java
class Foo<T> {
    public static int classVar = 42;
}
```
the following assignment is illegal:

```java
Foo<String>.classVar = 91; // illegal
```

Instead, one writes:

```java
Foo.classVar = 91;
```

This does not restrict the Java programming language in any meaningful way. Type parameters may not be used in the types of static variables, and so the type arguments of a parameterized type can never influence the type of a static variable. Therefore, no expressive power is lost. The type name `Foo` appears to be a raw type, but it is not; rather, it is the name of the non-generic type `Foo` whose static member is to be accessed (§6.1). Since there is no use of a raw type, there are no unchecked warnings.

### 6.5.7 Meaning of Method Names

The meaning of a name classified as a `MethodName` is determined as follows.

#### 6.5.7.1 Simple Method Names

A simple method name may appear as the element name in an element-value pair. In that case, the `Identifier` in an `ElementValuePair` must be the simple name of one of the elements of the annotation type identified by `TypeName` in the containing annotation, or a compile-time error occurs.

In other words, the identifier in an element-value pair must also be a method name in the interface identified by `TypeName`.

A simple method name appears in the context of a method invocation expression (§15.12). The simple method name consists of a single `Identifier` which specifies the name of the method to be invoked. The rules of method invocation require that the `Identifier` either denotes a method that is visible at the point of the method invocation, or denotes a method imported by a single-static-import declaration or static-import-on-demand declaration (§7.5.3, §7.5.4).

**Example 6.5.7.1-1. Simple Method Names and Visibility**

The following program demonstrates the role of method visibility when determining which method to invoke.

```java
class Super {
    void f2(String s) {}  
    void f3(String s) {}  
    void f3(int i1, int i2) {} 
}
```
class Test {
    void f1(int i) {}
    void f2(int i) {}
    void f3(int i) {}

do m() {
    new Super() {
        {f1(0);  // OK, resolves to Test.f1(int)
         f2(0);  // compile-time error
         f3(0);  // compile-time error
        }
    };
}
}

For the invocation $f1(0)$, only one method named $f1$ is visible. It is the method $Test.f1(int)$, whose declaration is in scope throughout the body of $Test$ including the anonymous class declaration. §15.12.1 chooses to search in class $Test$ since the anonymous class declaration has no member named $f1$. Eventually, $Test.f1(int)$ is resolved.

For the invocation $f2(0)$, two methods named $f2$ are visible. First, the declaration of the method $Super.f2(String)$ is in scope throughout the anonymous class declaration. Second, the declaration of the method $Test.f2(int)$ is in scope throughout the body of $Test$ including the anonymous class declaration. §15.12.1 chooses to search in class $Super$ because it has a member named $f2$. However, $Super.f2(String)$ is not applicable to $f2(0)$, so a compile-time error occurs. Note that class $Test$ is not searched.

For the invocation $f3(0)$, three methods named $f3$ are visible. First and second, the declarations of the methods $Super.f3(String)$ and $Super.f3(int,int)$ are in scope throughout the anonymous class declaration. Third, the declaration of the method $Test.f3(int)$ is in scope throughout the body of $Test$ including the anonymous class declaration. §15.12.1 chooses to search in class $Super$ because it has a member named $f3$. However, $Super.f3(String)$ and $Super.f3(int,int)$ are not applicable to $f3(0)$, so a compile-time error occurs. Note that class $Test$ is not searched.

Choosing to search a nested class's superclass hierarchy before the lexically enclosing scope is called the "comb rule" (§15.12.1).

6.5.7.2 Qualified Method Names

A qualified method name can only appear in the context of a method invocation expression.

If a method name is of the form $Q.Id$, then $Q$ has already been classified as a package name, a type name, or an expression name:

- If $Q$ is a package name, then a compile-time error occurs.
- Otherwise, $Q$ is a type name or an expression name.
\( \text{id} \) is the method name to be used for method invocation.

If \( \phi \) is a type name, then \( \text{id} \) must name at least one static method of the type \( \phi \), or a compile-time error occurs by the rules of §15.12:

If \( \phi \) is an expression name, then let \( T \) be the type of the expression \( \phi \). \( \text{id} \) must name at least one method of the type \( T \), or a compile-time error occurs by the rules of §15.12:

Like expression names, method names may be qualified by type names, but not by types in general. The implications are similar to those for expression names as discussed in §6.5.6.2.

### 6.6 Access Control

The Java programming language provides mechanisms for *access control*, to prevent the users of a package or class from depending on unnecessary details of the implementation of that package or class. If access is permitted, then the accessed entity is said to be *accessible*.

Note that accessibility is a static property that can be determined at compile time; it depends only on types and declaration modifiers.

Qualified names are a means of access to members of packages and reference types. When the name of such a member is classified from its context (§6.5.1) as a qualified type name (denoting a member of a package or reference type, §6.5.5.2) or a qualified expression name (denoting a member of a reference type, §6.5.6.2), access control is applied.

For example, a single-type-import statement (§7.5.1) must use a qualified type name, so the type name being imported must be accessible from the compilation unit containing the import statement. As another example, a class declaration may use a qualified type name for a superclass (§8.1.5), and again the qualified type name must be accessible.

Some obvious expressions are "missing" from context classification in §6.5.1: field access on a *Primary* (§15.11.1), method invocation on a *Primary* (§15.12), and the instantiated class in a qualified class instance creation (§15.9). Each of these expressions uses identifiers, rather than names, for the reason given in §6.2. Consequently, access control to members (whether fields, methods, types) is applied *explicitly* by field access expressions, method invocation expressions, and qualified class instance creation expressions. (Note that access to a field may also be denoted by a qualified name occurring as a postfix expression.)

Note that qualified names, field access expressions, method invocation expressions, and qualified class instance creation expressions are syntactically similar in that a "." token appears, preceded by some indication of a package, type, or expression having a type,
and followed by an Identifier that names a member of the package or type. (A new token
intercedes between the . and the Identifier in a qualified class instance creation expression.)

Many statements and expressions allow the use of types rather than type names. For
example, a class declaration may use a parameterized type (§4.5) to denote a superclass.
Because a parameterized type is not a qualified type name, it is necessary for the class
declaration to explicitly perform access control for the denoted superclass. Consequently,
most of the statements and expressions that provide contexts in §6.5.1 to classify a
TypeName must also perform their own access control checks.

Beyond access to members of a package or reference type, there is the matter of access
to constructors of a reference type. Access control must be checked when a constructor
is invoked explicitly or implicitly. Consequently, access control is checked by an explicit
constructor invocation statement (§8.8.7.1) and by a class instance creation expression
(§15.9.3). These “manual” checks are necessary because §6.5.1 ignores explicit constructor
invocation statements (because they reference constructor names indirectly) and is unaware
of the distinction between the class type denoted by an unqualified class instance creation
expression and a constructor of that class type. Also, constructors do not have qualified
names, so we cannot rely on access control being checked during classification of qualified
type names.

Accessibility affects inheritance of class members (§8.2), including hiding and method
overriding (§8.4.8.1).

### 6.6.1 Determining Accessibility

- A package is always accessible.
- If a class or interface type is declared public, then it may be accessed by
any code, provided that the compilation unit (§7.3) in which it is declared is
observable.

  If a top level class or interface type is not declared public, then it may be
  accessed only from within the package in which it is declared.

  If a class or interface type is declared with package access, then it may be
  accessed only from within the package in which it is declared.

  A class or interface type declared without an access modifier implicitly has
  package access.

- An array type is accessible if and only if its element type is accessible.
- A member (class, interface, field, or method) of a reference type, or a constructor
  of a class type, is accessible only if the type is accessible and the member or
  constructor is declared to permit access:
    - If the member or constructor is declared public, then access is permitted.

    All members of interfaces are implicitly public.
All members of interfaces lacking access modifiers are implicitly public.

- Otherwise, if the member or constructor is declared protected, then access is permitted only when one of the following is true:
  > Access to the member or constructor occurs from within the package containing the class in which the protected member or constructor is declared.
  > Access is correct as described in §6.6.2.
- Otherwise, if the member or constructor is declared with package access, then access is permitted only when the access occurs from within the package in which the type is declared.

A class member or constructor declared without an access modifier implicitly has package access.

- Otherwise, we say there is default access, which is permitted only when the access occurs from within the package in which the type is declared.
- Otherwise, the member or constructor is declared private, and access is permitted if and only if it occurs within the body of the top level class (§7.6) that encloses the declaration of the member or constructor.

Example 6.6-1. Access Control

Consider the two compilation units:

```java
ten package points;
class PointVec { Point[] vec; }
```

and:

```java
ten package points;
public class Point {
    protected int x, y;
    public void move(int dx, int dy) { x += dx; y += dy; }
    public int getX() { return x; }
    public int getY() { return y; }
}
```

which declare two class types in the package points:

- The class type PointVec is not public and not part of the public interface of the package points, but rather can be used only by other classes in the package.
- The class type Point is declared public and is available to other packages. It is part of the public interface of the package points.
• The methods move, getX, and getY of the class Point are declared public and so are available to any code that uses an object of type Point.

• The fields x and y are declared protected and are accessible outside the package points only in subclasses of class Point, and only when they are fields of objects that are being implemented by the code that is accessing them.

See §6.6.2 for an example of how the protected access modifier limits access.

Example 6.6-2. Access to public Fields, Methods, and Constructors

A public class member or constructor is accessible throughout the package where it is declared and from any other package, provided the package in which it is declared is observable (§7.4.3). For example, in the compilation unit:

```java
class Point {
    int x, y;
    public void move(int dx, int dy) {
        x += dx; y += dy;
        moves++;
    }
    public static int moves = 0;
}
```

the public class Point has as public members the move method and the moves field. These public members are accessible to any other package that has access to package points. The fields x and y are not public and therefore are accessible only from within the package points.

Example 6.6-3. Access to public and Non-public Classes

If a class lacks the public modifier, access to the class declaration is limited to the package in which it is declared (§6.6). In the example:

```java
class PointList {
    Point next, prev;
}
```

two classes are declared in the compilation unit. The class Point is available outside the package points, while the class PointList is available for access only within the package. Thus a compilation unit in another package can access points.Point, either by using its fully qualified name:

```java
package pointsUser;
class Test1 {
```
or by using a single-type-import declaration (§7.5.1) that mentions the fully qualified name, so that the simple name may be used thereafter:

```java
package pointsUser;
import points.Point;

class Test2 {
    public static void main(String[] args) {
        Point p = new Point();
        System.out.println(p.x + " " + p.y);
    }
}
```

However, this compilation unit cannot use or import `points.PointList`, which is not declared public and is therefore inaccessible outside package `points`.

**Example 6.6-4. Access to Package-Access Fields, Methods, and Constructors**

If none of the access modifiers `public`, `protected`, or `private` are specified, a class member or constructor has package access: it is accessible throughout the package that contains the declaration of the class in which the class member is declared, but the class member or constructor is not accessible in any other package.

If a `public` class has a method or constructor with package access, then this method or constructor is not accessible to or inherited by a subclass declared outside this package.

For example, if we have:

```java
package points;
public class Point {
    public int x, y;
    void move(int dx, int dy) { x += dx; y += dy; }
    public void moveAlso(int dx, int dy) { move(dx, dy); }
}
```

then a subclass in another package may declare an unrelated `move` method, with the same signature (§8.4.2) and return type. Because the original `move` method is not accessible from package `morepoints`, `super` may not be used:

```java
package morepoints;
public class PlusPoint extends points.Point {
    public void move(int dx, int dy) {
        super.move(dx, dy); // compile-time error
        moveAlso(dx, dy);
    }
}
```
Because `move` of `Point` is not overridden by `move` in `PlusPoint`, the method `moveAlso` in `Point` never calls the method `move` in `PlusPoint`. Thus if you delete the `super.move` call from `PlusPoint` and execute the test program:

```java
import points.Point;
import morepoints.PlusPoint;

class Test {
    public static void main(String[] args) {
        PlusPoint pp = new PlusPoint();
        pp.move(1, 1);
    }
}
```

it terminates normally. If `move` of `Point` were overridden by `move` in `PlusPoint`, then this program would recurse infinitely, until a `StackOverflowError` occurred.

**Example 6.6-5. Access to private Fields, Methods, and Constructors**

A private class member or constructor is accessible only within the body of the top level class (§7.6) that encloses the declaration of the member or constructor. It is not inherited by subclasses. In the example:

```java
class Point {
    Point() { setMasterID(); }
    int x, y;
    private int ID;
    private static int masterID = 0;
    private void setMasterID() { ID = masterID++; }
}
```

the private members `ID`, `masterID`, and `setMasterID` may be used only within the body of class `Point`. They may not be accessed by qualified names, field access expressions, or method invocation expressions outside the body of the declaration of `Point`.

See §8.8.8 for an example that uses a private constructor.

### 6.6.2 Details on protected Access

A protected member or constructor of an object may be accessed from outside the package in which it is declared only by code that is responsible for the implementation of that object.

#### 6.6.2.1 Access to a protected Member

Let `C` be the class in which a protected member is declared. Access is permitted only within the body of a subclass `S` of `C`.

In addition, if `Id` denotes an instance field or instance method, then:
• If the access is by a qualified name \( Q.Id \), where \( Q \) is an \textit{ExpressionName}, then the access is permitted if and only if the type of the expression \( Q \) is \( S \) or a subclass of \( S \).

• If the access is by a field access expression \( E.Id \), where \( E \) is a \textit{Primary} expression, or by a method invocation expression \( E.Id(\ldots) \), where \( E \) is a \textit{Primary} expression, then the access is permitted if and only if the type of \( E \) is \( S \) or a subclass of \( S \).

More information about access to \texttt{protected} members can be found in \textit{Checking Access to Protected Members in the Java Virtual Machine} by Alessandro Coglio, in the \textit{Journal of Object Technology}, October 2005.

6.6.2.2 \textbf{Qualified Access to a protected Constructor}

Let \( C \) be the class in which a \texttt{protected} constructor is declared and let \( S \) be the innermost class in whose declaration the use of the \texttt{protected} constructor occurs. Then:

• If the access is by a superclass constructor invocation \texttt{super(\ldots)} or by a qualified superclass constructor invocation of the form \texttt{E.super(\ldots)}, where \( E \) is a \textit{Primary} expression, then the access is permitted.

• If the access is by an anonymous class instance creation expression of the form \texttt{new C(\ldots){\ldots}} or by a qualified class instance creation expression of the form \texttt{E.new C(\ldots){\ldots}}, where \( E \) is a \textit{Primary} expression, then the access is permitted.

• Otherwise, if the access is by a simple class instance creation expression of the form \texttt{new C(\ldots)} or by a qualified class instance creation expression of the form \texttt{E.new C(\ldots)}, where \( E \) is a \textit{Primary} expression, then the access is not permitted.

A \texttt{protected} constructor can be accessed by a class instance creation expression (that does not declare an anonymous class) only from within the package in which it is defined.

\textbf{Example 6.6.2-1. Access to protected Fields, Methods, and Constructors}

Consider this example, where the \texttt{points} package declares:

```java
package points;
public class Point {
    protected int x, y;
    void warp(threePoint.Point3d a) {
        if (a.z > 0) // compile-time error: cannot access a.z
            a.delta(this);
    }
}
```
and the `threePoint` package declares:

```java
package threePoint;
import points.Point;
public class Point3d extends Point {
    protected int z;
    public void delta(Point p) {
        p.x += this.x;  // compile-time error: cannot access p.x
        p.y += this.y;  // compile-time error: cannot access p.y
    }
    public void delta3d(Point3d q) {
        q.x += this.x;
        q.y += this.y;
        q.z += this.z;
    }
}
```

A compile-time error occurs in the method `delta` here: it cannot access the protected members `x` and `y` of its parameter `p`, because while `Point3d` (the class in which the references to fields `x` and `y` occur) is a subclass of `Point` (the class in which `x` and `y` are declared), it is not involved in the implementation of a `Point` (the type of the parameter `p`). The method `delta3d` can access the protected members of its parameter `q`, because the class `Point3d` is a subclass of `Point` and is involved in the implementation of a `Point3d`.

The method `delta` could try to cast (§5.5, §15.16) its parameter to be a `Point3d`, but this cast would fail, causing an exception, if the class of `p` at run time were not `Point3d`.

A compile-time error also occurs in the method `warp`: it cannot access the protected member `z` of its parameter `a`, because while the class `Point` (the class in which the reference to field `z` occurs) is involved in the implementation of a `Point3d` (the type of the parameter `a`), it is not a subclass of `Point3d` (the class in which `z` is declared).

### 6.7 Fully Qualified Names and Canonical Names

Every primitive type, named package, top level class, and top level interface has a **fully qualified name**:

- The fully qualified name of a primitive type is the keyword for that primitive type, namely `byte`, `short`, `char`, `int`, `long`, `float`, `double`, or `boolean`.
- The fully qualified name of a named package that is not a subpackage of a named package is its simple name.
• The fully qualified name of a named package that is a subpackage of another
named package consists of the fully qualified name of the containing package,
followed by "."., followed by the simple (member) name of the subpackage.

• The fully qualified name of a top level class or top level interface that is declared
in an unnamed package is the simple name of the class or interface.

• The fully qualified name of a top level class or top level interface that is declared
in a named package consists of the fully qualified name of the package, followed
by "."., followed by the simple name of the class or interface.

Each member class, member interface, and array type may have a fully qualified
name:

• A member class or member interface M of another class or interface C has a fully
qualified name if and only if C has a fully qualified name.

  In that case, the fully qualified name of M consists of the fully qualified name of
C, followed by "."., followed by the simple name of M.

• An array type has a fully qualified name if and only if its element type has a
fully qualified name.

  In that case, the fully qualified name of an array type consists of the fully
qualified name of the component type of the array type followed by "[ ]".

A local class does not have a fully qualified name.

Every primitive type, named package, top level class, and top level interface has a
canonical name:

• For every primitive type, named package, top level class, and top level interface,
the canonical name is the same as the fully qualified name.

Each member class, member interface, and array type may have a canonical name:

• A member class or member interface M declared in another class or interface C
has a canonical name if and only if C has a canonical name.

  In that case, the canonical name of M consists of the canonical name of C, followed
by "."., followed by the simple name of M.

• An array type has a canonical name if and only if its component type has a
canonical name.

  In that case, the canonical name of the array type consists of the canonical name
of the component type of the array type followed by "[ ]".

A local class does not have a canonical name.
Example 6.7-1. Fully Qualified Names

- The fully qualified name of the type `long` is "long".
- The fully qualified name of the package `java.lang` is "java.lang" because it is subpackage `lang` of package `java`.
- The fully qualified name of the class `Object`, which is defined in the package `java.lang`, is "java.lang.Object".
- The fully qualified name of the interface `Enumeration`, which is defined in the package `java.util`, is "java.utilEnumeration".
- The fully qualified name of the type "array of `double`" is "double[]".
- The fully qualified name of the type "array of array of array of array of `String`" is "java.lang.String[][][][]".

In the code:

```java
package points;
class Point {
    int x, y;
}
class PointVec {
    Point[] vec;
}
```

the fully qualified name of the type `Point` is "points.Point"; the fully qualified name of the type `PointVec` is "points.PointVec"; and the fully qualified name of the type of the field `vec` of class `PointVec` is "points.Point[]".

Example 6.7-2. Fully Qualified Names v. Canonical Name

The difference between a fully qualified name and a canonical name can be seen in code such as:

```java
package p;
class O1 {
    class I {
    }
}
class O2 extends O1 {
}
```

Both `p.O1.I` and `p.O2.I` are fully qualified names that denote the member class `I`, but only `p.O1.I` is its canonical name.
PROGRAMS are organized as sets of packages. Each package has its own set of names for types, which helps to prevent name conflicts.

A top level type is accessible (§6.6) outside the package that declares it only if the type is declared public.

The naming structure for packages is hierarchical (§7.1). The members of a package are class and interface types (§7.6), which are declared in compilation units of the package, and subpackages, which may contain compilation units and subpackages of their own.

A package can be stored in a file system or in a database (§7.2). Packages that are stored in a file system may have certain constraints on the organization of their compilation units to allow a simple implementation to find classes easily.

A package consists of a number of compilation units (§7.3). A compilation unit automatically has access to all types declared in its package and also automatically imports all of the public types declared in the predefined package java.lang.

For small programs and casual development, a package can be unnamed (§7.4.2) or have a simple name, but if code is to be widely distributed, unique package names should be chosen using qualified names. This can prevent the conflicts that would otherwise occur if two development groups happened to pick the same package name and these packages were later to be used in a single program.

### 7.1 Package Members

The members of a package are its subpackages and all the top level class types (§7.6, §8 (Classes)) and top level interface types (§9 (Interfaces)) declared in all the compilation units (§7.3) of the package.
For example, in the Java SE platform API:

- The package `java` has subpackages `awt`, `applet`, `io`, `lang`, `net`, and `util`, but no compilation units.
- The package `java.awt` has a subpackage named `image`, as well as a number of compilation units containing declarations of class and interface types.

If the fully qualified name (§6.7) of a package is \( P \), and \( Q \) is a subpackage of \( P \), then \( P.Q \) is the fully qualified name of the subpackage, and furthermore denotes a package.

A package may not contain two members of the same name, or a compile-time error results.

Here are some examples:

- Because the package `java.awt` has a subpackage `image`, it cannot (and does not) contain a declaration of a class or interface type named `image`.
- If there is a package named `mouse` and a member type `Button` in that package (which then might be referred to as `mouse.Button`), then there cannot be any package with the fully qualified name `mouse.Button` or `mouse.Button.Click`.
- If `com.nighthacks.java.jag` is the fully qualified name of a type, then there cannot be any package whose fully qualified name is either `com.nighthacks.java.jag` or `com.nighthacks.java.jag.scrabble`.

It is however possible for members of different packages to have the same simple name. For example, it is possible to declare a package:

```java
package vector;
public class Vector { Object[] vec; }
```

that has as a member a public class named `Vector`, even though the package `java.util` also declares a class named `Vector`. These two class types are different, reflected by the fact that they have different fully qualified names (§6.7). The fully qualified name of this example `Vector` is `vector.Vector`, whereas `java.util.Vector` is the fully qualified name of the `Vector` class included in the Java SE platform. Because the package `vector` contains a class named `Vector`, it cannot also have a subpackage named `Vector`.

The hierarchical naming structure for packages is intended to be convenient for organizing related packages in a conventional manner, but has no significance in itself other than the prohibition against a package having a subpackage with the same simple name as a top level type (§7.6) declared in that package.

For example, there is no special access relationship between a package named `oliver` and another package named `oliver.twist`, or between packages named `evelyn.wood` and `evelyn.waugh`. That is, the code in a package named `oliver.twist` has no better access to the types declared within package `oliver` than code in any other package.
7.2 Host Support for Packages

Each host system determines how packages and compilation units are created and stored.

Each host system also determines which compilation units are observable (§7.3) in a particular compilation. The observability of compilation units in turn determines which packages are observable, and which packages are in scope.

In simple implementations of the Java SE platform, packages and compilation units may be stored in a local file system. Other implementations may store them using a distributed file system or some form of database.

If a host system stores packages and compilation units in a database, then the database must not impose the optional restrictions (§7.6) on compilation units permissible in file-based implementations.

For example, a system that uses a database to store packages may not enforce a maximum of one public class or interface per compilation unit.

Systems that use a database must, however, provide an option to convert a program to a form that obeys the restrictions, for purposes of export to file-based implementations.

As an extremely simple example of storing packages in a file system, all the packages and source and binary code in a project might be stored in a single directory and its subdirectories. Each immediate subdirectory of this directory would represent a top level package, that is, one whose fully qualified name consists of a single simple name. Each further level of subdirectory would represent a subpackage of the package represented by the containing directory, and so on.

The directory might contain the following immediate subdirectories:

    com
gls
jag
java
wnj

where directory java would contain the Java SE platform packages; the directories jag, gls, and wnj might contain packages that three of the authors of this specification created for their personal use and to share with each other within this small group; and the directory com would contain packages procured from companies that used the conventions described in §6.1 to generate unique names for their packages.

Continuing the example, the directory java would contain, among others, the following subdirectories:
corresponding to the packages `java.applet`, `java.awt`, `java.io`, `java.lang`, `java.net`, and `java.util` that are defined as part of the Java SE platform API.

Still continuing the example, if we were to look inside the directory `util`, we might see the following files:

```
BitSet.java        Observable.java
BitSet.class       Observable.class
Date.java          Observer.java
Date.class         Observer.class
... 
```

where each of the `.java` files contains the source for a compilation unit (§7.3) that contains the definition of a class or interface whose binary compiled form is contained in the corresponding `.class` file.

Under this simple organization of packages, an implementation of the Java SE platform would transform a package name into a pathname by concatenating the components of the package name, placing a file name separator (directory indicator) between adjacent components.

For example, if this simple organization were used on an operating system where the file name separator is `/`, the package name:

```
jag.scrabble.board
```

would be transformed into the directory name:

```
jag/scrabble/board
```

A package name component or class name might contain a character that cannot correctly appear in a host file system's ordinary directory name, such as a Unicode character on a system that allows only ASCII characters in file names. As a convention, the character can be escaped by using, say, the `@` character followed by four hexadecimal digits giving the numeric value of the character, as in the `\uXXXX` escape (§3.3).

Under this convention, the package name:

```
children.activities.crafts.papier\u00e2m\u00e0ch\u00e9
```

which can also be written using full Unicode as:

```
children.activities.crafts.papierMâchê
might be mapped to the directory name:

children/activities/crafts/papierM@00e2ch@00e9

If the @ character is not a valid character in a file name for some given host file system, then some other character that is not valid in a identifier could be used instead.

7.3 Compilation Units

CompilationUnit is the goal symbol (§2.1) for the syntactic grammar (§2.3) of Java programs. It is defined by the following productions:

\[
\text{CompilationUnit:} \quad [\text{PackageDeclaration}] \ [\text{ImportDeclaration}] \ [\text{TypeDeclaration}]
\]

A compilation unit consists of three parts, each of which is optional:

- A package declaration (§7.4), giving the fully qualified name (§6.7) of the package to which the compilation unit belongs.

  A compilation unit that has no package declaration is part of an unnamed package (§7.4.2).

- import declarations (§7.5) that allow types from other packages and static members of types to be referred to using their simple names.

- Top level type declarations (§7.6) of class and interface types.

Every compilation unit implicitly imports every public type name declared in the predefined package java.lang, as if the declaration import java.lang.*; appeared at the beginning of each compilation unit immediately after any package statement. As a result, the names of all those types are available as simple names in every compilation unit.

All the compilation units of the predefined package java and its subpackages lang and io are always observable.

For all other packages, the host system determines which compilation units are observable.

The observability of a compilation unit influences the observability of its package (§7.4.3).

Types declared in different compilation units can depend on each other, circularly. A Java compiler must arrange to compile all such types at the same time.
7.4 Package Declarations

A package declaration appears within a compilation unit to indicate the package to which the compilation unit belongs.

7.4.1 Named Packages

A package declaration in a compilation unit specifies the name (§6.2) of the package to which the compilation unit belongs.

```
PackageDeclaration:  
   {PackageModifier} package Identifier { . Identifier} ;
```

The package name mentioned in a package declaration must be the fully qualified name of the package (§6.7).

The `PackageName` in a package declaration ensures there is an observable package with the supplied canonical name, and that it is not subject to the rules in §6.5.3 for determining the meaning of a package name.

The scope and shadowing of a package declaration is specified in §6.3 and §6.4.

The rules for annotation modifiers on a package declaration are specified in §9.7.4 and §9.7.5.

At most one annotated package declaration is permitted for a given package.

The manner in which this restriction is enforced must, of necessity, vary from implementation to implementation. The following scheme is strongly recommended for file-system-based implementations: The sole annotated package declaration, if it exists, is placed in a source file called `package-info.java` in the directory containing the source files for the package. This file does not contain the source for a class called `package-info.java`; indeed it would be illegal for it to do so, as `package-info` is not a legal identifier. Typically `package-info.java` contains only a package declaration, preceded immediately by the annotations on the package. While the file could technically contain the source code for one or more classes with package access, it would be very bad form.

It is recommended that `package-info.java`, if it is present, take the place of `package.html` for javadoc and other similar documentation generation systems. If this file is present, the documentation generation tool should look for the package documentation comment immediately preceding the (possibly annotated) package declaration in `package-info.java`. In this way, `package-info.java` becomes the sole repository for package-level annotations and documentation. If, in future, it becomes
desirable to add any other package-level information, this file should prove a convenient home for this information.

### 7.4.2 Unnamed Packages

A compilation unit that has no `package` declaration is part of an **unnamed package**.

Unnamed packages are provided by the Java SE platform principally for convenience when developing small or temporary applications or when just beginning development.

An unnamed package cannot have subpackages, since the syntax of a `package` declaration always includes a reference to a named top level package.

An implementation of the Java SE platform must support at least one unnamed package. An implementation may support more than one unnamed package, but is not required to do so. Which compilation units are in each unnamed package is determined by the host system.

The compilation unit:

```java
class FirstCall {
    public static void main(String[] args) {
        System.out.println("Mr. Watson, come here. "
            + "I want you.");
    }
}
```

defines a very simple compilation unit as part of an unnamed package.

In implementations of the Java SE platform that use a hierarchical file system for storing packages, one typical strategy is to associate an unnamed package with each directory; only one unnamed package is observable at a time, namely the one that is associated with the "current working directory". The precise meaning of "current working directory" depends on the host system.

### 7.4.3 Observability of a Package

A package is **observable** if and only if either:

- A compilation unit containing a declaration of the package is observable (§7.3).
- A subpackage of the package is observable.

The packages `java`, `java.lang`, and `java.io` are always observable.

One can conclude this from the rule above and from the rules of observable compilation units, as follows. The predefined package `java.lang` declares the class `Object`, so the
compilation unit for \texttt{Object} is always observable (§7.3). Hence, the \texttt{java.lang} package is observable (§7.4.3), and the \texttt{java} package also. Furthermore, since \texttt{Object} is observable, the array type \texttt{Object[]} implicitly exists. Its superinterface \texttt{java.io.Serializable} (§10.1) also exists, hence the \texttt{java.io} package is observable.

### 7.5 Import Declarations

An *import declaration* allows a named type or a *static* member to be referred to by a simple name (§6.2) that consists of a single identifier.

Without the use of an appropriate import declaration, the only way to refer to a type declared in another package, or a *static* member of another type, is to use a fully qualified name (§6.7).

**ImportDeclaration:**

- SingleTypeImportDeclaration
- TypeImportOnDemandDeclaration
- SingleStaticImportDeclaration
- StaticImportOnDemandDeclaration

- A single-type-import declaration (§7.5.1) imports a single named type, by mentioning its canonical name (§6.7).

- A type-import-on-demand declaration (§7.5.2) imports all the accessible types (§6.6) of a named type or named package as needed, by mentioning the canonical name of a type or package.

- A single-static-import declaration (§7.5.3) imports all accessible *static* members with a given name from a type, by giving its canonical name.

- A static-import-on-demand declaration (§7.5.4) imports all accessible *static* members of a named type as needed, by mentioning the canonical name of a type.

The scope and shadowing of a type or member imported by these declarations is specified in §6.3 and §6.4.

---

<table>
<thead>
<tr>
<th>An <em>import declaration</em> makes types or members available by their simple names only within the compilation unit that actually contains the <em>import declaration</em>. The scope of the type(s) or member(s) introduced by an <em>import declaration</em> specifically does not include other compilation units in the same package, other <em>import declarations</em> in the current compilation unit, or a <em>package declaration</em> in the current compilation unit (except for the annotations of a <em>package declaration</em>).</th>
</tr>
</thead>
</table>

| A *type* in an unnamed package (§7.4.2) has no canonical name, so the requirement for a canonical name in every kind of *import declaration* implies that (a) types in an unnamed... |
package cannot be imported, and (b) static members of types in an unnamed package cannot be imported. As such, §7.5.1, §7.5.2, §7.5.3, and §7.5.4 all require a compile-time error on any attempt to import a type (or static member thereof) in an unnamed package.

7.5.1 Single-Type-Import Declarations

A single-type-import declaration imports a single type by giving its canonical name, making it available under a simple name in the class and interface declarations of the compilation unit in which the single-type-import declaration appears.

SingleTypeImportDeclaration:
   import TypeName;

The TypeName must be the canonical name of a class type, interface type, enum type, or annotation type (§6.7).

The name must be qualified (§6.5.5.2), or a compile-time error occurs.

It is a compile-time error if the named type is not accessible (§6.6).

If two single-type-import declarations in the same compilation unit attempt to import types with the same simple name, then a compile-time error occurs, unless the two types are the same type, in which case the duplicate declaration is ignored.

If the type imported by the single-type-import declaration is declared in the compilation unit that contains the import declaration, the import declaration is ignored.

If a single-type-import declaration imports a type whose simple name is n, and the compilation unit also declares a top level type (§7.6) whose simple name is n, a compile-time error occurs.

If a compilation unit contains both a single-type-import declaration that imports a type whose simple name is n, and a single-static-import declaration (§7.5.3) that imports a type whose simple name is n, a compile-time error occurs.

Example 7.5.1-1. Single-Type-Import

   import java.util.Vector;

causes the simple name Vector to be available within the class and interface declarations in a compilation unit. Thus, the simple name Vector refers to the type declaration Vector in the package java.util in all places where it is not shadowed (§6.4.1) or obscured (§6.4.2) by a declaration of a field, parameter, local variable, or nested type declaration with the same name.
Note that the actual declaration of `java.util.Vector` is generic (§8.1.2). Once imported, the name `Vector` can be used without qualification in a parameterized type such as `Vector<String>`, or as the raw type `Vector`. A related limitation of the import declaration is that a nested type declared inside a generic type declaration can be imported, but its outer type is always erased.

**Example 7.5.1-2. Duplicate Type Declarations**

This program:

```java
import java.util.Vector;
class Vector { Object[] vec; }
```

causes a compile-time error because of the duplicate declaration of `Vector`, as does:

```java
import java.util.Vector;
import myVector.Vector;
```

where `myVector` is a package containing the compilation unit:

```java
package myVector;
public class Vector { Object[] vec; }
```

**Example 7.5.1-3. No Import of a Subpackage**

Note that an import statement cannot import a subpackage, only a type.

For example, it does not work to try to import `java.util` and then use the name `util.Random` to refer to the type `java.util.Random`:

```java
import java.util;
class Test { util.Random generator; }
// incorrect: compile-time error
```

**Example 7.5.1-4. Importing a Type Name that is also a Package Name**

Package names and type names are usually different under the naming conventions described in §6.1. Nevertheless, in a contrived example where there is an unconventionally-named package `Vector`, which declares a public class whose name is `Mosquito`:

```java
package Vector;
public class Mosquito { int capacity; }
```

and then the compilation unit:

```java
package strange;
import java.util.Vector;
import Vector.Mosquito;
class Test {
```
public static void main(String[] args) {
    System.out.println(new Vector().getClass());
    System.out.println(new Mosquito().getClass());
}

the single-type-import declaration importing class Vector from package java.util does not prevent the package name Vector from appearing and being correctly recognized in subsequent import declarations. The example compiles and produces the output:

class java.util.Vector
class Vector.Mosquito

7.5.2 Type-Import-on-Demand Declarations

A type-import-on-demand declaration allows all accessible types of a named package or type to be imported as needed.

TypeImportOnDemandDeclaration:
import PackageOrTypeName . * ;

The PackageOrTypeName must be the canonical name (§6.7) of a package, a class type, an interface type, an enum type, or an annotation type.

If the PackageOrTypeName denotes a type (§6.5.4), then the name must be qualified (§6.5.5.2), or a compile-time error occurs.

It is a compile-time error if the named package or type is not accessible (§6.6).

It is not a compile-time error to name either java.lang or the named package of the current compilation unit in a type-import-on-demand declaration. The type-import-on-demand declaration is ignored in such cases.

Two or more type-import-on-demand declarations in the same compilation unit may name the same type or package. All but one of these declarations are considered redundant; the effect is as if that type was imported only once.

If a compilation unit contains both a type-import-on-demand declaration and a static-import-on-demand declaration (§7.5.4) that name the same type, the effect is as if the static member types of that type (§8.5, §9.5) were imported only once.

Example 7.5.2-1. Type-Import-on-Demand

import java.util.*;

causes the simple names of all public types declared in the package java.util to be available within the class and interface declarations of the compilation unit. Thus, the simple name Vector refers to the type Vector in the package java.util in all places
in the compilation unit where that type declaration is not shadowed (§6.4.1) or obscured (§6.4.2).

The declaration might be shadowed by a single-type-import declaration of a type whose simple name is `Vector`; by a type named `Vector` and declared in the package to which the compilation unit belongs; or any nested classes or interfaces.

The declaration might be obscured by a declaration of a field, parameter, or local variable named `Vector`.

(It would be unusual for any of these conditions to occur.)

### 7.5.3 Single-Static-Import Declarations

A single-static-import declaration imports all accessible static members with a given simple name from a type. This makes these static members available under their simple name in the class and interface declarations of the compilation unit in which the single-static-import declaration appears.

\[
\text{SingleStaticImportDeclaration:} \\
\text{import static } \text{TypeName} . \text{Identifier} ;
\]

The `TypeName` must be the canonical name (§6.7) of a class type, interface type, enum type, or annotation type.

The name must be qualified (§6.5.5.2), or a compile-time error occurs.

It is a compile-time error if the named type is not accessible (§6.6).

The `Identifier` must name at least one static member of the named type. It is a compile-time error if there is no static member of that name, or if all of the named members are not accessible.

It is permissible for one single-static-import declaration to import several fields or types with the same name, or several methods with the same name and signature.

If a single-static-import declaration imports a type whose simple name is `n`, and the compilation unit also declares a top level type (§7.6) whose simple name is `n`, a compile-time error occurs.

If a compilation unit contains both a single-static-import declaration that imports a type whose simple name is `n`, and a single-type-import declaration (§7.5.1) that imports a type whose simple name is `n`, a compile-time error occurs.
7.5.4 Static-Import-on-Demand Declarations

A static-import-on-demand declaration allows all accessible static members of a named type to be imported as needed.

\[ \text{StaticImportOnDemandDeclaration:} \]
\[ \text{import static } \text{TypeName} . * ; \]

The $\text{TypeName}$ must be the canonical name ($\S$6.7) of a class type, interface type, enum type, or annotation type.

The name must be qualified ($\S$6.5.5.2), or a compile-time error occurs.

It is a compile-time error if the named type is not accessible ($\S$6.6).

Two or more static-import-on-demand declarations in the same compilation unit may name the same type; the effect is as if there was exactly one such declaration.

Two or more static-import-on-demand declarations in the same compilation unit may name the same member; the effect is as if the member was imported exactly once.

It is permissible for one static-import-on-demand declaration to import several fields or types with the same name, or several methods with the same name and signature.

If a compilation unit contains both a static-import-on-demand declaration and a type-import-on-demand declaration ($\S$7.5.2) that name the same type, the effect is as if the static member types of that type ($\S$8.5, $\S$9.5) were imported only once.

7.6 Top Level Type Declarations

A top level type declaration declares a top level class type ($\S$8 (Classes)) or a top level interface type ($\S$9 (Interfaces)).

\[ \text{TypeDeclaration:} \]
\[ \text{ClassDeclaration} \]
\[ \text{InterfaceDeclaration} \]
\[ ; \]

Extra ";" tokens appearing at the level of type declarations in a compilation unit have no effect on the meaning of the compilation unit. Stray semicolons are permitted in the Java programming language solely as a concession to C++ programmers who are used to placing ";" after a class declaration. They should not be used in new Java code.
In the absence of an access modifier, a top level type has package access: it is accessible only within compilation units of the package in which it is declared (§6.6.1). A type may be declared public to grant access to the type from code in other packages.

It is a compile-time error if a top level type declaration contains any one of the following access modifiers: protected, private, or static.

It is a compile-time error if the name of a top level type appears as the name of any other top level class or interface type declared in the same package.

The scope and shadowing of a top level type is specified in §6.3 and §6.4.

The fully qualified name of a top level type is specified in §6.7.

**Example 7.6-1. Conflicting Top Level Type Declarations**

```java
class Point {  // compile-time error #1
   int x, y;
}
interface Point {  // compile-time error #1
   int getR();
   int getTheta();
}
class Vector { Point[] pts; }  // compile-time error #2
```

Here, the first compile-time error is caused by the duplicate declaration of the name `Point` as both a class and an interface in the same package. A second compile-time error is the attempt to declare the name `Vector` both by a class type declaration and by a single-type-import declaration.

Note, however, that it is not an error for the name of a class to also name a type that otherwise might be imported by a type-import-on-demand declaration (§7.5.2) in the compilation unit (§7.3) containing the class declaration. Thus, in this program:

```java
package test;
import java.util.*;
class Vector {}  // not a compile-time error
```

the declaration of the class `Vector` is permitted even though there is also a class `java.util.Vector`. Within this compilation unit, the simple name `Vector` refers to the class `test.Vector`, not to `java.util.Vector` (which can still be referred to by code within the compilation unit, but only by its fully qualified name).

**Example 7.6-2. Scope of Top Level Types**

```java
package points;
class Point {
   int x, y;           // coordinates
```
PointColor color;  // color of this point
Point next;       // next point with this color
static int nPoints;
}
class PointColor {
    Point first;     // first point with this color
    PointColor(int color) { this.color = color; }  
    private int color;  // color components
}

This program defines two classes that use each other in the declarations of their class members. Because the class types Point and PointColor have all the type declarations in package points, including all those in the current compilation unit, as their scope, this program compiles correctly. That is, forward reference is not a problem.

Example 7.6-3. Fully Qualified Names

class Point { int x, y; }

In this code, the class Point is declared in a compilation unit with no package statement, and thus Point is its fully qualified name, whereas in the code:

    package vista;
    class Point { int x, y; }

the fully qualified name of the class Point is vista.Point. (The package name vista is suitable for local or personal use; if the package were intended to be widely distributed, it would be better to give it a unique package name (§6.1).)

An implementation of the Java SE platform must keep track of types within packages by their binary names (§13.1). Multiple ways of naming a type must be expanded to binary names to make sure that such names are understood as referring to the same type.

For example, if a compilation unit contains the single-type-import declaration (§7.5.1):

    import java.util.Vector;

then within that compilation unit, the simple name Vector and the fully qualified name java.util.Vector refer to the same type.

If and only if packages are stored in a file system (§7.2), the host system may choose to enforce the restriction that it is a compile-time error if a type is not found in a file under a name composed of the type name plus an extension (such as .java or .jav) if either of the following is true:

- The type is referred to by code in other compilation units of the package in which the type is declared.
• The type is declared `public` (and therefore is potentially accessible from code in other packages).

This restriction implies that there must be at most one such type per compilation unit. This restriction makes it easy for a Java compiler to find a named class within a package. In practice, many programmers choose to put each class or interface type in its own compilation unit, whether or not it is `public` or is referred to by code in other compilation units.

For example, the source code for a `public` type `wet.sprocket.Toad` would be found in a file `Toad.java` in the directory `wet/sprocket`, and the corresponding object code would be found in the file `Toad.class` in the same directory.
CLASS declarations define new reference types and describe how they are implemented (§8.1).

A *top level class* is a class that is not a nested class.

A *nested class* is any class whose declaration occurs within the body of another class or interface.

This chapter discusses the common semantics of all classes - top level (§7.6) and nested (including member classes (§8.5, §9.5), local classes (§14.3) and anonymous classes (§15.9.5)). Details that are specific to particular kinds of classes are discussed in the sections dedicated to these constructs.

A named class may be declared *abstract* (§8.1.1.1) and must be declared abstract if it is incompletely implemented; such a class cannot be instantiated, but can be extended by subclasses. A class may be declared *final* (§8.1.1.2), in which case it cannot have subclasses. If a class is declared *public*, then it can be referred to from other packages. Each class except *object* is an extension of (that is, a subclass of) a single existing class (§8.1.4) and may implement interfaces (§8.1.5). Classes may be *generic* (§8.1.2), that is, they may declare type variables whose bindings may differ among different instances of the class.

Classes may be decorated with annotations (§9.7) just like any other kind of declaration.

The body of a class declares members (fields and methods and nested classes and interfaces), instance and static initializers, and constructors (§8.1.6). The scope (§6.3) of a member (§8.2) is the entire body of the declaration of the class to which the member belongs. Field, method, member class, member interface, and constructor declarations may include the access modifiers (§6.6) *public*, *protected*, or *private*. The members of a class include both declared and inherited members (§8.2). Newly declared fields can hide fields declared in a superclass or superinterface. Newly declared class members and interface members
can hide class or interface members declared in a superclass or superinterface. Newly declared methods can hide, implement, or override methods declared in a superclass or superinterface.

Field declarations (§8.3) describe class variables, which are incarnated once, and instance variables, which are freshly incarnated for each instance of the class. A field may be declared final (§8.3.1.2), in which case it can be assigned to only once. Any field declaration may include an initializer.

Member class declarations (§8.5) describe nested classes that are members of the surrounding class. Member classes may be static, in which case they have no access to the instance variables of the surrounding class; or they may be inner classes (§8.1.3).

Member interface declarations (§8.5) describe nested interfaces that are members of the surrounding class.

Method declarations (§8.4) describe code that may be invoked by method invocation expressions (§15.12). A class method is invoked relative to the class type; an instance method is invoked with respect to some particular object that is an instance of a class type. A method whose declaration does not indicate how it is implemented must be declared abstract. A method may be declared final (§8.4.3.3), in which case it cannot be hidden or overridden. A method may be implemented by platform-dependent native code (§8.4.3.4). A synchronized method (§8.4.3.6) automatically locks an object before executing its body and automatically unlocks the object on return, as if by use of a synchronized statement (§14.19), thus allowing its activities to be synchronized with those of other threads (§17 (Threads and Locks)).

Method names may be overloaded (§8.4.9).

Instance initializers (§8.6) are blocks of executable code that may be used to help initialize an instance when it is created (§15.9).

Static initializers (§8.7) are blocks of executable code that may be used to help initialize a class.

Constructors (§8.8) are similar to methods, but cannot be invoked directly by a method call; they are used to initialize new class instances. Like methods, they may be overloaded (§8.8.8).
8.1 Class Declarations

A class declaration specifies a new named reference type.

There are two kinds of class declarations: normal class declarations and enum declarations.

```
ClassDeclaration:
    NormalClassDeclaration
    EnumDeclaration

NormalClassDeclaration:
    { ClassModifier } class Identifier [ TypeParameters ]
        [ Superclass ] [ Superinterfaces ] ClassBody
```

The rules in this section apply to all class declarations, including enum declarations. However, special rules apply to enum declarations with regard to class modifiers, inner classes, and superclasses; these rules are stated in §8.9.

The `Identifier` in a class declaration specifies the name of the class.

It is a compile-time error if a class has the same simple name as any of its enclosing classes or interfaces.

The scope and shadowing of a class declaration is specified in §6.3 and §6.4.

8.1.1 Class Modifiers

A class declaration may include class modifiers.

```
ClassModifier: one of
    Annotation public protected private
    abstract static final strictfp
```

The rules for annotation modifiers on a class declaration are specified in §9.7.4 and §9.7.5.

The access modifier `public` (§6.6) pertains only to top level classes (§7.6) and member classes (§8.5), not to local classes (§14.3) or anonymous classes (§15.9.5).

The access modifiers `protected` and `private` pertain only to member classes within a directly enclosing class declaration (§8.5).

The modifier `static` pertains only to member classes (§8.5.1), not to top level or local or anonymous classes.
It is a compile-time error if the same keyword appears more than once as a modifier for a class declaration.

If two or more (distinct) class modifiers appear in a class declaration, then it is customary, though not required, that they appear in the order consistent with that shown above in the production for ClassModifier.

### 8.1.1.1 abstract Classes

An abstract class is a class that is incomplete, or to be considered incomplete.

It is a compile-time error if an attempt is made to create an instance of an abstract class using a class instance creation expression (§15.9.1).

A subclass of an abstract class that is not itself abstract may be instantiated, resulting in the execution of a constructor for the abstract class and, therefore, the execution of the field initializers for instance variables of that class.

A normal class may have abstract methods, that is, methods that are declared but not yet implemented (§8.4.3.1), only if it is an abstract class. It is a compile-time error if a normal class that is not abstract has an abstract method.

A class \( C \) has abstract methods if either of the following is true:

- \( C \) explicitly contains a declaration of an abstract method (§8.4.3).
- Any of \( C \)'s superclasses has an abstract method and \( C \) neither declares nor inherits a method that implements it (§8.4.8.1).
- A direct superinterface (§8.1.5) of \( C \) declares or inherits a method (which is therefore necessarily abstract) and \( C \) neither declares nor inherits a method that implements it.
- Any of the member methods (§8.2) of \( C \) - either declared or inherited - is abstract.
- Any of \( C \)'s superclasses has an abstract method declared with package access, and there exists no method that overrides the abstract method from \( C \) or from a superclass of \( C \).

An enum type (§8.9) must not be declared abstract, or a compile-time error occurs.

It is a compile-time error for an enum \( E \) to have an abstract method as a member, unless \( E \) has one or more enum constants and all of \( E \)'s enum constants have class bodies that provide concrete implementations of the method.
It is a compile-time error for the class body of an enum constant to declare an abstract method.

It is a compile-time error to declare an abstract class type such that it is not possible to create a subclass that implements all of its abstract methods. This situation can occur if the class would have as members two abstract methods that have the same method signature (§8.4.2) but return types for which no type is return-type-substitutable with both (§8.4.5).

Example 8.1.1.1-1. Abstract Class Declaration

```java
abstract class Point {
  int x = 1, y = 1;
  void move(int dx, int dy) {
    x += dx;
    y += dy;
    alert();
  }
  abstract void alert();
}
abstract class ColoredPoint extends Point {
  int color;
}
class SimplePoint extends Point {
  void alert() {}
}
```

Here, a class Point is declared that must be declared abstract, because it contains a declaration of an abstract method named alert. The subclass of Point named ColoredPoint inherits the abstract method alert, so it must also be declared abstract. On the other hand, the subclass of Point named SimplePoint provides an implementation of alert, so it need not be abstract.

The statement:

```java
Point p = new Point();
```

would result in a compile-time error; the class Point cannot be instantiated because it is abstract. However, a Point variable could correctly be initialized with a reference to any subclass of Point, and the class SimplePoint is not abstract, so the statement:

```java
Point p = new SimplePoint();
```

would be correct. Instantiation of a SimplePoint causes the default constructor and field initializers for x and y of Point to be executed.

Example 8.1.1.1-2. Abstract Class Declaration that Prohibits Subclasses

```java
interface Colorable {
  void setColor(int color);
}
```
abstract class Colored implements Colorable {
    public abstract int setColor(int color);
}

These declarations result in a compile-time error: it would be impossible for any subclass of class Colored to provide an implementation of a method named setColor, taking one argument of type int, that can satisfy both abstract method specifications, because the one in interface Colorable requires the same method to return no value, while the one in class Colored requires the same method to return a value of type int (§8.4).

A class type should be declared abstract only if the intent is that subclasses can be created to complete the implementation. If the intent is simply to prevent instantiation of a class, the proper way to express this is to declare a constructor (§8.8.10) of no arguments, make it private, never invoke it, and declare no other constructors. A class of this form usually contains class methods and variables.

The class Math is an example of a class that cannot be instantiated; its declaration looks like this:

```java
public final class Math {
    private Math() {} // never instantiate this class
    . . . declarations of class variables and methods . . .
}
```

8.1.1.2 final Classes

A class can be declared final if its definition is complete and no subclasses are desired or required.

It is a compile-time error if the name of a final class appears in the extends clause (§8.1.4) of another class declaration; this implies that a final class cannot have any subclasses.

It is a compile-time error if a class is declared both final and abstract, because the implementation of such a class could never be completed (§8.1.1.1).

Because a final class never has any subclasses, the methods of a final class are never overridden (§8.4.8.1).

8.1.1.3 strictfp Classes

The effect of the strictfp modifier is to make all float or double expressions within the class declaration (including within variable initializers, instance initializers, static initializers, and constructors) be explicitly FP-strict (§15.4).

This implies that all methods declared in the class, and all nested types declared in the class, are implicitly strictfp.
8.1.2 Generic Classes and Type Parameters

A class is \textit{generic} if it declares one or more type variables (§4.4). These type variables are known as the \textit{type parameters} of the class. The type parameter section follows the class name and is delimited by angle brackets.

\begin{verbatim}
TypeParameters:  
< TypeParameterList >
TypeParameterList:  
TypeParameter { , TypeParameter }
\end{verbatim}

The following productions from §4.4 are repeated here for convenience:

\begin{verbatim}
TypeParameter:  
{ TypeParameterModifier } Identifier { TypeBound }
TypeParameterModifier:  
Annotation
TypeBound:  
extends TypeVariable
extends ClassOrInterfaceType { AdditionalBound }
AdditionalBound:  
& InterfaceType
\end{verbatim}

The rules for annotation modifiers on a type parameter declaration are specified in §9.7.4 and §9.7.5.

In a class's type parameter section, a type variable $\tau$ \textit{directly depends} on a type variable $\sigma$ if $\sigma$ is the bound of $\tau$, while $\tau$ \textit{depends} on $\sigma$ if either $\tau$ directly depends on $\sigma$ or $\tau$ directly depends on a type variable $\upsilon$ that depends on $\sigma$ (using this definition recursively). It is a compile-time error if a type variable in a class's type parameter section depends on itself.

The scope and shadowing of a class's type parameter is specified in §6.3 and §6.4.

A generic class declaration defines a set of parameterized types (§4.5), one for each possible parameterization of the type parameter section by type arguments. All of these parameterized types share the same class at run time.

For instance, executing the code:

\begin{verbatim}
Vector<String>  x = new Vector<String>();
Vector<Integer> y = new Vector<Integer>();
boolean b = x.getClass() == y.getClass();
\end{verbatim}

```java
Vector<String> x = new Vector<String>();
Vector<Integer> y = new Vector<Integer>();
boolean b = x.getClass() == y.getClass();
```
will result in the variable \( b \) holding the value `true`.

It is a compile-time error if a generic class is a direct or indirect subclass of `Throwable` (§11.1.1).

This restriction is needed since the catch mechanism of the Java Virtual Machine works only with non-generic classes.

It is a compile-time error to refer to a type parameter of a generic class \( C \) in any of the following:
- the declaration of a `static` member of \( C \) (§8.3.1.1, §8.4.3.2, §8.5.1).
- the declaration of a `static` member of any type declaration nested within \( C \).
- a static initializer of \( C \) (§8.7), or
- a static initializer of any class declaration nested within \( C \).

Generic class declarations can be nested inside other declarations.

Example 8.1.2-1. Mutually Recursive Type Variable Bounds

```java
interface ConvertibleTo<T> {
    T convert();
}
class ReprChange<T extends ConvertibleTo<S>, S extends ConvertibleTo<T>> {
    T t;
    void set(S s) { t = s.convert(); }
    S get() { return t.convert(); }
}
```

Example 8.1.2-2. Nested Generic Classes

```java
class Seq<T> {
    T head;
    Seq<T> tail;

    Seq() { this(null, null); }
    Seq(T head, Seq<T> tail) {
        this.head = head;
        this.tail = tail;
    }
    boolean isEmpty() { return tail == null; }
}
class Zipper<S> {
    Seq<Pair<T,S>> zip(Seq<S> that) {
        if (isEmpty() || that.isEmpty()) {
            return new Seq<Pair<T,S>>();
        } else {
            Seq<T>.Zipper<S> tailZipper =
```
tail.new Zipper<S>();
return new Seq<Pair<T,S>>(
    new Pair<T,S>(head, that.head),
    tailZipper.zip(that.tail));

class Pair<T, S> {
    T fst; S snd;
    Pair(T f, S s) { fst = f; snd = s; }
}
class Test {
    public static void main(String[] args) {
        Seq<String> strs =
            new Seq<String>(
                "a",
                new Seq<String>("b",
                    new Seq<String>()));
        Seq<Number> nums =
            new Seq<Number>(
                new Integer(1),
                new Seq<Number>(new Double(1.5),
                    new Seq<Number>()));
        Seq<String>.Zipper<Number> zipper =
            strs.new Zipper<Number>();
        Seq<Pair<String,Number>> combined =
            zipper.zip(nums);
    }
}

8.1.3 Inner Classes and Enclosing Instances

An inner class is a nested class that is not explicitly or implicitly declared static. An inner class may be a non-static member class (§8.5), a local class (§14.3), or an anonymous class (§15.9.5). A member class of an interface is implicitly static (§9.5) so is never considered to be an inner class.

It is a compile-time error if an inner class declares a static initializer (§8.7).

It is a compile-time error if an inner class declares a member that is explicitly or implicitly static, unless the member is a constant variable (§4.12.4).

An inner class may inherit static members that are not constant variables even though it cannot declare them.

A nested class that is not an inner class may declare static members freely, in accordance with the usual rules of the Java programming language.
Example 8.1.3-1. Inner Class Declarations and Static Members

class HasStatic {
    static int j = 100;
}
class Outer {
    class Inner extends HasStatic {
        static final int x = 3;  // OK: constant variable
        static int y = 4;  // Compile-time error: an inner class
    }
    static class NestedButNotInner{
        static int z = 5;    // OK: not an inner class
    }
    interface NeverInner {}  // Interfaces are never inner
}

A statement or expression occurs in a static context if and only if the innermost method, constructor, instance initializer, static initializer, field initializer, or explicit constructor invocation statement enclosing the statement or expression is a static method, a static initializer, the variable initializer of a static variable, or an explicit constructor invocation statement (§8.8.7.1).

An inner class \( c \) is a direct inner class of a class or interface \( o \) if \( o \) is the immediately enclosing type declaration of \( c \) and the declaration of \( c \) does not occur in a static context.

A class \( c \) is an inner class of class or interface \( o \) if it is either a direct inner class of \( o \) or an inner class of an inner class of \( o \).

It is unusual, but possible, for the immediately enclosing type declaration of an inner class to be an interface. This only occurs if the class is declared in a default method body (§9.4). Specifically, it occurs if an anonymous or local class is declared in a default method body, or a member class is declared in the body of an anonymous class that is declared in a default method body.

A class or interface \( o \) is the zeroth lexically enclosing type declaration of itself.

A class \( o \) is the \( n \)'th lexically enclosing type declaration of a class \( c \) if it is the immediately enclosing type declaration of the \( n-1 \)'th lexically enclosing type declaration of \( c \).

An instance \( i \) of a direct inner class \( c \) of a class or interface \( o \) is associated with an instance of \( o \), known as the immediately enclosing instance of \( i \). The immediately enclosing instance of an object, if any, is determined when the object is created (§15.9.2).

An object \( o \) is the zeroth lexically enclosing instance of itself.
An object $o$ is the *$n$'th lexically enclosing instance of an instance $i$* if it is the immediately enclosing instance of the $n$-$1$'th lexically enclosing instance of $i$.

An instance of an inner class $I$ whose declaration occurs in a static context has no lexically enclosing instances. However, if $I$ is immediately declared within a static method or static initializer then $I$ does have an *enclosing block*, which is the innermost block statement lexically enclosing the declaration of $I$.

For every superclass $S$ of $o$ which is itself a direct inner class of a class or interface $SO$, there is an instance of $SO$ associated with $i$, known as the *immediately enclosing instance of $i$ with respect to $S$*. The immediately enclosing instance of an object with respect to its class' direct superclass, if any, is determined when the superclass constructor is invoked via an explicit constructor invocation statement (§8.8.7.1).

When an inner class (whose declaration does not occur in a static context) refers to an instance variable that is a member of a lexically enclosing type declaration, the variable of the corresponding lexically enclosing instance is used.

Any local variable, formal parameter, or exception parameter used but not declared in an inner class must either be declared *final* or be effectively final (§4.12.4), or a compile-time error occurs where the use is attempted.

Any local variable used but not declared in an inner class must be definitely assigned (§16 (*Definite Assignment*)) before the body of the inner class, or a compile-time error occurs.

A blank *final* field (§4.12.4) of a lexically enclosing type declaration may not be assigned within an inner class, or a compile-time error occurs.

**Example 8.1.3-2. Inner Class Declarations**

class Outer {
    int i = 100;
    static void classMethod() {
        final int l = 200;
        class LocalInStaticContext {
            int k = i;  // Compile-time error
            int m = l;  // OK
        }
    }
    void foo() {
        class Local {  // A local class
            int j = i;
        }
    }
}

The declaration of class LocalInStaticContext occurs in a static context due to being within the static method classMethod. Instance variables of class Outer are not available.
within the body of a static method. In particular, instance variables of Outer are not available inside the body of LocalInStaticContext. However, local variables from the surrounding method may be referred to without error (provided they are marked final).

Inner classes whose declarations do not occur in a static context may freely refer to the instance variables of their enclosing type declaration. An instance variable is always defined with respect to an instance. In the case of instance variables of an enclosing type declaration, the instance variable must be defined with respect to an enclosing instance of that declared type. For example, the class Local above has an enclosing instance of class Outer. As a further example:

```java
class WithDeepNesting {
    boolean toBe;
    WithDeepNesting(boolean b) { toBe = b; }

    class Nested {
        boolean theQuestion;
        class DeeplyNested {
            DeeplyNested(){
                theQuestion = toBe || !toBe;
            }
        }
    }
}
```

Here, every instance of WithDeepNesting.Nested.DeeplyNested has an enclosing instance of class WithDeepNesting.Nested (its immediately enclosing instance) and an enclosing instance of class WithDeepNesting (its 2nd lexically enclosing instance).

### 8.1.4 Superclasses and Subclasses

The optional extends clause in a normal class declaration specifies the *direct superclass* of the current class.

**Superclass:**

extends ClassType

The extends clause must not appear in the definition of the class Object, or a compile-time error occurs, because it is the primordial class and has no direct superclass.

The ClassType must name an accessible class type (§6.6), or a compile-time error occurs.

It is a compile-time error if the ClassType names a class that is final, because final classes are not allowed to have subclasses (§8.1.1.2).
It is a compile-time error if the \textit{ClassType} names the class \texttt{Enum} or any invocation of \texttt{Enum} (§8.9).

If the \textit{ClassType} has type arguments, it must denote a well-formed parameterized type (§4.5), and none of the type arguments may be wildcard type arguments, or a compile-time error occurs.

Given a (possibly generic) class declaration \( C<F_1,\ldots,F_n> \) \((n \geq 0, C \neq \texttt{Object})\), the \textit{direct superclass} of the class type \( C<F_1,\ldots,F_n> \) is the type given in the \textit{extends} clause of the declaration of \( C \) if an \textit{extends} clause is present, or \texttt{Object} otherwise.

Given a generic class declaration \( C<F_1,\ldots,F_n> \) \((n > 0)\), the \textit{direct superclass} of the parameterized class type \( C<T_1,\ldots,T_n> \), where \( T_i \) \((1 \leq i \leq n)\) is a type, is \( D<U_1,\ldots,U_k> \), where \( D<U_1,\ldots,U_k> \) is the direct superclass of \( C<F_1,\ldots,F_n> \) and \( \theta \) is the substitution \([F_1:=T_1, \ldots, F_n:=T_n]\).

A class is said to be a \textit{direct subclass} of its direct superclass. The direct superclass is the class from whose implementation the implementation of the current class is derived.

The \textit{subclass} relationship is the transitive closure of the direct subclass relationship. A class \( A \) is a subclass of class \( C \) if either of the following is true:

- \( A \) is the direct subclass of \( C \)
- There exists a class \( B \) such that \( A \) is a subclass of \( B \), and \( B \) is a subclass of \( C \), applying this definition recursively.

Class \( C \) is said to be a \textit{superclass} of class \( A \) whenever \( A \) is a subclass of \( C \).

\textbf{Example 8.1.4-1. Direct Superclasses and Subclasses}

\begin{verbatim}
class Point { int x, y; }
final class ColoredPoint extends Point { int color; }
class Colored3DPoint extends ColoredPoint { int z; } // error
\end{verbatim}

Here, the relationships are as follows:

- The class \texttt{Point} is a direct subclass of \texttt{Object}.
- The class \texttt{Object} is the direct superclass of the class \texttt{Point}.
- The class \texttt{ColoredPoint} is a direct subclass of class \texttt{Point}.
- The class \texttt{Point} is the direct superclass of class \texttt{ColoredPoint}.

The declaration of class \texttt{Colored3DPoint} causes a compile-time error because it attempts to extend the final class \texttt{ColoredPoint}.
Example 8.1.4-2. Superclasses and Subclasses

class Point { int x, y; }
class ColoredPoint extends Point { int color; }
final class Colored3dPoint extends ColoredPoint { int z; }

Here, the relationships are as follows:

- The class `Point` is a superclass of class `ColoredPoint`.
- The class `Point` is a superclass of class `Colored3dPoint`.
- The class `ColoredPoint` is a subclass of class `Point`.
- The class `ColoredPoint` is a superclass of class `Colored3dPoint`.
- The class `Colored3dPoint` is a subclass of class `ColoredPoint`.
- The class `Colored3dPoint` is a subclass of class `Point`.

A class $C$ directly depends on a type $T$ if $T$ is mentioned in the extends or implements clause of $C$ either as a superclass or superinterface, or as a qualifier of a superclass or superinterface name.

A class $C$ depends on a reference type $T$ if any of the following conditions hold:

- $C$ directly depends on $T$.
- $C$ directly depends on an interface $I$ that depends (§9.1.3) on $T$.
- $C$ directly depends on a class $D$ that depends on $T$ (using this definition recursively).

It is a compile-time error if a class depends on itself.

If circularly declared classes are detected at run time, as classes are loaded, then a `ClassCircularityError` is thrown (§12.2.1).

Example 8.1.4-3. Class Depends on Itself

class Point extends ColoredPoint { int x, y; }
class ColoredPoint extends Point { int color; }

This program causes a compile-time error because class `Point` depends on itself.

8.1.5 Superinterfaces

The optional implements clause in a class declaration lists the names of interfaces that are direct superinterfaces of the class being declared.
Superinterfaces:

\texttt{implements InterfaceTypeList}

\texttt{InterfaceTypeList:}

\texttt{InterfaceType \{, InterfaceType\}}

Each \texttt{InterfaceType} must name an accessible interface type (§6.6), or a compile-time error occurs.

If an \texttt{InterfaceType} has type arguments, it must denote a well-formed parameterized type (§4.5), and none of the type arguments may be wildcard type arguments, or a compile-time error occurs.

It is a compile-time error if the same interface is mentioned as a direct superinterface more than once in a single \texttt{implements} clause. This is true even if the interface is named in different ways.

Example 8.1.5-1. Illegal Superinterfaces

\begin{verbatim}
class Redundant implements java.lang.Cloneable, Cloneable {
  int x;
}
\end{verbatim}

This program results in a compile-time error because the names \texttt{java.lang.Cloneable} and \texttt{Cloneable} refer to the same interface.

Given a (possibly generic) class declaration \texttt{C\langle F_1, \ldots, F_n \rangle} \((n \geq 0, C \neq \text{Object})\), the \textit{direct superinterfaces} of the class type \texttt{C\langle F_1, \ldots, F_n \rangle} are the types given in the \texttt{implements} clause of the declaration of \texttt{C}, if an \texttt{implements} clause is present.

Given a generic class declaration \texttt{C\langle F_1, \ldots, F_n \rangle} \((n > 0)\), the \textit{direct superinterfaces} of the parameterized class type \texttt{C\langle T_1, \ldots, T_n \rangle}, where \(T_i (1 \leq i \leq n)\) is a type, are all types \texttt{I\langle U_1 \theta, \ldots, U_k \theta \rangle}, where \texttt{I\langle U_1, \ldots, U_k \rangle} is a direct superinterface of \texttt{C\langle F_1, \ldots, F_n \rangle} and \(\theta\) is the substitution \([F_1:=T_1, \ldots, F_n:=T_n]\).

An interface type \texttt{I} is a superinterface of class type \texttt{C} if any of the following is true:

- \texttt{I} is a direct superinterface of \texttt{C}.
- \texttt{C} has some direct superinterface \texttt{J} for which \texttt{I} is a superinterface, using the definition of "superinterface of an interface" given in §9.1.3.
- \texttt{I} is a superinterface of the direct superclass of \texttt{C}.

A class can have a superinterface in more than one way.

A class is said to \texttt{implement} all its superinterfaces.
A class may not at the same time be a subtype of two interface types which are
different parameterizations of the same generic interface (§9.1.2), or a subtype of
a parameterization of a generic interface and a raw type naming that same generic
interface, or a compile-time error occurs.

This requirement was introduced in order to support translation by type erasure (§4.6).

Example 8.1.5-2. Superinterfaces

```java
interface Colorable {
    void setColor(int color);
    int getColor();
}
enum Finish { MATTE, GLOSSY }
interface Paintable extends Colorable {
    void setFinish(Finish finish);
    Finish getFinish();
}

class Point { int x, y; }
class ColoredPoint extends Point implements Colorable {
    int color;
    public void setColor(int color) { this.color = color; }
    public int getColor() { return color; }
}
class PaintedPoint extends ColoredPoint implements Paintable {
    Finish finish;
    public void setFinish(Finish finish) {
        this.finish = finish;
    }
    public Finish getFinish() { return finish; }
}
```

Here, the relationships are as follows:

- The interface Paintable is a superinterface of class PaintedPoint.
- The interface Colorable is a superinterface of class ColoredPoint and of class
  PaintedPoint.
- The interface Paintable is a subinterface of the interface Colorable, and Colorable
  is a superinterface of Paintable, as defined in §9.1.3.

The class PaintedPoint has Colorable as a superinterface both because it is a
superinterface of ColoredPoint and because it is a superinterface of Paintable.

Example 8.1.5-3. Illegal Multiple Inheritance of an Interface

```java
interface I<T> {}
class B implements I<Integer> {}
class C extends B implements I<String> {}
```
Class `C` causes a compile-time error because it attempts to be a subtype of both `I<Integer>` and `I<String>`.

Unless the class being declared is `abstract`, the declarations of all the method members of each direct superinterface must be implemented either by a declaration in this class or by an existing method declaration inherited from the direct superclass, because a class that is not `abstract` is not permitted to have abstract methods (§8.1.1.1).

Unless the class being declared is `abstract`, all the `abstract` member methods of each direct superinterface must be implemented (§8.4.8.1) either by a declaration in this class or by an existing method declaration inherited from the direct superclass or a direct superinterface, because a class that is not `abstract` is not permitted to have `abstract` methods (§8.1.1.1).

Each default method (§9.4.3) of a superinterface of the class may optionally be overridden by a method in the class; if not, the default method is typically inherited and its behavior is as specified by its default body.

It is permitted for a single method declaration in a class to implement methods of more than one superinterface.

**Example 8.1.5-3. Implementing Methods of a Superinterface**

```java
interface Colorable {
    void setColor(int color);
    int getColor();
}

class Point { int x, y; }
class ColoredPoint extends Point implements Colorable {
    int color;
}
```

This program causes a compile-time error, because `ColoredPoint` is not an `abstract` class but fails to provide an implementation of methods `setColor` and `getColor` of the interface `Colorable`.

In the following program:

```java
interface Fish { int getNumberOfScales(); }
interface Piano { int getNumberOfScales(); }

class Tuna implements Fish, Piano {
    // You can tune a piano, but can you tuna fish?
    public int getNumberOfScales() { return 91; }
}
```

the method `getNumberOfScales` in class `Tuna` has a name, signature, and return type that matches the method declared in interface `Fish` and also matches the method declared in interface `Piano`; it is considered to implement both.
On the other hand, in a situation such as this:

```java
interface Fish       { int    getNumberOfScales(); }
interface StringBass { double getNumberOfScales(); }
class Bass implements Fish, StringBass {
    // This declaration cannot be correct,
    // no matter what type is used.
    public ?? getNumberOfScales() { return 91; }
}
```

it is impossible to declare a method named `getNumberOfScales` whose signature and return type are compatible with those of both the methods declared in interface `Fish` and in interface `StringBass`, because a class cannot have multiple methods with the same signature and different primitive return types (§8.4). Therefore, it is impossible for a single class to implement both interface `Fish` and interface `StringBass` (§8.4.8).

### 8.1.6 Class Body and Member Declarations

A **class body** may contain declarations of members of the class, that is, fields (§8.3), methods (§8.4), classes (§8.5), and interfaces (§8.5).

A class body may also contain instance initializers (§8.6), static initializers (§8.7), and declarations of constructors (§8.8) for the class.

```
ClassBody:
   { {ClassBodyDeclaration} }
```

```
ClassBodyDeclaration:
   ClassMemberDeclaration
   InstanceInitializer
   StaticInitializer
   ConstructorDeclaration
```

```
ClassMemberDeclaration:
   FieldDeclaration
   MethodDeclaration
   ClassDeclaration
   InterfaceDeclaration
```

The scope and shadowing of a declaration of a member \( \mathcal{m} \) declared in or inherited by a class type \( \mathcal{c} \) is specified in §6.3 and §6.4.

If \( \mathcal{c} \) itself is a nested class, there may be definitions of the same kind (variable, method, or type) and name as \( \mathcal{m} \) in enclosing scopes. (The scopes may be blocks, classes, or packages.)
In all such cases, the member \( m \) declared in or inherited by \( c \) shadows (§6.4.1) the other definitions of the same kind and name.

### 8.2 Class Members

The members of a class type are all of the following:

- Members inherited from its direct superclass (§8.1.4), except in class `Object`, which has no direct superclass
- Members inherited from any direct superinterfaces (§8.1.5)
- Members declared in the body of the class (§8.1.6)

Members of a class that are declared `private` are not inherited by subclasses of that class.

Only members of a class that are declared `protected` or `public` are inherited by subclasses declared in a package other than the one in which the class is declared.

Constructors, static initializers, and instance initializers are not members and therefore are not inherited.

We use the phrase *the type of a member* to denote:

- For a field, its type.
- For a method, an ordered 4-tuple consisting of:
  - type parameters: the declarations of any type parameters of the method member.
  - argument types: a list of the types of the arguments to the method member.
  - return type: the return type of the method member.
  - `throws` clause: exception types declared in the `throws` clause of the method member.

Fields, methods, and member types of a class type may have the same name, since they are used in different contexts and are disambiguated by different lookup procedures (§6.5). However, this is discouraged as a matter of style.

**Example 8.2-1. Use of Class Members**

```java
class Point {
    int x, y;
    private Point() { reset(); }
    Point(int x, int y) { this.x = x; this.y = y; }
}
```
private void reset() { this.x = 0; this.y = 0; }
}
class ColoredPoint extends Point {
    int color;
    void clear() { reset(); }  // error
}
class Test {
    public static void main(String[] args) {
        ColoredPoint c = new ColoredPoint(0, 0);  // error
        c.reset();  // error
    }
}

This program causes four compile-time errors.

One error occurs because ColoredPoint has no constructor declared with two int parameters, as requested by the use in main. This illustrates the fact that ColoredPoint does not inherit the constructors of its superclass Point.

Another error occurs because ColoredPoint declares no constructors, and therefore a default constructor for it is implicitly declared (§8.8.9), and this default constructor is equivalent to:

    ColoredPoint() { super(); }

which invokes the constructor, with no arguments, for the direct superclass of the class ColoredPoint. The error is that the constructor for Point that takes no arguments is private, and therefore is not accessible outside the class Point, even through a superclass constructor invocation (§8.8.7).

Two more errors occur because the method reset of class Point is private, and therefore is not inherited by class ColoredPoint. The method invocations in method clear of class ColoredPoint and in method main of class Test are therefore not correct.

Example 8.2-2. Inheritance of Class Members with Package Access

Consider the example where the points package declares two compilation units:

package points;
public class Point {
    int x, y;
    public void move(int dx, int dy) { x += dx; y += dy; }
}

and:

package points;
public class Point3d extends Point {
    int z;
    public void move(int dx, int dy, int dz) {

and a third compilation unit, in another package, is:

```java
import points.Point3d;

class Point4d extends Point3d {
    int w;
    public void move(int dx, int dy, int dz, int dw) {
        x += dx; y += dy; z += dz; w += dw; // compile-time errors
    }
}
```

Here both classes in the `points` package compile. The class `Point3d` inherits the fields `x` and `y` of class `Point`, because it is in the same package as `Point`. The class `Point4d`, which is in a different package, does not inherit the fields `x` and `y` of class `Point` or the field `z` of class `Point3d`, and so fails to compile.

A better way to write the third compilation unit would be:

```java
import points.Point3d;

class Point4d extends Point3d {
    int w;
    public void move(int dx, int dy, int dz, int dw) {
        super.move(dx, dy, dz); w += dw;
    }
}
```

using the `move` method of the superclass `Point3d` to process `dx`, `dy`, and `dz`. If `Point4d` is written in this way, it will compile without errors.

**Example 8.2-3. Inheritance of public and protected Class Members**

Given the class `Point`:

```java
package points;

public class Point {
    public int x, y;
    protected int useCount = 0;
    static protected int totalUseCount = 0;
    public void move(int dx, int dy) {
        x += dx; y += dy; useCount++; totalUseCount++;
    }
}
```

the public and protected fields `x`, `y`, `useCount`, and `totalUseCount` are inherited in all subclasses of `Point`.

Therefore, this test program, in another package, can be compiled successfully:
Example 8.2-4. Inheritance of private Class Members

class Point {
    int x, y;
    void move(int dx, int dy) {
        x += dx; y += dy; totalMoves++;
    }
    private static int totalMoves;
    void printMoves() { System.out.println(totalMoves); }
}
class Point3d extends Point {
    int z;
    void move(int dx, int dy, int dz) {
        super.move(dx, dy); z += dz; totalMoves++; // error
    }
}

Here, the class variable totalMoves can be used only within the class Point; it is not inherited by the subclass Point3d. A compile-time error occurs because method move of class Point3d tries to increment totalMoves.

Example 8.2-5. Accessing Members of Inaccessible Classes

Even though a class might not be declared public, instances of the class might be available at run time to code outside the package in which it is declared by means of a public superclass or superinterface. An instance of the class can be assigned to a variable of such a public type. An invocation of a public method of the object referred to by such a variable may invoke a method of the class if it implements or overrides a method of the public superclass or superinterface. (In this situation, the method is necessarily declared public, even though it is declared in a class that is not public.)

Consider the compilation unit:

```java
package points;
public class Point {
    public int x, y;
    public void move(int dx, int dy) {
        x += dx; y += dy;
    }
}
```

and another compilation unit of another package:

```java
package morePoints;
class Point3d extends points.Point {
    public int z;
}
```
public void move(int dx, int dy, int dz) {
    super.move(dx, dy); z += dz;
}
public void move(int dx, int dy) {
    move(dx, dy, 0);
}

public class OnePoint {
    public static points.Point getOne() {
        return new Point3d();
    }
}

An invocation `morePoints.OnePoint.getOne()` in yet a third package would return a `Point3d` that can be used as a `Point`, even though the type `Point3d` is not available outside the package `morePoints`. The two-argument version of method `move` could then be invoked for that object, which is permissible because method `move` of `Point3d` is public (as it must be, for any method that overrides a public method must itself be public, precisely so that situations such as this will work out correctly). The fields `x` and `y` of that object could also be accessed from such a third package.

While the field `z` of class `Point3d` is public, it is not possible to access this field from code outside the package `morePoints`, given only a reference to an instance of class `Point3d` in a variable `p` of type `Point`. This is because the expression `p.z` is not correct, as `p` has type `Point` and class `Point` has no field named `z`; also, the expression `((Point3d)p).z` is not correct, because the class type `Point3d` cannot be referred to outside package `morePoints`.

The declaration of the field `z` as public is not useless, however. If there were to be, in package `morePoints`, a public subclass `Point4d` of the class `Point3d`:

```java
package morePoints;
public class Point4d extends Point3d {
    public int w;
    public void move(int dx, int dy, int dz, int dw) {
        super.move(dx, dy, dz); w += dw;
    }
}
```

then class `Point4d` would inherit the field `z`, which, being public, could then be accessed by code in packages other than `morePoints`, through variables and expressions of the public type `Point4d`.

### 8.3 Field Declarations

The variables of a class type are introduced by `field declarations`. 
FieldDeclaration:
   {FieldModifier} UnannType VariableDeclaratorList ;

VariableDeclaratorList:
   VariableDeclarator , VariableDeclarator

VariableDeclarator:
   VariableDeclaratorId [= VariableInitializer]

VariableDeclaratorId:
   Identifier { {Annotation} [ ]}

VariableInitializer:
   Expression
   ArrayInitializer

UnannType:
   UnannPrimitiveType
   UnannReferenceType

UnannPrimitiveType:
   NumericType
   boolean

UnannReferenceType:
   UnannClassOrInterfaceType
   UnannTypeVariable
   UnannArrayType

UnannClassOrInterfaceType:
   UnannClassType
   UnannInterfaceType

UnannClassType:
   Identifier [ TypeArguments ]
   UnannClassOrInterfaceType . {Annotation} Identifier [ TypeArguments ]

UnannInterfaceType:
   UnannClassType

UnannTypeVariable:
   Identifier
Field Modifier is described in §8.3.1.

The Identifier in a FieldDeclaration may be used in a name to refer to the field.

More than one field may be declared in a single field declaration by using more than one declarator; the FieldModifiers and UnannType apply to all the declarators in the declaration.

The declared type of a field is denoted by the UnannType that appears in the field declaration, followed by any bracket pairs that follow the Identifier in the declarator.

It is a compile-time error for the body of a class declaration to declare two fields with the same name.

The scope and shadowing of a field declaration is specified in §6.3 and §6.4.

If the class declares a field with a certain name, then the declaration of that field is said to hide any and all accessible declarations of fields with the same name in superclasses, and superinterfaces of the class.

In this respect, hiding of fields differs from hiding of methods (§8.4.8.3), for there is no distinction drawn between static and non-static fields in field hiding whereas a distinction is drawn between static and non-static methods in method hiding.

A hidden field can be accessed by using a qualified name (§6.5.6.2) if it is static, or by using a field access expression that contains the keyword super (§15.11.2) or a cast to a superclass type.

In this respect, hiding of fields is similar to hiding of methods.

If a field declaration hides the declaration of another field, the two fields need not have the same type.

A class inherits from its direct superclass and direct superinterfaces all the non-private fields of the superclass and superinterfaces that are both accessible to code in the class and not hidden by a declaration in the class.

A private field of a superclass might be accessible to a subclass - for example, if both classes are members of the same class. Nevertheless, a private field is never inherited by a subclass.
It is possible for a class to inherit more than one field with the same name. Such a situation does not in itself cause a compile-time error. However, any attempt within the body of the class to refer to any such field by its simple name will result in a compile-time error, because such a reference is ambiguous.

There might be several paths by which the same field declaration might be inherited from an interface. In such a situation, the field is considered to be inherited only once, and it may be referred to by its simple name without ambiguity.

A value stored in a field of type `float` is always an element of the float value set (§4.2.3); similarly, a value stored in a field of type `double` is always an element of the double value set. It is not permitted for a field of type `float` to contain an element of the float-extended-exponent value set that is not also an element of the float value set, nor for a field of type `double` to contain an element of the double-extended-exponent value set that is not also an element of the double value set.

**Example 8.3-1. Multiply Inherited Fields**

A class may inherit two or more fields with the same name, either from two interfaces or from its superclass and an interface. A compile-time error occurs on any attempt to refer to any ambiguously inherited field by its simple name. A qualified name or a field access expression that contains the keyword `super` (§15.11.2) may be used to access such fields unambiguously. In the program:

```java
interface Frob  { float v = 2.0f; }
class SuperTest { int   v = 3; }
class Test extends SuperTest implements Frob {
   public static void main(String[] args) {
      new Test().printV();
   }
   void printV() { System.out.println(v); }
}
```

the class `Test` inherits two fields named `v`, one from its superclass `SuperTest` and one from its superinterface `Frob`. This in itself is permitted, but a compile-time error occurs because of the use of the simple name `v` in method `printV`: it cannot be determined which `v` is intended.

The following variation uses the field access expression `super.v` to refer to the field named `v` declared in class `SuperTest` and uses the qualified name `Frob.v` to refer to the field named `v` declared in interface `Frob`:

```java
interface Frob  { float v = 2.0f; }
class SuperTest { int   v = 3; }
class Test extends SuperTest implements Frob {
   public static void main(String[] args) {
      new Test().printV();
   }
   void printV() {
```
It compiles and prints:

```
2.5
```

Even if two distinct inherited fields have the same type, the same value, and are both final, any reference to either field by simple name is considered ambiguous and results in a compile-time error. In the program:

```java
interface Color        { int RED=0, GREEN=1, BLUE=2;  }
interface TrafficLight { int RED=0, YELLOW=1, GREEN=2; }
class Test implements Color, TrafficLight {
    public static void main(String[] args) {
        System.out.println(GREEN);  // compile-time error
        System.out.println(RED);    // compile-time error
    }
}
```

it is not astonishing that the reference to `GREEN` should be considered ambiguous, because class `Test` inherits two different declarations for `GREEN` with different values. The point of this example is that the reference to `RED` is also considered ambiguous, because two distinct declarations are inherited. The fact that the two fields named `RED` happen to have the same type and the same unchanging value does not affect this judgment.

**Example 8.3-2. Re-inheritance of Fields**

If the same field declaration is inherited from an interface by multiple paths, the field is considered to be inherited only once. It may be referred to by its simple name without ambiguity. For example, in the code:

```java
interface Colorable {
    int RED = 0xff0000, GREEN = 0x00ff00, BLUE = 0x0000ff;
}
interface Paintable extends Colorable {
    int MATTE = 0, GLOSSY = 1;
}
class Point { int x, y; }
class ColoredPoint extends Point implements Colorable {}
class PaintedPoint extends ColoredPoint implements Paintable {
    int p = RED;
}
```

the fields `RED`, `GREEN`, and `BLUE` are inherited by the class `PaintedPoint` both through its direct superclass `ColoredPoint` and through its direct superinterface `Paintable`. The simple names `RED`, `GREEN`, and `BLUE` may nevertheless be used without ambiguity within the class `PaintedPoint` to refer to the fields declared in interface `Colorable`. 
8.3.1 Field Modifiers

FieldModifier: one of
   Annotation public protected private
   static final transient volatile

The rules for annotation modifiers on a field declaration are specified in §9.7.4 and §9.7.5.

It is a compile-time error if the same keyword appears more than once as a modifier for a field declaration.

If two or more (distinct) field modifiers appear in a field declaration, it is customary, though not required, that they appear in the order consistent with that shown above in the production for FieldModifier.

8.3.1.1 static Fields

If a field is declared static, there exists exactly one incarnation of the field, no matter how many instances (possibly zero) of the class may eventually be created. A static field, sometimes called a class variable, is incarnated when the class is initialized (§12.4).

A field that is not declared static (sometimes called a non-static field) is called an instance variable. Whenever a new instance of a class is created (§12.5), a new variable associated with that instance is created for every instance variable declared in that class or any of its superclasses.

Example 8.3.1.1-1. static Fields

```java
class Point {
    int x, y, useCount;
    Point(int x, int y) { this.x = x; this.y = y; }
    static final Point origin = new Point(0, 0);
}
class Test {
    public static void main(String[] args) {
        Point p = new Point(1,1);
        Point q = new Point(2,2);
        p.x = 3;
        p.y = 3;
        p.useCount++;
        p.origin.useCount++;
        System.out.println("(" + p.x + "," + p.y + ")");
        System.out.println(q.useCount);
        System.out.println(q.origin == Point.origin);
        System.out.println(q.origin.useCount);
    }
}```
This program prints:

```
(2,2)
0
true
1
```

showing that changing the fields $x$, $y$, and $useCount$ of $p$ does not affect the fields of $q$, because these fields are instance variables in distinct objects. In this example, the class variable $origin$ of the class $Point$ is referenced both using the class name as a qualifier, in $Point.origin$, and using variables of the class type in field access expressions (§15.11), as in $p.origin$ and $q.origin$. These two ways of accessing the $origin$ class variable access the same object, evidenced by the fact that the value of the reference equality expression (§15.21.3):

```
q.origin==Point.origin
```

is true. Further evidence is that the incrementation:

```
p.origin.useCount++;
```

causes the value of $q.origin.useCount$ to be 1; this is so because $p.origin$ and $q.origin$ refer to the same variable.

**Example 8.3.1.1-2. Hiding of Class Variables**

class Point {
    static int $x$ = 2;
}
class Test extends Point {
    static double $x$ = 4.7;
    public static void main(String[] args) {
        new Test().printX();
    }
    void printX() {
        System.out.println($x + " " + super.$x);
    }
}

This program produces the output:

```
4.7 2
```

because the declaration of $x$ in class $Test$ hides the definition of $x$ in class $Point$, so class $Test$ does not inherit the field $x$ from its superclass $Point$. Within the declaration of class $Test$, the simple name $x$ refers to the field declared within class $Test$. Code in class $Test$ may refer to the field $x$ of class $Point$ as $super.x$ (or, because $x$ is static, as $Point.x$). If the declaration of $Test.x$ is deleted:
class Point {
    static int x = 2;
}
class Test extends Point {
    public static void main(String[] args) {
        new Test().printX();
    }
    void printX() {
        System.out.println(x + " " + super.x);
    }
}

then the field \(x\) of class \(Point\) is no longer hidden within class \(Test\); instead, the simple
name \(x\) now refers to the field \(Point.x\). Code in class \(Test\) may still refer to that same
field as \(super.x\). Therefore, the output from this variant program is:

2 2

Example 8.3.1.1-3. Hiding of Instance Variables

class Point {
    int x = 2;
}
class Test extends Point {
    double x = 4.7;
    void printBoth() {
        System.out.println(x + " " + super.x);
    }
    public static void main(String[] args) {
        Test sample = new Test();
        sample.printBoth();
        System.out.println(sample.x + " " + ((Point)sample).x);
    }
}

This program produces the output:

4.7 2
4.7 2

because the declaration of \(x\) in class \(Test\) hides the definition of \(x\) in class \(Point\), so class
\(Test\) does not inherit the field \(x\) from its superclass \(Point\). It must be noted, however,
that while the field \(x\) of class \(Point\) is not inherited by class \(Test\), it is nevertheless
implemented by instances of class \(Test\). In other words, every instance of class \(Test\)
contains two fields, one of type \(int\) and one of type \(double\). Both fields bear the name
\(x\), but within the declaration of class \(Test\), the simple name \(x\) always refers to the field
declared within class \(Test\). Code in instance methods of class \(Test\) may refer to the
instance variable \(x\) of class \(Point\) as \(super.x\).

Code that uses a field access expression to access field \(x\) will access the field named \(x\)
in the class indicated by the type of reference expression. Thus, the expression \(sample.x\)
accesses a \(double\) value, the instance variable declared in class \(Test\), because the type of
the variable sample is Test, but the expression \((\text{Point})\text{sample})\).\text{x} accesses an int value, the instance variable declared in class \text{Point}, because of the cast to type \text{Point}.

If the declaration of \text{x} is deleted from class \text{Test}, as in the program:

```java
class Point {
    static int \text{x} = 2;
}
class Test extends Point {
    void printBoth() {
        System.out.println(x + " " + super.x);
    }
    public static void main(String[] args) {
        Test sample = new Test();
        sample.printBoth();
        System.out.println(sample.x + " " + ((Point)sample).x);
    }
}
```

then the field \text{x} of class \text{Point} is no longer hidden within class \text{Test}. Within instance methods in the declaration of class \text{Test}, the simple name \text{x} now refers to the field declared within class \text{Point}. Code in class \text{Test} may still refer to that same field as \text{super.x}. The expression \text{sample.x} still refers to the field \text{x} within type \text{Test}, but that field is now an inherited field, and so refers to the field \text{x} declared in class \text{Point}. The output from this variant program is:

```
2 2
2 2
```

8.3.1.2 final Fields

A field can be declared final (§4.12.4). Both class and instance variables (static and non-static fields) may be declared final.

A blank final class variable must be definitely assigned by a static initializer of the class in which it is declared, or a compile-time error occurs (§8.7, §16.8).

A blank final instance variable must be definitely assigned at the end of every constructor of the class in which it is declared, or a compile-time error occurs (§8.8, §16.9).

8.3.1.3 transient Fields

Variables may be marked transient to indicate that they are not part of the persistent state of an object.

**Example 8.3.1.3-1. Persistence of transient Fields**

If an instance of the class \text{Point}:
were saved to persistent storage by a system service, then only the fields \( x \) and \( y \) would be saved. This specification does not specify details of such services; see the specification of \texttt{java.io.Serializable} for an example of such a service.

### 8.3.1.4 \texttt{volatile} Fields

The Java programming language allows threads to access shared variables (§17.1). As a rule, to ensure that shared variables are consistently and reliably updated, a thread should ensure that it has exclusive use of such variables by obtaining a lock that, conventionally, enforces mutual exclusion for those shared variables.

The Java programming language provides a second mechanism, \texttt{volatile} fields, that is more convenient than locking for some purposes.

A field may be declared \texttt{volatile}, in which case the Java Memory Model ensures that all threads see a consistent value for the variable (§17.4).

It is a compile-time error if a \texttt{final} variable is also declared \texttt{volatile}.

**Example 8.3.1.4-1. \texttt{volatile} Fields**

If, in the following example, one thread repeatedly calls the method \texttt{one} (but no more than \texttt{Integer.MAX_VALUE} times in all), and another thread repeatedly calls the method \texttt{two}:

```java
class Test {
    static int i = 0, j = 0;
    static void one() { i++; j++; }
    static void two() {
        System.out.println("i="+i+"j="+j);
    }
}
```

then method \texttt{two} could occasionally print a value for \( j \) that is greater than the value of \( i \), because the example includes no synchronization and, under the rules explained in §17.4, the shared values of \( i \) and \( j \) might be updated out of order.

One way to prevent this out-of-order behavior would be to declare methods \texttt{one} and \texttt{two} to be \texttt{synchronized} (§8.4.3.6):

```java
class Test {
    static int i = 0, j = 0;
    static synchronized void one() { i++; j++; }
    static synchronized void two() {
        System.out.println("i="+i+"j="+j);
    }
}
```
This prevents method `one` and method `two` from being executed concurrently, and furthermore guarantees that the shared values of `i` and `j` are both updated before method `one` returns. Therefore method `two` never observes a value for `j` greater than that for `i`; indeed, it always observes the same value for `i` and `j`.

Another approach would be to declare `i` and `j` to be `volatile`:

```java
class Test {
    static volatile int i = 0, j = 0;
    static void one() { i++; j++; }
    static void two() {
        System.out.println("i=" + i + " j=" + j);
    }
}
```

This allows method `one` and method `two` to be executed concurrently, but guarantees that accesses to the shared values for `i` and `j` occur exactly as many times, and in exactly the same order, as they appear to occur during execution of the program text by each thread. Therefore, the shared value for `j` is never greater than that for `i`, because each update to `i` must be reflected in the shared value for `i` before the update to `j` occurs. It is possible, however, that any given invocation of method `two` might observe a value for `j` that is much greater than the value observed for `i`, because method `one` might be executed many times between the moment when method `two` fetches the value of `i` and the moment when method `two` fetches the value of `j`.

See §17.4 for more discussion and examples.

### 8.3.2 Field Initialization

If a declarator in a field declaration has a `variable initializer`, then the declarator has the semantics of an assignment (§15.26) to the declared variable.

If the declarator is for a class variable (that is, a `static` field), then the following rules apply to its initializer:

- It is a compile-time error if a reference by simple name to any instance variable occurs in the initializer.
- It is a compile-time error if the keyword `this` (§15.8.3) or the keyword `super` (§15.11.2, §15.12) occurs in the initializer.
- At run time, the initializer is evaluated and the assignment performed exactly once, when the class is initialized (§12.4.2).

Note that `static` fields that are constant variables (§4.12.4) are initialized before other `static` fields (§12.4.2). This also applies in interfaces (§9.3.1). Such fields
will never be observed to have their default initial values (§4.12.5), even by
devious programs.

If the declarator is for an instance variable (that is, a field that is not `static`), then
the following rules apply to its initializer:

- The initializer may use the simple name of any class variable declared in or
  inherited by the class, even one whose declaration occurs textually after the
  initializer.
- The initializer may refer to the current object `this` (§15.8.3) and may use the
  keyword `super` (§15.11.2, §15.12).
- At run time, the initializer is evaluated and the assignment performed each time
  an instance of the class is created (§12.5).

Exception checking for a variable initializer in a field declaration is specified in
§11.2.3.

Variable initializers are also used in local variable declaration statements (§14.4), where
the initializer is evaluated and the assignment performed each time the local variable
declaration statement is executed.

**Example 8.3.2-1. Field Initialization**

```java
class Point {
    int x = 1, y = 5;
}
class Test {
    public static void main(String[] args) {
        Point p = new Point();
        System.out.println(p.x + "", " + p.y);
    }
}
```

This program produces the output:

```
1, 5
```

because the assignments to `x` and `y` occur whenever a new `Point` is created.

**Example 8.3.2-2. Forward Reference to a Class Variable**

```java
class Test {
    float f = j;
    static int j = 1;
}
```
This program compiles without error; it initializes \( j \) to 1 when class \textsf{Test} \ is initialized, and initializes \( f \) to the current value of \( j \) every time an instance of class \textsf{Test} \ is created.

### 8.3.3 Forward References During Field Initialization

Use of class variables whose declarations appear textually after the use is sometimes restricted, even though these class variables are in scope (§6.3). Specifically, it is a compile-time error if all of the following conditions hold:

- The declaration of a class variable in a class or interface \( C \) appears textually after a use of the class variable;
- The use is a simple name in either a class variable initializer of \( C \) or a static initializer of \( C \);
- The use is not on the left hand side of an assignment;
- \( C \) is the innermost class or interface enclosing the use.

Use of instance variables whose declarations appear textually after the use is sometimes restricted, even though these instance variables are in scope. Specifically, it is a compile-time error if all of the following conditions hold:

- The declaration of an instance variable in a class or interface \( C \) appears textually after a use of the instance variable;
- The use is a simple name in either an instance variable initializer of \( C \) or an instance initializer of \( C \);
- The use is not on the left hand side of an assignment;
- \( C \) is the innermost class or interface enclosing the use.

#### Example 8.3.3-1. Restrictions on Field Initialization

A compile-time error occurs for this program:

```java
class Test1 {
    int i = j;  // compile-time error:
    // incorrect forward reference
    int j = 1;
}
```

whereas the following program compiles without error:

```java
class Test2 {
    Test2() { k = 2; }
    int j = 1;
    int i = j;
}
```
even though the constructor for Test2 (§8.8) refers to the field k that is declared three lines later.

The restrictions above are designed to catch, at compile time, circular or otherwise malformed initializations. Thus, both:

```java
class Z {
    static int i = j + 2;
    static int j = 4;
}
```

and:

```java
class Z {
    static { i = j + 2; }
    static int i, j;
    static { j = 4; }
}
```

result in compile-time errors. Accesses by methods are not checked in this way, so:

```java
class Z {
    static int peek() { return j; }
    static int i = peek();
    static int j = 1;
}
class Test {
    public static void main(String[] args) {
        System.out.println(Z.i);
    }
}
```

produces the output:

```
0
```

because the variable initializer for i uses the class method peek to access the value of the variable j before j has been initialized by its variable initializer, at which point it still has its default value (§4.12.5).

A more elaborate example is:

```java
class UseBeforeDeclaration {
    static {
        x = 100;
        // ok - assignment
        int y = x + 1;
        // error - read before declaration
    }
    public static void main(String[] args) {
        System.out.println(y);
    }
}
```
int v = x = 3;
   // ok – x at left hand side of assignment
int z = UseBeforeDeclaration.x * 2;
   // ok – not accessed via simple name

Object o = new Object() {
   void foo() { x++; }
      // ok – occurs in a different class
   { x++; }
      // ok – occurs in a different class
};

j = 200;
   // ok – assignment
j = j + 1;
   // error – right hand side reads before declaration
int k = j = j + 1;
   // error – illegal forward reference to j
int n = j = 300;
   // ok – j at left hand side of assignment
int h = j++;
   // error – read before declaration
int l = this.j * 3;
   // ok – not accessed via simple name

Object o = new Object() {
   void foo(){ j++; }
      // ok – occurs in a different class
   { j = j + 1; }
      // ok – occurs in a different class
};

int w = x = 3;
   // ok – x at left hand side of assignment
int p = x;
   // ok – instance initializers may access static fields

static int u =
   (new Object() { int bar() { return x; } }).bar();
   // ok – occurs in a different class

static int x;

int m = j = 4;
   // ok – j at left hand side of assignment
int o =
   (new Object() { int bar() { return j; } }).bar();
   // ok – occurs in a different class
int j;
8.4 Method Declarations

A method declares executable code that can be invoked, passing a fixed number of values as arguments.

**MethodDeclaration:**

```
MethodHeader MethodBody
```

**MethodHeader:**

```
{ MethodModifier } [TypeParameters] Result MethodDeclarator [Throws]
```

**MethodDeclarator:**

```
Identifier ( [FormalParameterList] ) { {Annotation} [ ] }
```

The `FormalParameterList` is described in §8.4.1, the `MethodModifier` clause in §8.4.3, the `TypeParameters` clause in §8.4.4, the `Result` clause in §8.4.5, the `Throws` clause in §8.4.6, and the `MethodBody` in §8.4.7.

The `Identifier` in a `MethodDeclarator` may be used in a name to refer to the method (§6.5.7.1, §15.12).

It is a compile-time error for the body of a class to declare as members two methods with override-equivalent signatures (§8.4.2).

The scope and shadowing of a method declaration is specified in §6.3 and §6.4.

The declaration of a method that returns an array is allowed to place some or all of the bracket pairs that denote the array type after the formal parameter list. This syntax is supported for compatibility with early versions of the Java programming language. It is very strongly recommended that this syntax is not used in new code.

8.4.1 Formal Parameters

The formal parameters of a method or constructor, if any, are specified by a list of comma-separated parameter specifiers. Each parameter specifier consists of a type (optionally preceded by the final modifier and/or one or more annotations) and an identifier (optionally followed by brackets) that specifies the name of the parameter.

If a method or constructor has no formal parameters, only an empty pair of parentheses appears in the declaration of the method or constructor.
FormalParameterList:
   FormalParameters, LastFormalParameter
   LastFormalParameter

FormalParameters:
   FormalParameter { , FormalParameter}
   ReceiverParameter { , FormalParameter}

FormalParameter:
   {VariableModifier} UnannType VariableDeclaratorId

VariableModifier: one of
   Annotation final

ReceiverParameter:
   {Annotation} UnannType [Identifier .]this

LastFormalParameter:
   {VariableModifier} UnannType [Annotation] . . . VariableDeclaratorId
   FormalParameter

The following production from §8.3 is repeated here for convenience:

   VariableDeclaratorId:
      Identifier { {Annotation} [ ]}

The last formal parameter of a method or constructor is special: it may be a variable arity parameter, indicated by an ellipsis following the type.

Note that the ellipsis ( . . . ) is a token unto itself (§3.11). It is possible to put whitespace between it and the type, but this is discouraged as a matter of style.

If the last formal parameter is a variable arity parameter, the method is a variable arity method. Otherwise, it is a fixed arity method.

The receiver parameter is an optional syntactic device for an instance method or an inner class’s constructor. For an instance method, the receiver parameter represents the object for which the method is invoked. For an inner class’s constructor, the receiver parameter represents the immediately enclosing instance of the newly constructed object. Either way, the receiver parameter exists solely to allow the type of the represented object to be denoted in source code, so that the type may be annotated. The receiver parameter is not a formal parameter; more precisely, it is not a declaration of any kind of variable (§4.12.3), it is never bound to any
value passed as an argument in a method invocation expression or qualified class instance creation expression, and it has no effect whatsoever at run time.

The rules for annotation modifiers on a formal parameter declaration and on a receiver parameter are specified in §9.7.4 and §9.7.5.

It is a compile-time error if final appears more than once as a modifier for a formal parameter declaration.

It is a compile-time error to use mixed array notation (§10.2) for a variable arity parameter.

The scope and shadowing of a formal parameter is specified in §6.3 and §6.4.

It is a compile-time error for a method or constructor to declare two formal parameters with the same name. (That is, their declarations mention the same Identifier.)

It is a compile-time error if a formal parameter that is declared final is assigned to within the body of the method or constructor.

A receiver parameter may appear only in the FormalParameters of an instance method or an inner class's constructor; otherwise, a compile-time error occurs.

Where a receiver parameter is allowed, its type and name are specified as follows:

- In an instance method, the type of the receiver parameter must be the class or interface in which the method is declared, and the name of the receiver parameter must be this; otherwise, a compile-time error occurs.

- In an inner class's constructor, the type of the receiver parameter must be the class or interface which is the immediately enclosing type declaration of the inner class, and the name of the receiver parameter must be Identifier . this where Identifier is the simple name of the class or interface which is the immediately enclosing type declaration of the inner class; otherwise, a compile-time error occurs.

The declared type of a formal parameter is denoted by the UnannType that appears in its parameter specifier, followed by any bracket pairs that follow the Identifier in the declarator, except for a variable arity parameter, whose declared type is an array type whose component type is the UnannType that appears in its parameter specifier.

If the declared type of a variable arity parameter has a non-reifiable element type (§4.7), then a compile-time unchecked warning occurs for the declaration of the variable arity method, unless the method is annotated with @SafeVarargs.
or the unchecked warning is suppressed by `@SuppressWarnings` (§9.6.4.5).

When the method or constructor is invoked (§15.12), the values of the actual argument expressions initialize newly created parameter variables, each of the declared type, before execution of the body of the method or constructor. The `Identifier` that appears in the `DeclaratorId` may be used as a simple name in the body of the method or constructor to refer to the formal parameter.

Invocations of a variable arity method may contain more actual argument expressions than formal parameters. All the actual argument expressions that do not correspond to the formal parameters preceding the variable arity parameter will be evaluated and the results stored into an array that will be passed to the method invocation (§15.12.4.2).

A method or constructor parameter of type `float` always contains an element of the float value set (§4.2.3); similarly, a method or constructor parameter of type `double` always contains an element of the double value set. It is not permitted for a method or constructor parameter of type `float` to contain an element of the float-extended-exponent value set that is not also an element of the float value set, nor for a method parameter of type `double` to contain an element of the double-extended-exponent value set that is not also an element of the double value set.

Where an actual argument expression corresponding to a parameter variable is not FP-strict (§15.4), evaluation of that actual argument expression is permitted to use intermediate values drawn from the appropriate extended-exponent value sets. Prior to being stored in the parameter variable, the result of such an expression is mapped to the nearest value in the corresponding standard value set by being subjected to invocation conversion (§5.3).

Here are some examples of receiver parameters in instance methods and inner classes' constructors:

```java
class Test {
    Test(/* ?? ?? */) {} // No receiver parameter is permitted in the constructor of
    // a top level class, as there is no conceivable type or name.

    void m(Test this) {} // OK: receiver parameter in an instance method

    static void n(Test this) {} // Illegal: receiver parameter in a static method

    class A {
        A(Test Test.this) {} // OK: the receiver parameter represents the instance
    }
}
```
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// of Test which immediately encloses the instance
// of A being constructed.

void m(A this) {}
// OK: the receiver parameter represents the instance
// of A for which A.m() is invoked.

class B {
B(Test.A A.this) {}
// OK: the receiver parameter represents the instance
// of A which immediately encloses the instance of B
// being constructed.

void m(Test.A.B this) {}
// OK: the receiver parameter represents the instance
// of B for which B.m() is invoked.
}

B's constructor and instance method show that the type of the receiver parameter may be
denoted with a qualified *TypeName* like any other type; but that the name of the receiver
parameter in an inner class's constructor must use the simple name of the enclosing class.

8.4.2 Method Signature

Two methods or constructors, \( M \) and \( N \), have the *same signature* if they have the
same name, the same type parameters (if any) (§8.4.4), and, after adapting the
formal parameter types of \( N \) to the the type parameters of \( M \), the same formal
parameter types.

Two methods have the *same signature* if they have the same name and argument
types.

Two method or constructor declarations \( M \) and \( N \) have the *same argument types* if all of the following conditions hold:

- They have the same number of formal parameters (possibly zero)
- They have the same number of type parameters (possibly zero)
- Let \( A_1, \ldots, A_n \) be the type parameters of \( M \) and let \( B_1, \ldots, B_n \) be the type parameters of \( N \). After renaming each occurrence of a \( B_i \) in \( N \)'s type to \( A_i \), the bounds of corresponding type variables are the same, and the formal parameter types of \( M \) and \( N \) are the same.

The signature of a method \( m_1 \) is a *subsignature* of the signature of a method \( m_2 \) if either:
• \( m_2 \) has the same signature as \( m_1 \), or

• the signature of \( m_1 \) is the same as the erasure (§4.6) of the signature of \( m_2 \).

Two method signatures \( m_1 \) and \( m_2 \) are override-equivalent iff either \( m_1 \) is a subsignature of \( m_2 \) or \( m_2 \) is a subsignature of \( m_1 \).

It is a compile-time error to declare two methods with override-equivalent signatures in a class.

**Example 8.4.2-1. Override-Equivalent Signatures**

```java
class Point {
    int x, y;
    abstract void move(int dx, int dy);
    void move(int dx, int dy) { x += dx; y += dy; }
}
```

This program causes a compile-time error because it declares two `move` methods with the same (and hence, override-equivalent) signature. This is an error even though one of the declarations is `abstract`.

The notion of subsignature is designed to express a relationship between two methods whose signatures are not identical, but in which one may override the other. Specifically, it allows a method whose signature does not use generic types to override any generified version of that method. This is important so that library designers may freely generify methods independently of clients that define subclasses or subinterfaces of the library.

Consider the example:

```java
class CollectionConverter {
    List toList(Collection c) {...}
}
class Overrider extends CollectionConverter {
    List toList(Collection c) {...}
}
```

Now, assume this code was written before the introduction of generics, and now the author of class `CollectionConverter` decides to generify the code, thus:

```java
class CollectionConverter {
    <T> List<T> toList(Collection<T> c) {...}
}
```

Without special dispensation, `Overrider.toList` would no longer override `CollectionConverter.toList`. Instead, the code would be illegal. This would significantly inhibit the use of generics, since library writers would hesitate to migrate existing code.
8.4.3 Method Modifiers

MethodModifier: one of
   Annotation public protected private
   abstract static final synchronized native strictfp

The rules for annotation modifiers on a method declaration are specified in §9.7.4 and §9.7.5.

It is a compile-time error if the same keyword appears more than once as a modifier for a method declaration.

It is a compile-time error if a method declaration that contains the keyword abstract also contains any one of the keywords private, static, final, native, strictfp, or synchronized.

It is a compile-time error if a method declaration that contains the keyword native also contains strictfp.

If two or more (distinct) method modifiers appear in a method declaration, it is customary, though not required, that they appear in the order consistent with that shown above in the production for MethodModifier.

8.4.3.1 abstract Methods

An abstract method declaration introduces the method as a member, providing its signature (§8.4.2), result (§8.4.5), and throws clause if any (§8.4.6), but does not provide an implementation (§8.4.7).

The declaration of an abstract method \( m \) must appear directly within an abstract class (call it \( A \)) unless it occurs within an enum declaration (§8.9); otherwise a compile-time error occurs.

Every subclass of \( A \) that is not abstract (§8.1.1.1) must provide an implementation for \( m \), or a compile-time error occurs.

An abstract class can override an abstract method by providing another abstract method declaration.

This can provide a place to put a documentation comment, to refine the return type, or to declare that the set of checked exceptions that can be thrown by that method, when it is implemented by its subclasses, is to be more limited.

An instance method that is not abstract can be overridden by an abstract method.
Example 8.4.3.1-1. Abstract/Abstract Method Overriding

```java
class BufferEmpty extends Exception {
    BufferEmpty() { super(); }
    BufferEmpty(String s) { super(s); }
}
class BufferError extends Exception {
    BufferError() { super(); }
    BufferError(String s) { super(s); }
}
interface Buffer {
    char get() throws BufferEmpty, BufferError;
}
abstract class InfiniteBuffer implements Buffer {
    public abstract char get() throws BufferError;
}
```

The overriding declaration of method `get` in class `InfiniteBuffer` states that method `get` in any subclass of `InfiniteBuffer` never throws a `BufferEmpty` exception, putatively because it generates the data in the buffer, and thus can never run out of data.

Example 8.4.3.1-2. Abstract/Non-Abstract Overriding

We can declare an `abstract` class `Point` that requires its subclasses to implement `toString` if they are to be complete, instantiable classes:

```java
abstract class Point {
    int x, y;
    public abstract String toString();
}
```

This abstract declaration of `toString` overrides the non-abstract `toString` method of class `Object`. (Class `Object` is the implicit direct superclass of class `Point`.) Adding the code:

```java
class ColoredPoint extends Point {
    int color;
    public String toString() {
        return super.toString() + ": color " + color;  // error
    }
}
```

results in a compile-time error because the invocation `super.toString()` refers to method `toString` in class `Point`, which is `abstract` and therefore cannot be invoked. Method `toString` of class `Object` can be made available to class `ColoredPoint` only if class `Point` explicitly makes it available through some other method, as in:

```java
abstract class Point {
    int x, y;
    public abstract String toString();
    protected String objString() { return super.toString(); }
}
```
8.4 Method Declarations

8.4.3.2 static Methods

A method that is declared static is called a class method.

It is a compile-time error to use the name of a type parameter of any surrounding declaration in the header or body of a class method.

A class method is always invoked without reference to a particular object. It is a compile-time error to attempt to reference the current object using the keyword this (§15.8.3) or the keyword super (§15.11.2).

A method that is not declared static is called an instance method, and sometimes called a non-static method.

An instance method is always invoked with respect to an object, which becomes the current object to which the keywords this and super refer during execution of the method body.

8.4.3.3 final Methods

A method can be declared final to prevent subclasses from overriding or hiding it.

It is a compile-time error to attempt to override or hide a final method.

A private method and all methods declared immediately within a final class (§8.1.1.2) behave as if they are final, since it is impossible to override them.

At run time, a machine-code generator or optimizer can "inline" the body of a final method, replacing an invocation of the method with the code in its body. The inlining process must preserve the semantics of the method invocation. In particular, if the target of an instance method invocation is null, then a NullPointerException must be thrown even if the method is inlined. A Java compiler must ensure that the exception will be thrown at the correct point, so that the actual arguments to the method will be seen to have been evaluated in the correct order prior to the method invocation.

Consider the example:

```java
final class Point {
    int x, y;
    void move(int dx, int dy) { x += dx; y += dy; }
}
```
```java
class Test {
    public static void main(String[] args) {
        Point[] p = new Point[100];
        for (int i = 0; i < p.length; i++) {
            p[i] = new Point();
            p[i].move(i, p.length-1-i);
        }
    }
}

Inlining the method move of class Point in method main would transform the for loop to the form:

```java
for (int i = 0; i < p.length; i++) {
    p[i] = new Point();
    Point pi = p[i];
    int j = p.length-1-i;
    pi.x += i;
    pi.y += j;
}
```

The loop might then be subject to further optimizations.

Such inlining cannot be done at compile time unless it can be guaranteed that Test and Point will always be recompiled together, so that whenever Point - and specifically its move method - changes, the code for Test.main will also be updated.

### 8.4.3.4 native Methods

A method that is native is implemented in platform-dependent code, typically written in another programming language such as C. The body of a native method is given as a semicolon only, indicating that the implementation is omitted, instead of a block (§8.4.7).

For example, the class RandomAccessFile of the package java.io might declare the following native methods:

```java
package java.io;
public class RandomAccessFile
    implements DataOutput, DataInput {
    ... public native void open(String name, boolean writeable)
        throws IOException;
    public native int readBytes(byte[] b, int off, int len)
        throws IOException;
    public native void writeBytes(byte[] b, int off, int len)
        throws IOException;
    public native long getFilePointer() throws IOException;
    public native void seek(long pos) throws IOException;
    public native long length() throws IOException;
```
Method Declarations

public native void close() throws IOException;

8.4.3.5 strictfp Methods

The effect of the strictfp modifier is to make all float or double expressions within the method body be explicitly FP-strict (§15.4).

8.4.3.6 synchronized Methods

A synchronized method acquires a monitor (§17.1) before it executes.

For a class (static) method, the monitor associated with the Class object for the method's class is used.

For an instance method, the monitor associated with this (the object for which the method was invoked) is used.

Example 8.4.3.6-1. synchronized Monitors

These are the same monitors that can be used by the synchronized statement (§14.19).

Thus, the code:

class Test {
    int count;
    synchronized void bump() {
        count++;
    }
    static int classCount;
    static synchronized void classBump() {
        classCount++;
    }
}

has exactly the same effect as:

class BumpTest {
    int count;
    void bump() {
        synchronized (this) { count++; }
    }
    static int classCount;
    static void classBump() {
        try {
            synchronized (Class.forName("BumpTest")) {
                classCount++;
            }
        } catch (ClassNotFoundException e) {
        }
    }
}
Example 8.4.3.6-2. synchronized Methods

```java
public class Box {
    private Object boxContents;
    public synchronized Object get() {
        Object contents = boxContents;
        boxContents = null;
        return contents;
    }
    public synchronized boolean put(Object contents) {
        if (boxContents != null) return false;
        boxContents = contents;
        return true;
    }
}
```

This program defines a class which is designed for concurrent use. Each instance of the class `Box` has an instance variable `boxContents` that can hold a reference to any object. You can put an object in a `Box` by invoking `put`, which returns `false` if the box is already full. You can get something out of a `Box` by invoking `get`, which returns a null reference if the box is empty.

If `put` and `get` were not synchronized, and two threads were executing methods for the same instance of `Box` at the same time, then the code could misbehave. It might, for example, lose track of an object because two invocations to `put` occurred at the same time.

### 8.4.4 Generic Methods

A method is *generic* if it declares one or more type variables (§4.4).

These type variables are known as the *type parameters* of the method. The form of the type parameter section of a generic method is identical to the type parameter section of a generic class (§8.1.2).

A generic method declaration defines a set of methods, one for each possible invocation of the type parameter section by type arguments. Type arguments may not need to be provided explicitly when a generic method is invoked, as they can often be inferred (§18 (*Type Inference*)).

The scope and shadowing of a method's type parameter is specified in §6.3.

Two methods or constructors `M` and `N` have the *same type parameters* if both of the following are true:

- `M` and `N` have same number of type parameters (possibly zero).
• $A_1, ..., A_n$ are the type parameters of $M$ and $B_1, ..., B_n$ are the type parameters of $N$, let $\theta = [B_1 := A_1, ..., B_n := A_n]$. Then, for all $i (1 \leq i \leq n)$, the bound of $A_i$ is the same type as $\theta$ applied to the bound of $B_i$.

Where two methods or constructors $M$ and $N$ have the same type parameters, a type mentioned in $N$ can be adapted to the type parameters of $M$ by applying $\theta$, as defined above, to the type.

### 8.4.5 Method Result

The *result* of a method declaration either declares the type of value that the method returns (the *return type*), or uses the keyword `void` to indicate that the method does not return a value.

\[
\text{Result:} \\
\text{UnannType} \\
\text{void}
\]

Return types may vary among methods that override each other if the return types are reference types. The notion of return-type-substitutability supports *covariant returns*, that is, the specialization of the return type to a subtype.

A method declaration $d_1$ with return type $R_1$ is *return-type-substitutable* for another method $d_2$ with return type $R_2$, if and only if the following conditions hold:

- If $R_1$ is `void` then $R_2$ is `void`.
- If $R_1$ is a primitive type then $R_2$ is identical to $R_1$.
- If $R_1$ is a reference type then one of the following is true:
  - $R_1$, adapted to the type parameters of $d_2$ (§8.4.4), is a subtype of $R_2$.
  - $R_1$ can be converted to a subtype of $R_2$ by unchecked conversion (§5.1.9).
  - $d_1$ does not have the same signature as $d_2$ (§8.4.2), and $R_1 = |R_2|$.

An unchecked conversion is allowed in the definition, despite being unsound, as a special allowance to allow smooth migration from non-generic to generic code. If an unchecked conversion is used to determine that $R_1$ is return-type-substitutable for $R_2$, then $R_1$ is necessarily not a subtype of $R_2$ and the rules for overriding (§8.4.8.3, §9.4.1) will require a compile-time unchecked warning.
8.4.6 Method Throws

A `throws` clause is used to declare any checked exception classes (§11.1.1) that the statements in a method or constructor body can throw (§11.2.2).

Throws:

```java
throws ExceptionTypeList
```

ExceptionTypeList:

```java
ExceptionType { , ExceptionType}
```

It is a compile-time error if an `ExceptionType` mentioned in a `throws` clause is not a subtype (§4.10) of `Throwable`.

Type variables are allowed in a `throws` clause even though they are not allowed in a `catch` clause (§14.20).

It is permitted but not required to mention unchecked exception classes (§11.1.1) in a `throws` clause.

The relationship between a `throws` clause and the exception checking for a method or constructor body is specified in §11.2.3.

Essentially, for each checked exception that can result from execution of the body of a method or constructor, a compile-time error occurs unless its exception type or a supertype of its exception type is mentioned in a `throws` clause in the declaration of the method or constructor.

The requirement to declare checked exceptions allows a Java compiler to ensure that code for handling such error conditions has been included. Methods or constructors that fail to handle exceptional conditions thrown as checked exceptions in their bodies will normally cause compile-time errors if they lack proper exception types in their `throws` clauses. The Java programming language thus encourages a programming style where rare and otherwise truly exceptional conditions are documented in this way.

The relationship between the `throws` clause of a method and the `throws` clauses of overridden or hidden methods is specified in §8.4.8.3.

Example 8.4.6-1. Type Variables as Thrown Exception Types

```java
import java.io.FileNotFoundException;
interface PrivilegedExceptionAction<E extends Exception> {
    void run() throws E;
}
```
class AccessController {
    public static <E extends Exception>
    Object doPrivileged(PrivilegedExceptionAction<E> action) throws E {
        action.run();
        return "success";
    }
}

class Test {
    public static void main(String[] args) {
        try {
            AccessController.doPrivileged(
                new PrivilegedExceptionAction<FileNotFoundException>() {
                    public void run() throws FileNotFoundException {
                        // ... delete a file ...
                    }
                });
        } catch (FileNotFoundException f) { /* Do something */ }
    }
}

8.4.7 Method Body

A method body is either a block of code that implements the method or simply a semicolon, indicating the lack of an implementation.

MethodBody:

Block
;

The body of a method must be a semicolon if the method is abstract or native (§8.4.3.1, §8.4.3.4). More precisely:

• It is a compile-time error if a method declaration is either abstract or native and has a block for its body.

• It is a compile-time error if a method declaration is neither abstract nor native and has a semicolon for its body.

If an implementation is to be provided for a method declared void, but the implementation requires no executable code, the method body should be written as a block that contains no statements: "{ }".

The rules for return statements in a method body are specified in §14.17.

If a method is declared to have a return type (§8.4.5), then a compile-time error occurs if the body of the method can complete normally (§14.1).
In other words, a method with a return type must return only by using a return statement that provides a value return; the method is not allowed to "drop off the end of its body". See §14.17 for the precise rules about return statements in a method body.

It is possible for a method to have a return type and yet contain no return statements. Here is one example:

```java
class DizzyDean {
   int pitch() { throw new RuntimeException("90 mph?!")); }
}
```

### 8.4.8 Inheritance, Overriding, and Hiding

A class $C$ inherits from its direct superclass and direct superinterfaces all abstract and non-abstract methods of the superclass and superinterfaces that are public, protected, or declared with default access in the same package as $C$, and are neither overridden ($§8.4.8.1$) nor hidden ($§8.4.8.2$) by a declaration in the class.

A class $C$ inherits from its direct superclass all non-abstract methods $m$ (both static and instance) of the superclass for which all of the following are true:

- $m$ is a member of the direct superclass of $C$.
- $m$ is public, protected, or declared with package access in the same package as $C$.
- No method declared in $C$ has a signature that is a subsignature ($§8.4.2$) of the signature of $m$.

A class $C$ inherits from its direct superclass and direct superinterfaces all abstract and default ($§9.4$) methods $m$ for which all of the following are true:

- $m$ is a member of the direct superclass or a direct superinterface, $D$, of $C$.
- $m$ is public, protected, or declared with package access in the same package as $C$.
- No method declared in $C$ has a signature that is a subsignature ($§8.4.2$) of the signature of $m$.
- No concrete method inherited by $C$ from its direct superclass has a signature that is a subsignature of the signature of $m$.
- There exists no method $m'$ that is a member of the direct superclass or a direct superinterface, $D'$, of $C$ ($m$ distinct from $m'$, $D$ distinct from $D'$), such that $m'$ from $D'$ overrides $m$.

A class does not inherit static methods from its superinterfaces.
This definition of inheritance achieves two goals:

- Clarify that it is possible for an inherited concrete method to prevent the inheritance of an abstract or default method. (Later we will assert that the concrete method overrides the abstract or default method "from C".)

- Introduce, for classes, the rule that one supertype method can prevent the inheritance of another supertype method if the former "already" overrides the latter. This is the same as the rule for interfaces (§9.4.1), and prevents conflicts in which multiple default methods are inherited, even though one implementation is clearly meant to supersede the other.

Note that methods are overridden or hidden on a signature-by-signature basis. If, for example, a class declares two public methods with the same name (§8.4.9), and a subclass overrides one of them, the subclass still inherits the other method.

8.4.8.1 Overriding (by Instance Methods)

An instance method $m_1$ declared in class $C$ overrides another instance method $m_2$ declared in class $A$ iff all of the following are true:

- $C$ is a subclass of $A$.
- The signature of $m_1$ is a subsignature (§8.4.2) of the signature of $m_2$.
- Either:
  - $m_2$ is public, protected, or declared with default access in the same package as $C$, or
  - $m_1$ overrides a method $m_3$ ($m_3$ distinct from $m_1$, $m_3$ distinct from $m_2$), such that $m_3$ overrides $m_2$.

An instance method $m_C$ declared in or inherited by class $C$, overrides from $C$ another method $m_A$ declared in class $A$, iff all of the following are true:

- $A$ is a superclass of $C$.
- $C$ does not inherit $m_A$.
- The signature of $m_C$ is a subsignature (§8.4.2) of the signature of $m_A$.
- One of the following is true:
  - $m_A$ is public.
  - $m_A$ is protected.
  - $m_A$ is declared with package access in the same package as $C$, and either $C$ declares $m_C$ or $m_A$ is a member of the direct superclass of $C$.
  - $m_A$ is declared with package access and $m_C$ overrides $m_A$ from some superclass of $C$. 

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- \( m_A \) is declared with package access and \( m_C \) overrides a method \( m' \) from \( C \) (\( m' \) distinct from \( m_C \) and \( m_A \)), such that \( m' \) overrides \( m_A \) from some superclass of \( C \).

If a non-abstract method \( m_C \) overrides an abstract method \( m_A \) from a class \( C \), then \( m_C \) is said to implement \( m_A \) from \( C \).

An instance method \( m_C \) declared in or inherited by class \( C \), overrides from \( C \) another method \( m_I \) declared in an interface \( I \), iff all of the following are true:

- \( I \) is a superinterface of \( C \).
- \( m_I \) is an abstract or default method.
- The signature of \( m_C \) is a subsignature (§8.4.2) of the signature of \( m_I \).

The signature of an overriding method may differ from the overridden one if a formal parameter in one of the methods has a raw type, while the corresponding parameter in the other has a parameterized type. This accommodates migration of pre-existing code to take advantage of generics.

The notion of overriding includes methods that override another from some subclass of their declaring class. This can happen in two ways:

- A concrete method in a generic superclass can, under certain parameterizations, have the same signature as an abstract method in that class. In this case, the concrete method is inherited and the abstract method is not (as described above). The inherited method should then be considered to override its abstract peer from \( C \). (This scenario is complicated by package access: if \( C \) is in a different package, then \( m_A \) would not have been inherited anyway, and should not be considered overridden.)

- A method inherited from a class can override a superinterface method. (Happily, package access is not a concern here.)

It is a compile-time error if an instance method overrides a static method.

In this respect, overriding of methods differs from hiding of fields (§8.3), for it is permissible for an instance variable to hide a static variable.

An overridden method can be accessed by using a method invocation expression (§15.12) that contains the keyword super. A qualified name or a cast to a superclass type is not effective in attempting to access an overridden method.

In this respect, overriding of methods differs from hiding of fields.

The presence or absence of the strictfp modifier has absolutely no effect on the rules for overriding methods and implementing abstract methods. For example, it is permitted for a method that is not FP-strict to override an FP-strict method and it is permitted for an FP-strict method to override a method that is not FP-strict.
Example 8.4.8.1-1. Overriding

class Point {
    int x = 0, y = 0;
    void move(int dx, int dy) { x += dx; y += dy; }
}
class SlowPoint extends Point {
    int xLimit, yLimit;
    void move(int dx, int dy) {
        super.move(limit(dx, xLimit), limit(dy, yLimit));
    }
    static int limit(int d, int limit) {
    }
}

Here, the class SlowPoint overrides the declarations of method move of class Point with its own move method, which limits the distance that the point can move on each invocation of the method. When the move method is invoked for an instance of class SlowPoint, the overriding definition in class SlowPoint will always be called, even if the reference to the SlowPoint object is taken from a variable whose type is Point.

Example 8.4.8.1-2. Overriding

Overriding makes it easy for subclasses to extend the behavior of an existing class, as shown in this example:

```java
import java.io.OutputStream;
import java.io.IOException;

class BufferOutput {
    private OutputStream o;
    BufferOutput(OutputStream o) { this.o = o; }
    protected byte[] buf = new byte[512];
    protected int pos = 0;
    public void putchar(char c) throws IOException {
        if (pos == buf.length) flush();
        buf[pos++] = (byte)c;
    }
    public void putstr(String s) throws IOException {
        for (int i = 0; i < s.length(); i++)
            putchar(s.charAt(i));
    }
    public void flush() throws IOException {
        o.write(buf, 0, pos);
        pos = 0;
    }
}
class LineBufferOutput extends BufferOutput {
    LineBufferOutput(OutputStream o) { super(o); }
    public void putchar(char c) throws IOException {
        super.putchar(c);
    }
}
```
if (c == '\n') flush();
}
}
class Test {
    public static void main(String[] args) throws IOException {
        LineBufferOutput lbo = new LineBufferOutput(System.out);
        lbo.putstr("lbo\nlbo");
        System.out.print("print\n");
        lbo.putstr("\n");
    }
}

This program produces the output:

lbo
print
lbo

The class BufferOutput implements a very simple buffered version of an OutputStream, flushing the output when the buffer is full or flush is invoked. The subclass LineBufferOutput declares only a constructor and a single method putchar, which overrides the method putchar of BufferOutput. It inherits the methods putstr and flush from class BufferOutput.

In the putchar method of a LineBufferOutput object, if the character argument is a newline, then it invokes the flush method. The critical point about overriding in this example is that the method putstr, which is declared in class BufferOutput, invokes the putchar method defined by the current object this, which is not necessarily the putchar method declared in class BufferOutput.

Thus, when putstr is invoked in main using the LineBufferOutput object lbo, the invocation of putchar in the body of the putstr method is an invocation of the putchar of the object lbo, the overriding declaration of putchar that checks for a newline. This allows a subclass of BufferOutput to change the behavior of the putstr method without redefining it.

Documentation for a class such as BufferOutput, which is designed to be extended, should clearly indicate what is the contract between the class and its subclasses, and should clearly indicate that subclasses may override the putchar method in this way. The implementor of the BufferOutput class would not, therefore, want to change the implementation of putstr in a future implementation of BufferOutput not to use the method putchar, because this would break the pre-existing contract with subclasses. See the discussion of binary compatibility in §13 (Binary Compatibility), especially §13.2.

8.4.8.2 Hiding (by Class Methods)

If a class declares a static method \( m \), then the declaration \( m \) is said to hide any method \( m' \), where the signature of \( m \) is a subsignature ($8.4.2$) of the signature of \( m' \), in the superclasses and superinterfaces of the class that would otherwise be accessible to code in the class.
If a class $C$ declares or inherits a static method $m$, then $m$ is said to hide any method $m'$, where the signature of $m$ is a subsignature (§8.4.2) of the signature of $m'$, in the superclasses and superinterfaces of $C$ that would otherwise be accessible to code in $C$.

It is a compile-time error if a static method hides an instance method.

In this respect, hiding of methods differs from hiding of fields (§8.3), for it is permissible for a static variable to hide an instance variable. Hiding is also distinct from shadowing (§6.4.1) and obscuring (§6.4.2).

A hidden method can be accessed by using a qualified name or by using a method invocation expression (§15.12) that contains the keyword super or a cast to a superclass type.

In this respect, hiding of methods is similar to hiding of fields.

**Example 8.4.8.2-1. Invocation of Hidden Class Methods**

A class (static) method that is hidden can be invoked by using a reference whose type is the class that actually contains the declaration of the method. In this respect, hiding of static methods is different from overriding of instance methods. The example:

```java
class Super {
    static String greeting() { return "Goodnight"; }
    String name() { return "Richard"; }
}
class Sub extends Super {
    static String greeting() { return "Hello"; }
    String name() { return "Dick"; }
}
class Test {
    public static void main(String[] args) {
        Super s = new Sub();
        System.out.println(s.greeting() + ", " + s.name());
    }
}
```

produces the output:

```text
Goodnight, Dick
```

because the invocation of greeting uses the type of $s$, namely Super, to figure out, at compile time, which class method to invoke, whereas the invocation of name uses the class of $s$, namely Sub, to figure out, at run time, which instance method to invoke.
8.4.8.3 Requirements in Overriding and Hiding

If a method declaration $d_1$ with return type $R_1$ overrides or hides the declaration of another method $d_2$ with return type $R_2$, then $d_1$ must be return-type-substitutable (§8.4.5) for $d_2$, or a compile-time error occurs.

This rule allows for covariant return types - refining the return type of a method when overriding it.

If $R_1$ is not a subtype of $R_2$, a compile-time unchecked warning occurs unless suppressed by the SuppressWarnings annotation (§9.6.4.5).

A method that overrides or hides another method, including methods that implement abstract methods defined in interfaces, may not be declared to throw more checked exceptions than the overridden or hidden method.

In this respect, overriding of methods differs from hiding of fields (§8.3), for it is permissible for a field to hide a field of another type.

More precisely, suppose that $B$ is a class or interface, and $A$ is a superclass or superinterface of $B$, and a method declaration $m_2$ in $B$ overrides or hides a method declaration $m_1$ in $A$. Then:

- If $m_2$ has a throws clause that mentions any checked exception types, then $m_1$ must have a throws clause, or a compile-time error occurs.

- For every checked exception type listed in the throws clause of $m_2$, that same exception class or one of its supertypes must occur in the erasure (§4.6) of the throws clause of $m_1$; otherwise, a compile-time error occurs.

- If the unerased throws clause of $m_1$ does not contain a supertype of each exception type in the throws clause of $m_2$ (adapted, if necessary, to the type parameters of $m_1$), a compile-time unchecked warning occurs.

It is a compile-time error if a type declaration $T$ has a member method $m_j$ and there exists a method $m_2$ declared in $T$ or a supertype of $T$ such that all of the following conditions hold:

- $m_1$ and $m_2$ have the same name.

- $m_2$ is accessible from $T$.

- The signature of $m_1$ is not a subsignature (§8.4.2) of the signature of $m_2$.

- The signature of $m_1$ or some method $m_j$ overrides (directly or indirectly) has the same erasure as the signature of $m_2$ or some method $m_2$ overrides (directly or indirectly).
These restrictions are necessary because generics are implemented via erasure. The rule above implies that methods declared in the same class with the same name must have different erasures. It also implies that a type declaration cannot implement or extend two distinct invocations of the same generic interface.

The access modifier (§6.6) of an overriding or hiding method must provide at least as much access as the overridden or hidden method, as follows:

- If the overridden or hidden method is public, then the overriding or hiding method must be public; otherwise, a compile-time error occurs.
- If the overridden or hidden method is protected, then the overriding or hiding method must be protected or public; otherwise, a compile-time error occurs.
- If the overridden or hidden method has package access, then the overriding or hiding method must not be private; otherwise, a compile-time error occurs.

Note that a private method cannot be hidden or overridden in the technical sense of those terms. This means that a subclass can declare a method with the same signature as a private method in one of its superclasses, and there is no requirement that the return type or throws clause of such a method bear any relationship to those of the private method in the superclass.

Example 8.4.8.3-1. Covariant Return Types

The following declarations are legal in the Java programming language from Java SE 5.0 onwards:

```java
class C implements Cloneable {
    C copy() throws CloneNotSupportedException {
        return (C)clone();
    }
}
class D extends C implements Cloneable {
    D copy() throws CloneNotSupportedException {
        return (D)clone();
    }
}
```

The relaxed rule for overriding also allows one to relax the conditions on abstract classes implementing interfaces.

Example 8.4.8.3-2. Unchecked Warning from Return Type

Consider:

```java
class StringSorter {
    // turns a collection of strings into a sorted list
    List toList(Collection c) {...}
```
and assume that someone subclasses StringSorter:

```java
class Overrider extends StringSorter {
    List toList(Collection c) {...}
}
```

Now, at some point the author of StringSorter decides to generify the code:

```java
class StringSorter {
    // turns a collection of strings into a sorted list
    List<String> toList(Collection<String> c) {...}
}
```

An unchecked warning would be given when compiling Overrider against the new definition of StringSorter because the return type of Overrider.toList is List, which is not a subtype of the return type of the overridden method, List<String>.

**Example 8.4.8.3-3. Incorrect Overriding because of throws**

This program uses the usual and conventional form for declaring a new exception type, in its declaration of the class BadPointException:

```java
class BadPointException extends Exception {
    BadPointException() { super(); }
    BadPointException(String s) { super(s); }
}
class Point {
    int x, y;
    void move(int dx, int dy) { x += dx; y += dy; }
}
class CheckedPoint extends Point {
    void move(int dx, int dy) throws BadPointException {
        if (((x + dx) < 0 || (y + dy) < 0)
            throw new BadPointException();
        x += dx; y += dy;
    }
}
```

The program results in a compile-time error, because the override of method move in class CheckedPoint declares that it will throw a checked exception that the move in class Point has not declared. If this were not considered an error, an invoker of the method move on a reference of type Point could find the contract between it and Point broken if this exception were thrown.

Removing the throws clause does not help:

```java
class CheckedPoint extends Point {
    void move(int dx, int dy) {
```
A different compile-time error now occurs, because the body of the method `move` cannot throw a checked exception, namely `BadPointException`, that does not appear in the `throws` clause for `move`.

**Example 8.4.3.4. Erasure Affects Overriding**

A class cannot have two member methods with the same name and type erasure:

```java
class C<T> {
    T id (T x) {...}
}
class D extends C<String> {
    Object id(Object x) {...}
}
```

This is illegal since `D.id(Object)` is a member of `D`, `C<String>.id(String)` is declared in a supertype of `D`, and:

- The two methods have the same name, `id`
- `C<String>.id(String)` is accessible to `D`
- The signature of `D.id(Object)` is not a subsignature of that of `C<String>.id(String)`
- The two methods have the same erasure

Two different methods of a class may not override methods with the same erasure:

```java
class C<T> {
    T id(T x) {...}
}
interface I<T> {
    T id(T x);
}
class D extends C<String> implements I<Integer> {
    public String id(String x) {...}
    public Integer id(Integer x) {...}
}
```

This is also illegal, since `D.id(String)` is a member of `D`, `D.id(Integer)` is declared in `D`, and:

- The two methods have the same name, `id`
- `D.id(Integer)` is accessible to `D`
• The two methods have different signatures (and neither is a subsignature of the other)
• D.id(String) overrides C<String>.id(String) and D.id(Integer) overrides I.id(Integer) yet the two overridden methods have the same erasure

8.4.8.4 Inheriting Methods with Override-Equivalent Signatures

It is possible for a class to inherit multiple methods with override-equivalent signatures (§8.4.2).

It is a compile-time error if a class \( C \) inherits a concrete method whose signature is a subsignature of another concrete method inherited by \( C \). This can happen if a superclass is generic, and it has two methods that were distinct in the generic declaration, but have the same signature in the particular invocation used.

It is a compile-time error if a class \( C \) inherits a concrete method whose signature is override-equivalent with another method inherited by \( C \).

It is a compile-time error if a class \( C \) inherits a default method whose signature is override-equivalent with another method inherited by \( C \), unless there exists an abstract method declared in a superclass of \( C \) and inherited by \( C \) that is override-equivalent with the two methods.

This exception to the strict default-abstract and default-default conflict rules is made when an abstract method is declared in a superclass: the assertion of abstract-ness coming from the superclass hierarchy essentially trumps the default method, making the default method act as if it were abstract. However, the abstract method from a class does not override the default method(s), because interfaces are still allowed to refine the signature of the abstract method coming from the class hierarchy.

Note that the exception does not apply if all override-equivalent abstract methods inherited by \( C \) were declared in interfaces.

Otherwise, the set of override-equivalent methods consists of at least one abstract method and zero or more default methods; then the class is necessarily an abstract class and is considered to inherit all the methods.

Otherwise, there are two possible cases:

• If one of the inherited methods is not abstract, then there are two subcases:
  – If the method that is not abstract is static, a compile-time error occurs.
  – Otherwise, the method that is not abstract is considered to override, and therefore to implement, all the other methods on behalf of the class that inherits it.
If the signature of the non-abstract method is not a subsignature of each of the other inherited methods, a compile-time unchecked warning occurs unless suppressed by the `@SuppressWarnings` annotation (§9.6.4.5).

If the return type of the non-abstract method is not a subtype of the return type of any of the other inherited methods, a compile-time unchecked warning occurs unless suppressed by the `@SuppressWarnings` annotation (§9.6.4.5).

A compile-time error occurs if the return type of the non-abstract method is not return-type-substitutable (§8.4.5) for each of the other inherited methods.

A compile-time error occurs if the inherited method that is not abstract has a `throws` clause that conflicts (§8.4.6) with that of any other of the inherited methods.

- If all the inherited methods are abstract, then the class is necessarily an abstract class and is considered to inherit all the abstract methods.

One of the inherited methods must be return-type-substitutable for every other inherited method; otherwise, a compile-time error occurs. (The `throws` clauses do not cause errors in this case.)

There might be several paths by which the same method declaration is inherited from an interface. This fact causes no difficulty and never, of itself, results in a compile-time error.

### 8.4.9 Overloading

If two methods of a class (whether both declared in the same class, or both inherited by a class, or one declared and one inherited) have the same name but signatures that are not override-equivalent, then the method name is said to be overloaded.

This fact causes no difficulty and never of itself results in a compile-time error. There is no required relationship between the return types or between the `throws` clauses of two methods with the same name, unless their signatures are override-equivalent.

When a method is invoked (§15.12), the number of actual arguments (and any explicit type arguments) and the compile-time types of the arguments are used, at compile time, to determine the signature of the method that will be invoked (§15.12.2). If the method that is to be invoked is an instance method, the actual
method to be invoked will be determined at run time, using dynamic method lookup (§15.12.4).

**Example 8.4.9-1. Overloading**

```java
class Point {
    float x, y;
    void move(int dx, int dy) { x += dx; y += dy; }
    void move(float dx, float dy) { x += dx; y += dy; }
    public String toString() { return "("+x+","+y+")"; }
}
```

Here, the class `Point` has two members that are methods with the same name, `move`. The overloaded `move` method of class `Point` chosen for any particular method invocation is determined at compile time by the overloading resolution procedure given in §15.12.

In total, the members of the class `Point` are the `float` instance variables `x` and `y` declared in `Point`, the two declared `move` methods, the declared `toString` method, and the members that `Point` inherits from its implicit direct superclass `Object` (§4.3.2), such as the method `hashCode`. Note that `Point` does not inherit the `toString` method of class `Object` because that method is overridden by the declaration of the `toString` method in class `Point`.

**Example 8.4.9-2. Overloading, Overriding, and Hiding**

```java
class Point {
    int x = 0, y = 0;
    void move(int dx, int dy) { x += dx; y += dy; }  // Overriding the move method from Point
    void move(float dx, float dy) { x += dx; y += dy; }
    int color;
}
class RealPoint extends Point {
    float x = 0.0f, y = 0.0f;
    void move(int dx, int dy) { move((float)dx, (float)dy); }
    void move(float dx, float dy) { x += dx; y += dy; }
}
```

Here, the class `RealPoint` hides the declarations of the `int` instance variables `x` and `y` of class `Point` with its own `float` instance variables `x` and `y`, and overrides the method `move` of class `Point` with its own `move` method. It also overloads the name `move` with another method with a different signature (§8.4.2).

In this example, the members of the class `RealPoint` include the instance variable `color` inherited from the class `Point`, the `float` instance variables `x` and `y` declared in `RealPoint`, and the two `move` methods declared in `RealPoint`.

Which of these overloaded `move` methods of class `RealPoint` will be chosen for any particular method invocation will be determined at compile time by the overloading resolution procedure described in §15.12.

This following program is an extended variation of the preceding program:
8.4 Method Declarations

class Point {
    int x = 0, y = 0, color;
    void move(int dx, int dy) { x += dx; y += dy; }
    int getX() { return x; }
    int getY() { return y; }
}

class RealPoint extends Point {
    float x = 0.0f, y = 0.0f;
    void move(int dx, int dy) { move((float)dx, (float)dy); }
    void move(float dx, float dy) { x += dx; y += dy; }
    float getX() { return x; }
    float getY() { return y; }
}

Here, the class Point provides methodsgetX and getY that return the values of its fields x and y; the class RealPoint then overrides these methods by declaring methods with the same signature. The result is two errors at compile time, one for each method, because the return types do not match; the methods in class Point return values of type int, but the wanna-be overriding methods in class RealPoint return values of type float.

This program corrects the errors of the preceding program:

class Point {
    int x = 0, y = 0;
    void move(int dx, int dy) { x += dx; y += dy; }
    int getX() { return x; }
    int getY() { return y; }
    int color;
}

class RealPoint extends Point {
    float x = 0.0f, y = 0.0f;
    void move(int dx, int dy) { move((float)dx, (float)dy); }
    void move(float dx, float dy) { x += dx; y += dy; }
    int getX() { return (int)Math.floor(x); }
    int getY() { return (int)Math.floor(y); }
}

Here, the overriding methods getX and getY in class RealPoint have the same return types as the methods of class Point that they override, so this code can be successfully compiled.

Consider, then, this test program:

class Test {
    public static void main(String[] args) {
        RealPoint rp = new RealPoint();
        Point p = rp;
        rp.move(1.71828f, 4.14159f);
        p.move(1, -1);
        show(p.x, p.y);
        show(rp.x, rp.y);
        show(p.getX(), p.getY());
    
```
show(rp.getX(), rp.getY());
}
static void show(int x, int y) {
    System.out.println("(\(x + y\))");
}
static void show(float x, float y) {
    System.out.println("(\(x + y\))");
}

The output from this program is:

(0, 0)
(2.7182798, 3.14159)
(2, 3)
(2, 3)

The first line of output illustrates the fact that an instance of RealPoint actually contains the two integer fields declared in class Point; it is just that their names are hidden from code that occurs within the declaration of class RealPoint (and those of any subclasses it might have). When a reference to an instance of class RealPoint in a variable of type Point is used to access the field x, the integer field x declared in class Point is accessed. The fact that its value is zero indicates that the method invocation p.move(1, -1) did not invoke the method move of class Point; instead, it invoked the overriding method move of class RealPoint.

The second line of output shows that the field access rp.x refers to the field x declared in class RealPoint. This field is of type float, and this second line of output accordingly displays floating-point values. Incidentally, this also illustrates the fact that the method name show is overloaded; the types of the arguments in the method invocation dictate which of the two definitions will be invoked.

The last two lines of output show that the method invocations p.getX() and rp.getX() each invoke the getX method declared in class RealPoint. Indeed, there is no way to invoke the getX method of class Point for an instance of class RealPoint from outside the body of RealPoint, no matter what the type of the variable we may use to hold the reference to the object. Thus, we see that fields and methods behave differently: hiding is different from overriding.

### 8.5 Member Type Declarations

A *member class* is a class whose declaration is directly enclosed in the body of another class or interface declaration (§8.1.6, §9.1.4).

A *member interface* is an interface whose declaration is directly enclosed in the body of another class or interface declaration (§8.1.6, §9.1.4).
The accessibility of a member type in a class or interface declaration is specified in §6.6.

It is a compile-time error if the same keyword appears more than once as a modifier for a member type declaration in a class.

The scope and shadowing of a member type is specified in §6.3 and §6.4.

If a class declares a member type with a certain name, then the declaration of that type is said to hide any and all accessible declarations of member types with the same name in superclasses and superinterfaces of the class.

In this respect, hiding of member types is similar to hiding of fields (§8.3).

A class inherits from its direct superclass and direct superinterfaces all the non-private member types of the superclass and superinterfaces that are both accessible to code in the class and not hidden by a declaration in the class.

A class may inherit two or more type declarations with the same name, either from two interfaces or from its superclass and an interface. It is a compile-time error to attempt to refer to any ambiguously inherited class or interface by its simple name.

If the same type declaration is inherited from an interface by multiple paths, the class or interface is considered to be inherited only once. It may be referred to by its simple name without ambiguity.

### 8.5.1 Static Member Type Declarations

The static keyword may modify the declaration of a member type \( C \) within the body of a non-inner class or interface \( T \). Its effect is to declare that \( C \) is not an inner class. Just as a static method of \( T \) has no current instance of \( T \) in its body, \( C \) also has no current instance of \( T \), nor does it have any lexically enclosing instances.

It is a compile-time error if a static class contains a usage of a non-static member of an enclosing class.

A member interface is implicitly static (§9.1.1). It is permitted for the declaration of a member interface to redundantly specify the static modifier.

### 8.6 Instance Initializers

An instance initializer declared in a class is executed when an instance of the class is created (§12.5, §15.9, §8.8.7.1).
InstanceInitializer:
   Block

It is a compile-time error if an instance initializer cannot complete normally (§14.21).

It is a compile-time error if a return statement (§14.17) appears anywhere within an instance initializer.

Instance initializers are permitted to refer to the current object via the keyword this (§15.8.3), to use the keyword super (§15.11.2, §15.12), and to use any type variables in scope.

Use of instance variables whose declarations appear textually after the use is sometimes restricted, even though these instance variables are in scope. See §8.3.3 for the precise rules governing forward reference to instance variables.

Exception checking for an instance initializer is specified in §11.2.3.

8.7 Static Initializers

A static initializer declared in a class is executed when the class is initialized (§12.4.2). Together with any field initializers for class variables (§8.3.2), static initializers may be used to initialize the class variables of the class.

StaticInitializer:
   static Block

It is a compile-time error if a static initializer cannot complete normally (§14.21).

It is a compile-time error if a return statement (§14.17) appears anywhere within a static initializer.

It is a compile-time error if the keyword this (§15.8.3) or the keyword super (§15.11, §15.12) or any type variable declared outside the static initializer, appears anywhere within a static initializer.

Use of class variables whose declarations appear textually after the use is sometimes restricted, even though these class variables are in scope. See §8.3.3 for the precise rules governing forward reference to class variables.

Exception checking for a static initializer is specified in §11.2.3.


8.8 Constructor Declarations

A constructor is used in the creation of an object that is an instance of a class (§12.5, §15.9).

ConstructorDeclaration:
    {ConstructorModifier} ConstructorDeclarator [Throws] ConstructorBody

ConstructorDeclarator:
    [TypeParameters] SimpleTypeName ( [FormalParameterList] )

SimpleTypeName:
    Identifier

The rules in this section apply to constructors in all class declarations, including enum declarations. However, special rules apply to enum declarations with regard to constructor modifiers, constructor bodies, and default constructors; these rules are stated in §8.9.2.

The SimpleTypeName in the ConstructorDeclarator must be the simple name of the class that contains the constructor declaration, or a compile-time error occurs.

In all other respects, a constructor declaration looks just like a method declaration that has no result (§8.4.5).

Constructor declarations are not members. They are never inherited and therefore are not subject to hiding or overriding.

Constructors are invoked by class instance creation expressions (§15.9), by the conversions and concatenations caused by the string concatenation operator + (§15.18.1), and by explicit constructor invocations from other constructors (§8.8.7). Access to constructors is governed by access modifiers (§6.6), so it is possible to prevent instantiation by declaring an inaccessible constructor (§8.8.10).

Constructors are never invoked by method invocation expressions (§15.12).

Example 8.8-1. Constructor Declarations

    class Point {
        int x, y;
        Point(int x, int y) { this.x = x; this.y = y; }
    }
8.8.1 Formal Parameters

The formal parameters of a constructor are identical in syntax and semantics to those of a method (§8.4.1).

The constructor of a non-private inner member class implicitly declares, as the first formal parameter, a variable representing the immediately enclosing instance of the class (§15.9.2, §15.9.3).

The rationale for why only this kind of class has an implicitly declared constructor parameter is subtle. The following explanation may be helpful:

1. In a class instance creation expression for a non-private inner member class, §15.9.2 specifies the immediately enclosing instance of the member class. The member class may have been emitted by a compiler which is different than the compiler of the class instance creation expression. Therefore, there must be a standard way for the compiler of the creation expression to pass a reference (representing the immediately enclosing instance) to the member class's constructor. Consequently, the Java programming language deems in this section that a non-private inner member class's constructor implicitly declares an initial parameter for the immediately enclosing instance. §15.9.3 specifies that the instance is passed to the constructor.

2. In a class instance creation expression for a local (not in a static context) or anonymous class, §15.9.2 specifies the immediately enclosing instance of the local/anonymous class. The local/anonymous class is necessarily emitted by the same compiler as the class instance creation expression. That compiler can represent the immediately enclosing instance however it wishes. There is no need for the Java programming language to implicitly declare a parameter in the local/anonymous class's constructor.

3. In a class instance creation expression for an anonymous class, and where the anonymous class's superclass is either inner or local (not in a static context), §15.9.2 specifies the anonymous class's immediately enclosing instance with respect to the superclass. This instance must be transmitted from the anonymous class to its superclass, where it will serve as the immediately enclosing instance. Since the superclass may have been emitted by a compiler which is different than the compiler of the class instance creation expression, it is necessary to transmit the instance in a standard way, by passing it as the first argument to the superclass's constructor. Note that the anonymous class itself is necessarily emitted by the same compiler as the class instance creation expression, so it would be possible for the compiler to transmit the immediately enclosing instance with respect to the superclass to the anonymous class how ever it wishes, before the anonymous class passes the instance to the superclass's constructor. However, for consistency, the Java programming language deems in §15.9.5.1 that, in some circumstances, an anonymous class's constructor implicitly declares an initial parameter for the immediately enclosing instance with respect to the superclass.

The fact that a non-private inner member class may be accessed by a different compiler than compiled it, whereas a local or anonymous class is always accessed by the same compiler that compiled it, explains why the binary name of a non-private inner member class is defined to be predictable but the binary name of a local or anonymous class is not (§13.1).
8.8 Constructor Declarations

8.8.2 Constructor Signature

It is a compile-time error to declare two constructors with override-equivalent signatures (§8.4.2) in a class.

It is a compile-time error to declare two constructors whose signatures have the same erasure (§4.6) in a class.

8.8.3 Constructor Modifiers

 ConstructorModifier: one of

Annotation public protected private

The rules for annotation modifiers on a constructor declaration are specified in §9.7.4 and §9.7.5.

It is a compile-time error if the same keyword appears more than once as a modifier in a constructor declaration.

In a normal class declaration, a constructor declaration with no access modifiers has package access.

It is a compile-time error if the constructor of an enum (§8.9) is declared public or protected.

If no access modifier is specified for the constructor of an enum type, the constructor is private.

If two or more (distinct) method modifiers appear in a method declaration, it is customary, though not required, that they appear in the order consistent with that shown above in the production for MethodModifier.

Unlike methods, a constructor cannot be abstract, static, final, native, strictfp, or synchronized:

- A constructor is not inherited, so there is no need to declare it final.
- An abstract constructor could never be implemented.
- A constructor is always invoked with respect to an object, so it makes no sense for a constructor to be static.
- There is no practical need for a constructor to be synchronized, because it would lock the object under construction, which is normally not made available to other threads until all constructors for the object have completed their work.
- The lack of native constructors is an arbitrary language design choice that makes it easy for an implementation of the Java Virtual Machine to verify that superclass constructors are always properly invoked during object creation.
- The inability to declare a constructor as `strictfp` (in contrast to a method (§8.4.3)) is an intentional language design choice; it effectively ensures that a constructor is FP-strict if and only if its class is FP-strict (§15.4).

### 8.8.4 Generic Constructors

A constructor is *generic* if it declares one or more type variables (§4.4).

These type variables are known as the *type parameters* of the constructor. The form of the type parameter section of a generic constructor is identical to the type parameter section of a generic class (§8.1.2).

It is possible for a constructor to be generic independently of whether the class the constructor is declared in is itself generic.

A generic constructor declaration defines a set of constructors, one for each possible invocation of the type parameter section by type arguments. Type arguments may not need to be provided explicitly when a generic constructor is invoked, as they can often be inferred (§18 (*Type Inference*)).

The scope and shadowing of a constructor's type parameter is specified in §6.3 and §6.4.

### 8.8.5 Constructor Throws

The `throws` clause for a constructor is identical in structure and behavior to the `throws` clause for a method (§8.4.6).

### 8.8.6 The Type of a Constructor

The type of a constructor consists of its signature and the exception types given by its `throws` clause.

### 8.8.7 Constructor Body

The first statement of a constructor body may be an explicit invocation of another constructor of the same class or of the direct superclass (§8.8.7.1).

```
ConstructorBody:
  { [ExplicitConstructorInvocation] [BlockStatements] }
```

It is a compile-time error for a constructor to directly or indirectly invoke itself through a series of one or more explicit constructor invocations involving `this`. 
If the constructor is a constructor for an enum type (§8.9), it is a compile-time error for it to invoke the superclass constructor explicitly.

If a constructor body does not begin with an explicit constructor invocation and the constructor being declared is not part of the primordial class Object, then the constructor body implicitly begins with a superclass constructor invocation "super();", an invocation of the constructor of its direct superclass that takes no arguments.

Except for the possibility of explicit constructor invocations, and the prohibition on explicitly returning a value (§14.17), the body of a constructor is like the body of a method (§8.4.7).

A return statement (§14.17) may be used in the body of a constructor if it does not include an expression.

### Example 8.8.7-1. Constructor Bodies

```java
class Point {
    int x, y;
    Point(int x, int y) { this.x = x; this.y = y; }
}
class ColoredPoint extends Point {
    static final int WHITE = 0, BLACK = 1;
    int color;
    ColoredPoint(int x, int y) {
        this(x, y, WHITE);
    }
    ColoredPoint(int x, int y, int color) {
        super(x, y);
        this.color = color;
    }
}
```

Here, the first constructor of ColoredPoint invokes the second, providing an additional argument; the second constructor of ColoredPoint invokes the constructor of its superclass Point, passing along the coordinates.

### 8.8.7.1 Explicit Constructor Invocations

#### ExplicitConstructorInvocation:

- `[TypeArguments] this ([ArgumentList]) ;`
- `[TypeArguments] super ([ArgumentList]) ;`
- `ExpressionName . [TypeArguments] super ([ArgumentList]) ;`
- `Primary . [TypeArguments] super ([ArgumentList]) ;`

The following productions from §4.5.1 and §15.12 are shown here for convenience:
Explicit constructor invocation statements are divided into two kinds:

- **Alternate constructor invocations** begin with the keyword `this` (possibly prefaced with explicit type arguments). They are used to invoke an alternate constructor of the same class.

- **Superclass constructor invocations** begin with either the keyword `super` (possibly prefaced with explicit type arguments) or a `Primary` expression or an `ExpressionName`. They are used to invoke a constructor of the direct superclass. They are further divided:
  - **Unqualified superclass constructor invocations** begin with the keyword `super` (possibly prefaced with explicit type arguments).
  - **Qualified superclass constructor invocations** begin with a `Primary` expression or an `ExpressionName`. They allow a subclass constructor to explicitly specify the newly created object's immediately enclosing instance with respect to the direct superclass (§8.1.3). This may be necessary when the superclass is an inner class.

An explicit constructor invocation statement in a constructor body may not refer to any instance variables or instance methods or inner classes declared in this class or any superclass, or use `this` or `super` in any expression; otherwise, a compile-time error occurs.

This prohibition on using the current instance explains why an explicit constructor invocation statement is deemed to occur in a static context (§8.1.3).

---

**If TypeArguments is present to the left of this or super, then it is a compile-time error if any of the type arguments are wildcards (§4.5.1).**

Let $c$ be the class being instantiated, and let $s$ be the direct superclass of $c$.

If a superclass constructor invocation statement is unqualified, then:

- If $s$ is an inner member class, but $s$ is not a member of a lexically enclosing type declaration of $c$, then a compile-time error occurs.

If a superclass constructor invocation statement is qualified, then:

- If $s$ is not an inner class, or if the declaration of $s$ occurs in a static context, then a compile-time error occurs.
• Otherwise, let \( p \) be the `Primary` expression or the `ExpressionName` immediately preceding `\texttt{.super}`, and let \( o \) be the immediately enclosing class of \( s \). It is a compile-time error if the type of \( p \) is not \( o \) or a subclass of \( o \), or if the type of \( p \) is not accessible (§6.6).

The exception types that an explicit constructor invocation statement can throw are specified in §11.2.2.

Evaluation of an alternate constructor invocation statement proceeds by first evaluating the arguments to the constructor, left-to-right, as in an ordinary method invocation; and then invoking the constructor.

Evaluation of a superclass constructor invocation statement proceeds as follows:

1. Let \( i \) be the instance being created. The immediately enclosing instance of \( i \) with respect to \( s \) (if any) must be determined:
   - If \( s \) is not an inner class, or if the declaration of \( s \) occurs in a static context, then no immediately enclosing instance of \( i \) with respect to \( s \) exists.
   - If the superclass constructor invocation is unqualified, then \( s \) is necessarily a local class or an inner member class.

   Let \( o \) be the immediately enclosing class of \( s \), and let \( n \) be an integer such that \( o \) is the \( n \)'th lexically enclosing type declaration of \( C \).

   The immediately enclosing instance of \( i \) with respect to \( s \) is the \( n \)'th lexically enclosing instance of `\texttt{this}`.

   - If the superclass constructor invocation is qualified, then the `Primary` expression or the `ExpressionName` immediately preceding `\texttt{.super}`, \( p \), is evaluated.

     If \( p \) evaluates to `null`, a `NullPointerException` is raised, and the superclass constructor invocation completes abruptly.

     Otherwise, the result of this evaluation is the immediately enclosing instance of \( i \) with respect to \( s \).

2. After determining the immediately enclosing instance of \( i \) with respect to \( s \) (if any), evaluation of the superclass constructor invocation statement proceeds by evaluating the arguments to the constructor, left-to-right, as in an ordinary method invocation; and then invoking the constructor.

3. Finally, if the superclass constructor invocation statement completes normally, then all instance variable initializers of \( c \) and all instance initializers of \( C \) are executed. If an instance initializer or instance variable initializer \( I \) textually
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precedes another instance initializer or instance variable initializer \( J \), then \( I \) is executed before \( J \).

Execution of instance variable initializers and instance initializers is performed regardless of whether the superclass constructor invocation actually appears as an explicit constructor invocation statement or is provided implicitly. (An alternate constructor invocation does not perform this additional implicit execution.)

Example 8.8.7.1-1. Restrictions on Explicit Constructor Invocation Statements

If the first constructor of ColoredPoint in the example from §8.8.7 were changed as follows:

```java
class Point {
    int x, y;
    Point(int x, int y) { this.x = x; this.y = y; }
}
class ColoredPoint extends Point {
    static final int WHITE = 0, BLACK = 1;
    int color;
    ColoredPoint(int x, int y) {
        this(x, y, color);  // Changed to color from WHITE
    }
    ColoredPoint(int x, int y, int color) {
        super(x, y);
        this.color = color;
    }
}
```

then a compile-time error would occur, because the instance variable `color` cannot be used by an explicit constructor invocation statement.

Example 8.8.7.1-2. Qualified Superclass Constructor Invocation

In the code below, ChildOfInner has no lexically enclosing type declaration, so an instance of ChildOfInner has no enclosing instance. However, the superclass of ChildOfInner (Inner) has a lexically enclosing type declaration (Outer), and an instance of Inner must have an enclosing instance of Outer. The enclosing instance of Outer is set when an instance of Inner is created. Therefore, when we create an instance of ChildOfInner, which is implicitly an instance of Inner, we must provide the enclosing instance of Outer via a qualified superclass invocation statement in ChildOfInner's constructor. The instance of Outer is called the immediately enclosing instance of ChildOfInner with respect to Inner.

```java
class Outer {
    class Inner {}
}
class ChildOfInner extends Outer.Inner {
    ChildOfInner() { (new Outer()).super(); }
Perhaps surprisingly, the same instance of `Outer` may serve as the immediately enclosing instance of `ChildOfInner` with respect to `Inner` for multiple instances of `ChildOfInner`. These instances of `ChildOfInner` are implicitly linked to the same instance of `Outer`. The program below achieves this by passing an instance of `Outer` to the constructor of `ChildOfInner`, which uses the instance in a qualified superclass constructor invocation statement. The rules for an explicit constructor invocation statement do not prohibit using formal parameters of the constructor that contains the statement.

```java
class Outer {
    int secret = 5;
    class Inner {
        int getSecret() { return secret; }
        void setSecret(int s) { secret = s; }
    }
}

class ChildOfInner extends Outer.Inner {
    ChildOfInner(Outer x) { x.super(); }
}

class Test {
    public static void main(String[] args) {
        Outer x = new Outer();
        ChildOfInner a = new ChildOfInner(x);
        ChildOfInner b = new ChildOfInner(x);
        System.out.println(b.getSecret());
        a.setSecret(6);
        System.out.println(b.getSecret());
    }
}
```

This program produces the output:

```
5
6
```

The effect is that manipulation of instance variables in the common instance of `Outer` is visible through references to different instances of `ChildOfInner`, even though such references are not aliases in the conventional sense.

### 8.8.8 Constructor Overloading

Overloading of constructors is identical in behavior to overloading of methods (§8.4.9). The overloading is resolved at compile time by each class instance creation expression (§15.9).
8.8.9 Default Constructor

If a class contains no constructor declarations, then a default constructor is implicitly declared. The form of the default constructor for a top level class, member class, or local class is as follows:

- The default constructor has the same accessibility as the class (§6.6).
- The default constructor has no formal parameters, except in a non-private inner member class, where the default constructor implicitly declares one formal parameter representing the immediately enclosing instance of the class (§8.8.1, §15.9.2, §15.9.3).
- The default constructor has no throws clauses.
- If the class being declared is the primordial class `Object`, then the default constructor has an empty body. Otherwise, the default constructor simply invokes the superclass constructor with no arguments.

The form of the default constructor for an anonymous class is specified in §15.9.5.1. It is a compile-time error if a default constructor is implicitly declared but the superclass does not have an accessible constructor that takes no arguments and has no `throws` clause.

Example 8.8.9-1. Default Constructors

The declaration:

```java
public class Point {
    int x, y;
}
```

is equivalent to the declaration:

```java
public class Point {
    int x, y;
    public Point() { super(); }
}
```

where the default constructor is public because the class `Point` is public.

Example 8.8.9-2. Accessibility of Constructors v. Classes

The rule that the default constructor of a class has the same accessibility as the class itself is simple and intuitive. Note, however, that this does not imply that the constructor is accessible whenever the class is accessible. Consider:

```java
package p1;
```
public class Outer {
    protected class Inner {}
}
package p2;
class SonOfOuter extends p1.Outer {
    void foo() {
        new Inner();  // compile-time access error
    }
}

The default constructor for Inner is protected. However, the constructor is protected relative to Inner, while Inner is protected relative to Outer. So, Inner is accessible in SonOfOuter, since it is a subclass of Outer. Inner's constructor is not accessible in SonOfOuter, because the class SonOfOuter is not a subclass of Inner! Hence, even though Inner is accessible, its default constructor is not.

8.8.10 Preventing Instantiation of a Class

A class can be designed to prevent code outside the class declaration from creating instances of the class by declaring at least one constructor, to prevent the creation of a default constructor, and by declaring all constructors to be private.

A public class can likewise prevent the creation of instances outside its package by declaring at least one constructor, to prevent creation of a default constructor with public access, and by declaring no constructor that is public.

Example 8.8.10-1. Preventing Instantiation via Constructor Accessibility

class ClassOnly {
    private ClassOnly() { }
    static String just = "only the lonely";
}

Here, the class ClassOnly cannot be instantiated, while in the following code:

package just;
public class PackageOnly {
    PackageOnly() { }
    String[] justDesserts = { "cheesecake", "ice cream" };
}

the class PackageOnly can be instantiated only within the package just, in which it is declared.

8.9 Enum Types

An enum declaration specifies a new enum type, a special kind of class type.
**EnumDeclaration:**

\{ClassModifier\} enum Identifier [Superinterfaces] EnumBody

It is a compile-time error if an enum declaration has the modifier `abstract` or `final`.

An enum declaration is implicitly `final` unless it contains at least one enum constant that has a class body (§8.9.1).

A nested enum type is implicitly `static`. It is permitted for the declaration of a nested enum type to redundantly specify the `static` modifier.

This implies that it is impossible to declare an enum type in the body of an inner class (§8.1.3), because an inner class cannot have `static` members except for constant variables.

**It is a compile-time error if the same keyword appears more than once as a modifier for an enum declaration.**

The direct superclass of an enum type $E$ is `Enum<E>` (§8.1.4).

An enum type has no instances other than those defined by its enum constants. It is a compile-time error to attempt to explicitly instantiate an enum type (§15.9.1).

The `final clone` method in `Enum` ensures that enum constants can never be cloned, and the special treatment by the serialization mechanism ensures that duplicate instances are never created as a result of deserialization. Reflective instantiation of enums is prohibited. Together, these four things ensure that no instances of an enum exist beyond those defined by the enum constants.

### 8.9.1 Enum Constants

The body of an enum declaration may contain `enum constants`. An enum constant defines an instance of the enum type.

**EnumBody:**

\{ [EnumConstantList] [,] [EnumBodyDeclarations] \}

**EnumConstantList:**

EnumConstant [, EnumConstant]

**EnumConstant:**

\{EnumConstantModifier\} Identifier [Arguments] [ClassBody]

**EnumConstantModifier:**

Annotation
Arguments:
  ( [ArgumentList] )

The following production from §15.9 is shown here for convenience:

ArgumentList:
  Expression , Expression

The rules for annotation modifiers on an enum constant declaration are specified in §9.7.4 and §9.7.5.

The Identifier in a EnumConstant may be used in a name to refer to the enum constant.

The scope and shadowing of an enum constant is specified in §6.3 and §6.4.

An enum constant may be followed by arguments, which are passed to the constructor of the enum when the constant is created during class initialization as described later in this section. The constructor to be invoked is chosen using the normal rules of overload resolution (§15.12.2). If the arguments are omitted, an empty argument list is assumed.

The optional class body of an enum constant implicitly defines an anonymous class declaration (§15.9.5) that extends the immediately enclosing enum type. The class body is governed by the usual rules of anonymous classes; in particular it cannot contain any constructors. Instance methods declared in these class bodies may be invoked outside the enclosing enum type only if they override accessible methods in the enclosing enum type (§8.4.8).

It is a compile-time error for the class body of an enum constant to declare an abstract method.

Because there is only one instance of each enum constant, it is permitted to use the == operator in place of the equals method when comparing two object references if it is known that at least one of them refers to an enum constant.

The equals method in Enum is a final method that merely invokes super.equals on its argument and returns the result, thus performing an identity comparison.

8.9.2 Enum Body Declarations

In addition to enum constants, the body of an enum declaration may contain constructor and member declarations as well as instance and static initializers.

EnumBodyDeclarations:
  ; {ClassBodyDeclaration}
The following productions from §8.1.6 are repeated here for convenience:

```
ClassBodyDeclaration:
  ClassMemberDeclaration
  InstanceInitializer
  StaticInitializer
  ConstructorDeclaration

ClassMemberDeclaration:
  FieldDeclaration
  MethodDeclaration
  ClassDeclaration
  InterfaceDeclaration
```

Any constructor or member declarations in the body of an enum declaration apply to the enum type exactly as if they had been present in the body of a normal class declaration, unless explicitly stated otherwise.

It is a compile-time error if a constructor declaration in an enum declaration is public or protected (§6.6).

It is a compile-time error if a constructor declaration in an enum declaration contains a superclass constructor invocation statement (§8.8.7.1).

It is a compile-time error to reference a static field of an enum type from constructors, instance initializers, or instance variable initializer expressions of the enum type, unless the field is a constant variable (§4.12.4).

It is a compile-time error for the constructors, instance initializers, or instance variable initializer expressions of an enum constant e to refer to e or to an enum constant of the same type that is declared to the right of e.

In an enum declaration, a constructor declaration with no access modifiers is private.

In an enum declaration with no constructor declarations, a default constructor is implicitly declared. The default constructor is private, has no formal parameters, and has no throws clause.

In practice, a compiler is likely to mirror the Enum type by declaring String and int parameters in the default constructor of an enum type. However, these parameters are not specified as "implicitly declared" because different compilers do not need to agree on the form of the default constructor. Only the compiler of an enum type knows how to instantiate the enum constants; other compilers can simply rely on the implicitly declared public static fields of the enum type (§8.9.3) without regard for how those fields were initialized.
It is a compile-time error if an enum declaration $E$ has an abstract method $m$ as a member, unless $E$ has at least one enum constant and all of $E$'s enum constants have class bodies that provide concrete implementations of $m$.

It is a compile-time error for an enum declaration to declare a finalizer (§12.6). An instance of an enum type may never be finalized.

**Example 8.9.2-1. Enum Body Declarations**

```java
class Coin {
    PENNY(1), NICKEL(5), DIME(10), QUARTER(25);
    Coin(int value) { this.value = value; }
    private final int value;
    public int value() { return value; }
}
```

Each enum constant arranges for a different value in the field `value`, passed in via a constructor. The field represents the value, in cents, of an American coin. Note that there are no restrictions on the parameters that may be declared by an enum type's constructor.

**Example 8.9.2-2. Restriction On Enum Constant Self-Reference**

Without the rule on static field access, apparently reasonable code would fail at run time due to the initialization circularity inherent in enum types. (A circularity exists in any class with a "self-typed" static field.) Here is an example of the sort of code that would fail:

```java
import java.util.Map;
import java.util.HashMap;
enum Color {
    RED, GREEN, BLUE;
    Color() { colorMap.put(toString(), this); }
    static final Map<String,Color> colorMap =
        new HashMap<String,Color>();
}
```

Static initialization of this enum would throw a NullPointerException because the static variable `colorMap` is uninitialized when the constructors for the enum constants run. The restriction above ensures that such code cannot be compiled. However, the code can easily be refactored to work properly:

```java
import java.util.Map;
import java.util.HashMap;
enum Color {
    RED, GREEN, BLUE;

    static final Map<String,Color> colorMap =
        new HashMap<String,Color>();
}
```
static {
    for (Color c : Color.values())
        colorMap.put(c.toString(), c);
}
}

The refactored version is clearly correct, as static initialization occurs top to bottom.

### 8.9.3 Enum Members

The members of an enum type \( E \) are all of the following:

- Members declared in the body of the declaration of \( E \).
- Members inherited from Enum<\( E \)>.
- For each enum constant \( c \) declared in the body of the declaration of \( E \), \( E \) has an implicitly declared \texttt{public static final} field of type \( E \) that has the same name as \( c \). The field has a variable initializer consisting of \( c \), and is annotated by the same annotations as \( c \).

These fields are implicitly declared in the same order as the corresponding enum constants, before any \texttt{static} fields explicitly declared in the body of the declaration of \( E \).

An enum constant is said to be \textit{created} when the corresponding implicitly declared field is initialized.

- The following implicitly declared methods:

    ```java
    /**
     * Returns an array containing the constants of this enum type, in the order they're declared. This method may be
     * used to iterate over the constants as follows:
     * *
     * for(E c : E.values())
     *     System.out.println(c);
     * *
     * @return an array containing the constants of this enum type, in the order they're declared
     */
    public static E[] values();
    ```

    ```java
    /**
     * Returns the enum constant of this type with the specified name.
     * The string must match exactly an identifier used to declare
     * an enum constant in this type. (Extraneous whitespace
     * characters are not permitted.)
     */
    ```

    ```java
    @Retention(RetentionPolicy.RUNTIME)
    @Target(ElementType.FIELD)
    @interface EnumValue {
        /**
         * Name of an enum value. This name must be exactly the
         * same as an identifier used to declare an enum constant
         * in this type.
         */
        String value();
    }
    ```

    ```java
    public class Color {
        public static final Color RED = new Color("red");
        public static final Color BLUE = new Color("blue");
    }
    ```
public static E valueOf(String name);

It follows that the declaration of enum type E cannot contain fields that conflict with the implicitly declared fields corresponding to E's enum constants, nor contain methods that conflict with implicitly declared methods or override final methods of class Enum<E>.

Example 8.9.3-1. Iterating Over Enum Constants With An Enhanced for Loop

```java
class Test {
    enum Season { WINTER, SPRING, SUMMER, FALL }

    public static void main(String[] args) {
        for (Season s : Season.values())
            System.out.println(s);
    }
}
```

This program produces the output:

```
WINTER
SPRING
SUMMER
FALL
```

Example 8.9.3-2. Switching Over Enum Constants

A switch statement (§14.11) is useful for simulating the addition of a method to an enum type from outside the type. This example "adds" a color method to the Coin type from §8.9.2, and prints a table of coins, their values, and their colors.

```java
class Test {
    enum CoinColor { COPPER, NICKEL, SILVER }

    static CoinColor color(Coin c) {
        switch (c) {
            case PENNY:
                return CoinColor.COPPER;
            case NICKEL:
                return CoinColor.NICKEL;
            case DIME: case QUARTER:
                return CoinColor.SILVER;
            default:
                throw new AssertionError("Unknown coin: " + c);
        }
    }

    public static void main(String[] args) {
```
for (Coin c : Coin.values())
    System.out.println(c + "\t" +
    c.value() + "\t" + color(c));
}
}

This program produces the output:

<table>
<thead>
<tr>
<th>Coin</th>
<th>Value</th>
<th>Color</th>
</tr>
</thead>
<tbody>
<tr>
<td>PENNY</td>
<td>1</td>
<td>COPPER</td>
</tr>
<tr>
<td>NICKEL</td>
<td>5</td>
<td>NICKEL</td>
</tr>
<tr>
<td>DIME</td>
<td>10</td>
<td>SILVER</td>
</tr>
<tr>
<td>QUARTER</td>
<td>25</td>
<td>SILVER</td>
</tr>
</tbody>
</table>

Example 8.9.3-3. Enum Constants with Class Bodies

enum Operation {
    PLUS {
        double eval(double x, double y) { return x + y; }
    },
    MINUS {
        double eval(double x, double y) { return x - y; }
    },
    TIMES {
        double eval(double x, double y) { return x * y; }
    },
    DIVIDED_BY {
        double eval(double x, double y) { return x / y; }
    }
    // Each constant supports an arithmetic operation
    abstract double eval(double x, double y);

    public static void main(String args[]) {
        double x = Double.parseDouble(args[0]);
        double y = Double.parseDouble(args[1]);
        for (Operation op : Operation.values())
            System.out.println(x + " " + op + " " + y +
                                " = " + op.eval(x, y));
    }
}

Class bodies attach behaviors to the enum constants. The program produces the output:

    java Operation 2.0 4.0
    2.0 PLUS 4.0 = 6.0
    2.0 MINUS 4.0 = -2.0
    2.0 TIMES 4.0 = 8.0
    2.0 DIVIDED_BY 4.0 = 0.5

This pattern is much safer than using a switch statement in the base type (Operation), as the pattern precludes the possibility of forgetting to add a behavior for a new constant (since the enum declaration would cause a compile-time error).
Example 8.9.3-4. Multiple Enum Types

In the following program, a playing card class is built atop two simple enums.

```java
import java.util.List;
import java.util.ArrayList;
class Card implements Comparable<Card>,
    java.io.Serializable {
    public enum Rank { DEUCE, THREE, FOUR, FIVE, SIX, SEVEN,
        EIGHT, NINE, TEN, JACK, QUEEN, KING, ACE }

    public enum Suit { CLUBS, DIAMONDS, HEARTS, SPADES }

    private final Rank rank;
    private final Suit suit;
    public Rank rank() { return rank; }
    public Suit suit() { return suit; }

    private Card(Rank rank, Suit suit) {
        if (rank == null || suit == null)
            throw new NullPointerException(rank + "", " + suit);
        this.rank = rank;
        this.suit = suit;
    }

    public String toString() { return rank + " of " + suit; }

    // Primary sort on suit, secondary sort on rank
    public int compareTo(Card c) {
        int suitCompare = suit.compareTo(c.suit);
        return (suitCompare != 0 ?
            suitCompare :
            rank.compareTo(c.rank));
    }

    private static final List<Card> prototypeDeck =
        new ArrayList<Card>(52);

    static {
        for (Suit suit : Suit.values())
            for (Rank rank : Rank.values())
                prototypeDeck.add(new Card(rank, suit));
    }

    // Returns a new deck
    public static List<Card> newDeck() {
        return new ArrayList<Card>(prototypeDeck);
    }
}
```
The following program exercises the Card class. It takes two integer parameters on the command line, representing the number of hands to deal and the number of cards in each hand:

```java
import java.util.List;
import java.util.ArrayList;
import java.util.Collections;
class Deal {
    public static void main(String args[]) {
        int numHands = Integer.parseInt(args[0]);
        int cardsPerHand = Integer.parseInt(args[1]);
        List<Card> deck = Card.newDeck();
        Collections.shuffle(deck);
        for (int i=0; i < numHands; i++)
            System.out.println(dealHand(deck, cardsPerHand));
    }

    /**
     * Returns a new ArrayList consisting of the last n
     * elements of deck, which are removed from deck.
     * The returned list is sorted using the elements'
     * natural ordering.
     */
    public static <E extends Comparable<E>>
    ArrayList<E> dealHand(List<E> deck, int n) {
        int deckSize = deck.size();
        List<E> handView = deck.subList(deckSize - n, deckSize);
        ArrayList<E> hand = new ArrayList<E>(handView);
        handView.clear();
        Collections.sort(hand);
        return hand;
    }
}
```

The program produces the output:

```
java Deal 4 3
[DEUCE of CLUBS, SEVEN of CLUBS, QUEEN of DIAMONDS]
[NINE of HEARTS, FIVE of SPADES, ACE of SPADES]
[THREE of HEARTS, SIX of HEARTS, TEN of SPADES]
[TEN of CLUBS, NINE of DIAMONDS, THREE of SPADES]
```
An interface declaration introduces a new reference type whose members are classes, interfaces, constants, and abstract methods. This type has no instance variables, and typically declares one or more abstract methods; otherwise unrelated classes can implement the interface by providing implementations for its abstract methods. Interfaces may not be directly instantiated.

A nested interface is any interface whose declaration occurs within the body of another class or interface.

A top level interface is an interface that is not a nested interface.

We distinguish between two kinds of interfaces - normal interfaces and annotation types.

This chapter discusses the common semantics of all interfaces - normal interfaces, both top level (§7.6) and nested (§8.5, §9.5), and annotation types (§9.6). Details that are specific to particular kinds of interfaces are discussed in the sections dedicated to these constructs.

Programs can use interfaces to make it unnecessary for related classes to share a common abstract superclass or to add methods to Object.

An interface may be declared to be a direct extension of one or more other interfaces, meaning that it implicitly inherits all the member types, instance methods, and constants of the interfaces it extends, except for any members that it may override or hide.

A class may be declared to directly implement one or more interfaces, meaning that any instance of the class implements all the abstract methods specified by the interface or interfaces. A class necessarily implements all the interfaces that its direct superclasses and direct superinterfaces do. This (multiple) interface inheritance allows objects to support (multiple) common behaviors without sharing a superclass.
9.1 Interface Declarations

An interface declaration specifies a new named reference type. There are two kinds of interface declarations - normal interface declarations and annotation type declarations (§9.6).

```
InterfaceDeclaration:
   NormalInterfaceDeclaration
   AnnotationTypeDeclaration

NormalInterfaceDeclaration:
   { InterfaceModifier } interface Identifier [TypeParameters]
   [ExtendsInterfaces] InterfaceBody
```

The `Identifier` in an interface declaration specifies the name of the interface.

It is a compile-time error if an interface has the same simple name as any of its enclosing classes or interfaces.

The scope and shadowing of an interface declaration is specified in §6.3 and §6.4.

9.1.1 Interface Modifiers

An interface declaration may include interface modifiers.

```
InterfaceModifier: one of
   Annotation public protected private
   abstract static strictfp
```

The rules for annotation modifiers on an interface declaration are specified in §9.7.4 and §9.7.5.

The access modifier `public` (§6.6) pertains to every kind of interface declaration.

The access modifiers `protected` and `private` pertain only to member interfaces whose declarations are directly enclosed by a class declaration (§8.5.1).
The modifier `static` pertains only to member interfaces (§8.5.1, §9.5), not to top level interfaces (§7.6).

It is a compile-time error if the same keyword appears more than once as a modifier for an interface declaration.

If two or more (distinct) interface modifiers appear in an interface declaration, then it is customary, though not required, that they appear in the order consistent with that shown above in the production for `InterfaceModifier`.

### 9.1.1.1 abstract Interfaces

Every interface is implicitly `abstract`.

This modifier is obsolete and should not be used in new programs.

### 9.1.1.2 strictfp Interfaces

The effect of the `strictfp` modifier is to make all `float` or `double` expressions within the interface declaration be explicitly FP-strict (§15.4).

This implies that all methods declared in the interface, and all nested types declared in the interface, are implicitly `strictfp`.

### 9.1.2 Generic Interfaces and Type Parameters

An interface is `generic` if it declares one or more type variables (§4.4).

These type variables are known as the `type parameters` of the interface. The type parameter section follows the interface name and is delimited by angle brackets.

The following productions from §8.1.2 and §4.4 are repeated here for convenience:

\[
\text{TypeParameters:} \\
\quad \langle \text{TypeParameterList} \rangle \\
\text{TypeParameterList:} \\
\quad \text{TypeParameter} \{ , \text{TypeParameter} \} \\
\text{TypeParameter:} \\
\quad \{ \text{TypeParameterModifier} \} \text{ Identifier } [\text{TypeBound}] \\
\text{TypeParameterModifier:} \\
\quad \text{Annotation} \\
\text{TypeBound:} \\
\quad \text{extends TypeVariable} \\
\quad \text{extends ClassOrInterfaceType} [\text{AdditionalBound}] \\
\]
The rules for annotation modifiers on a type parameter declaration are specified in §9.7.4 and §9.7.5.

In an interface's type parameter section, a type variable \( T \) directly depends on a type variable \( S \) if \( S \) is the bound of \( T \), while \( T \) depends on \( S \) if either \( T \) directly depends on \( S \) or \( T \) directly depends on a type variable \( U \) that depends on \( S \) (using this definition recursively). It is a compile-time error if a type variable in an interface's type parameter section depends on itself.

The scope and shadowing of an interface's type parameter is specified in §6.3.

It is a compile-time error to refer to a type parameter of an interface \( I \) anywhere in the declaration of a field or type member of \( I \).

A generic interface declaration defines a set of parameterized types (§4.5), one for each possible parameterization of the type parameter section by type arguments. All of these parameterized types share the same interface at run time.

### 9.1.3 Superinterfaces and Subinterfaces

If an extends clause is provided, then the interface being declared extends each of the other named interfaces and therefore inherits the member types, methods, and constants of each of the other named interfaces.

These other named interfaces are the direct superinterfaces of the interface being declared.

Any class that implements the declared interface is also considered to implement all the interfaces that this interface extends.

\[
\text{ExtendsInterfaces:} \\
\text{extends InterfaceTypeList}
\]

The following production from §8.1.5 is repeated here for convenience:

\[
\text{InterfaceTypeList:} \\
\text{InterfaceType}, \text{InterfaceType}
\]

Each InterfaceType in the extends clause of an interface declaration must name an accessible interface type (§6.6), or a compile-time error occurs.
If an InterfaceType has type arguments, it must denote a well-formed parameterized type (§4.5), and none of the type arguments may be wildcard type arguments, or a compile-time error occurs.

Given a (possibly generic) interface declaration $I<F_1,...,F_n>$ ($n \geq 0$), the direct superinterfaces of the interface type $I<F_1,...,F_n>$ are the types given in the extends clause of the declaration of $I$, if an extends clause is present.

Given a generic interface declaration $I<F_1,...,F_n>$ ($n > 0$), the direct superinterfaces of the parameterized interface type $I<T_1,...,T_n>$, where $T_i$ ($1 \leq i \leq n$) is a type, are all types $J<U_1 \theta,...,U_k \theta>$, where $J<U_1,...,U_k>$ is a direct superinterface of $I<F_1,...,F_n>$ and $\theta$ is the substitution $[F_1:=T_1,...,F_n:=T_n]$.

The superinterface relationship is the transitive closure of the direct superinterface relationship. An interface $K$ is a superinterface of interface $I$ if either of the following is true:

- $K$ is a direct superinterface of $I$.
- There exists an interface $J$ such that $K$ is a superinterface of $J$, and $J$ is a superinterface of $I$, applying this definition recursively.

Interface $I$ is said to be a subinterface of interface $K$ whenever $K$ is a superinterface of $I$.

While every class is an extension of class Object, there is no single interface of which all interfaces are extensions.

An interface $I$ directly depends on a type $T$ if $T$ is mentioned in the extends clause of $I$ either as a superinterface or as a qualifier within a superinterface name.

An interface $I$ depends on a reference type $T$ if any of the following conditions hold:

- $I$ directly depends on $T$.
- $I$ directly depends on a class $C$ that depends on $T$ (§8.1.5).
- $I$ directly depends on an interface $J$ that depends on $T$ (using this definition recursively).

It is a compile-time error if an interface depends on itself.

If circularly declared interfaces are detected at run time, as interfaces are loaded, then a ClassCircularityError is thrown (§12.2.1).
9.2 Interface Members

9.2.1 Interface Body and Member Declarations

The body of an interface may declare members of the interface, that is, fields (§9.3), methods (§9.4), classes (§9.5), and interfaces (§9.5).

```
InterfaceBody:
   { InterfaceMemberDeclaration }
```

```
InterfaceMemberDeclaration:
   ConstantDeclaration
   InterfaceMethodDeclaration
   ClassDeclaration
   InterfaceDeclaration
;  
```

The scope of a declaration of a member \( m \) declared in or inherited by an interface type \( I \) is specified in §6.3.

9.2 Interface Members

The members of an interface type are:

- Members declared in the body of the interface (§9.2.1).
- Members inherited from any direct superinterfaces (§9.1.3).
- If an interface has no direct superinterfaces, then the interface implicitly declares a public abstract member method \( m \) with signature \( s \), return type \( r \), and throws clause \( t \) corresponding to each public instance method \( m \) with signature \( s \), return type \( r \), and throws clause \( t \) declared in Object, unless an abstract method with the same signature, same return type, and a compatible throws clause is explicitly declared by the interface.

It is a compile-time error if the interface explicitly declares such a method \( m \) in the case where \( m \) is declared to be final in Object.

It is a compile-time error if the interface explicitly declares a method with a signature that is override-equivalent (§8.4.2) to a public method of Object, but which has a different return type, or an incompatible throws clause, or is not abstract.
The interface inherits, from the interfaces it extends, all members of those interfaces, except for fields, classes, and interfaces that it hides; abstract or default methods that it overrides (§9.4.1); and static methods.

Fields, methods, and member types of an interface type may have the same name, since they are used in different contexts and are disambiguated by different lookup procedures (§6.5). However, this is discouraged as a matter of style.

9.3 Field (Constant) Declarations

ConstantDeclaration:
   {ConstantModifier} UnannType VariableDeclaratorList ;

ConstantModifier: one of
   Annotation public
   static final

See §8.3 for UnannType. The following productions from §8.3 are repeated here for convenience:

VariableDeclaratorList:
   VariableDeclarator {, VariableDeclarator}

VariableDeclarator:
   VariableDeclaratorId [= VariableInitializer]

VariableDeclaratorId:
   Identifier { {Annotation} [ ]}

VariableInitializer:
   Expression
   ArrayInitializer

The rules for annotation modifiers on an interface field declaration are specified in §9.7.4 and §9.7.5.

Every field declaration in the body of an interface is implicitly public, static, and final. It is permitted to redundantly specify any or all of these modifiers for such fields.

If two or more (distinct) field modifiers appear in a field declaration, it is customary, though not required, that they appear in the order consistent with that shown above in the production for ConstantModifier.
It is a compile-time error if the same keyword appears more than once as a modifier for a field declaration.

It is a compile-time error for the body of an interface declaration to declare two fields with the same name.

The declared type of a field is denoted by the UnannType that appears in the field declaration, followed by any bracket pairs that follow the Identifier in the declarator.

If the interface declares a field with a certain name, then the declaration of that field is said to hide any and all accessible declarations of fields with the same name in superinterfaces of the interface.

It is possible for an interface to inherit more than one field with the same name. Such a situation does not in itself cause a compile-time error. However, any attempt within the body of the interface to refer to any such field by its simple name will result in a compile-time error, because such a reference is ambiguous.

There might be several paths by which the same field declaration might be inherited from an interface. In such a situation, the field is considered to be inherited only once, and it may be referred to by its simple name without ambiguity.

Example 9.3-1. Ambiguous Inherited Fields

If two fields with the same name are inherited by an interface because, for example, two of its direct superinterfaces declare fields with that name, then a single ambiguous member results. Any use of this ambiguous member will result in a compile-time error. In the program:

```java
interface BaseColors {
    int RED = 1, GREEN = 2, BLUE = 4;
}
interface RainbowColors extends BaseColors {
    int YELLOW = 3, ORANGE = 5, INDIGO = 6, VIOLET = 7;
}
interface PrintColors extends BaseColors {
    int YELLOW = 8, CYAN = 16, MAGENTA = 32;
}
interface LotsOfColors extends RainbowColors, PrintColors {
    int FUCHSIA = 17, VERMILION = 43, CHARTREUSE = RED+90;
}
```

the interface LotsOfColors inherits two fields named YELLOW. This is all right as long as the interface does not contain any reference by simple name to the field YELLOW. (Such a reference could occur within a variable initializer for a field.)
Even if interface `PrintColors` were to give the value 3 to `YELLOW` rather than the value 8, a reference to field `YELLOW` within interface `LotsOfColors` would still be considered ambiguous.

**Example 9.3-2. Multiply Inherited Fields**

If a single field is inherited multiple times from the same interface because, for example, both this interface and one of this interface's direct superinterfaces extend the interface that declares the field, then only a single member results. This situation does not in itself cause a compile-time error.

In the previous example, the fields `RED`, `GREEN`, and `BLUE` are inherited by interface `LotsOfColors` in more than one way, through interface `RainbowColors` and also through interface `PrintColors`, but the reference to field `RED` in interface `LotsOfColors` is not considered ambiguous because only one actual declaration of the field `RED` is involved.

### 9.3.1 Initialization of Fields in Interfaces

Every declarator in a field declaration of an interface must have a variable initializer, or a compile-time error occurs.

The initializer need not be a constant expression (§15.28).

It is a compile-time error if the initializer of an interface field uses the simple name of the same field or another field whose declaration occurs textually later in the same interface.

It is a compile-time error if the keyword `this` (§15.8.3) or the keyword `super` (§15.11.2, §15.12) occurs in the initializer of an interface field, unless the occurrence is within the body of an anonymous class (§15.9.5).

At run time, the initializer is evaluated and the field assignment performed exactly once, when the interface is initialized (§12.4.2). Note that interface fields that are constant variables (§4.12.4) are initialized before other interface fields. This also applies to static fields that are constant variables in classes (§8.3.2). Such fields will never be observed to have their default initial values (§4.12.5), even by devious programs.

**Example 9.3.1-1. Forward Reference to a Field**

```java
interface Test {
    float f = j;
    int   j = 1;
    int   k = k + 1;
}
```

This program causes two compile-time errors, because `j` is referred to in the initialization of `f` before `j` is declared, and because the initialization of `k` refers to `k` itself.
9.4 Method Declarations

AbstractMethodDeclaration:

\[
\text{\{AbstractMethodModifier\}\ [TypeParameters\]} \text{Result MethodDeclarator} \text{\{Throws\}}
\]

AbstractMethodModifier: one of

\[
\text{Annotation} \text{public} \text{abstract}
\]

InterfaceMethodDeclaration:

\[
\text{\{InterfaceMethodModifier\}\ [TypeParameters\]} \text{Result MethodDeclarator} \text{\{Throws\} MethodBody}
\]

InterfaceMethodModifier: one of

\[
\text{Annotation} \text{public} \text{abstract default static strictfp}
\]

The following productions from §8.4, §8.4.5, and §8.4.7 are repeated here for convenience:

Result:

\[
\text{UnannType}\ 
\text{void}
\]

MethodDeclarator:

\[
\text{Identifier} \ (\ [\text{FormalParameterList}] ) \ \{\ \{\text{Annotation}\} \ [ \ ]\}
\]

MethodBody:

\[
\text{Block}\ 
\}
\]

The rules for annotation modifiers on an interface method declaration are specified in §9.7.4 and §9.7.5.

Every method declaration in the body of an interface is implicitly public (§6.6). It is permitted, but discouraged as a matter of style, to redundantly specify the public modifier for a method declaration in an interface.

A default method is a method that is declared in an interface with the default modifier; its body is always represented by a block. It provides a default implementation for any class that implements the interface without overriding the method.

An interface can declare static methods, which are invoked without reference to a particular object.
It is a compile-time error to use the name of a type parameter of any surrounding declaration in the header or body of a static method of an interface.

The effect of the strictfp modifier is to make all float or double expressions within the body of a default or static method be explicitly FP-strict (§15.4).

An interface method lacking a default modifier or a static modifier is implicitly abstract, so its body is represented by a semicolon, not a block. It is permitted, but discouraged as a matter of style, to redundantly specify the abstract modifier for such a method declaration.

It is a compile-time error if the same keyword appears more than once as a modifier for a method declaration in an interface.

It is a compile-time error if a method declaration in an interface has the modifier static, because static methods cannot be abstract.

It is a compile-time error if a method is declared with more than one of the modifiers abstract, default, or static.

It is a compile-time error if an abstract method declaration contains the keyword strictfp.

It is a compile-time error if a method declaration in an interface has the modifier static, because static methods cannot be abstract.

It is a compile-time error if a method declaration in an interface has the modifier final, because final methods cannot be abstract.

It is a compile-time error if a method declaration in an interface lacks the modifier abstract.

A method in an interface may be generic. The rules for type parameters of a generic method in an interface are the same as for a generic method in a class (§8.4.4).

9.4.1 Inheritance and Overriding

An interface I inherits from its direct superinterfaces all abstract and default methods m for which all of the following are true:

- m is a member of a direct superinterface, J, of I.
• No method declared in \( I \) has a signature that is a subsignature (§8.4.2) of the signature of \( m \).

• There exists no method \( m' \) that is a member of a direct superinterface, \( J' \), of \( I \) (\( m \) distinct from \( m' \), \( J \) distinct from \( J' \)), such that \( m' \) overrides from \( J' \) the method \( m \).

An interface does not inherit static methods from its superinterfaces.

The third clause in the inheritance definition prevents a subinterface from re-inheriting a method that has already been overridden by another of its superinterfaces.

```java
interface I {
    default String name() { return "unnamed"; }
}
interface J extends I {
    default String name() { return getClass().getName(); }
}
interface K extends I {}

interface Child extends J, K {}
```

\( K \) inherits \( name() \) from \( I \), but \( Child \) inherits \( name() \) from \( J \), not \( K \). This is because \( name() \) from \( J \) overrides \( I\).name() \).

Note that methods are overridden on a signature-by-signature basis. If, for example, an interface declares two public methods with the same name (§9.4.2), and a subinterface overrides one of them, the subinterface still inherits the other method.

### 9.4.1.1 Overriding (by Instance Methods)

An instance method \( m_1 \), declared in or inherited by an interface \( I \), overrides from \( I \) another instance method, \( m_2 \), declared in interface \( J \), iff both of the following are true:

• \( I \) is a subinterface of \( J \).

• The signature of \( m_1 \) is a subsignature (§8.4.2) of the signature of \( m_2 \).

It is a compile-time error if an interface declares a static method whose signature is a subsignature of an instance method inherited from a superinterface.

The presence or absence of the `strictfp` modifier has absolutely no effect on the rules for overriding methods. For example, it is permitted for a method that is not FP-strict to override an FP-strict method and it is permitted for an FP-strict method to override a method that is not FP-strict.

An overridden default method can be accessed by using a method invocation expression (§15.12) that contains the keyword `super` qualified by a superinterface name.
9.4.1.2  Requirements in Overriding

The relationship between the return type of an interface method and the return types of any overridden interface methods is specified in §8.4.8.3.

The relationship between the `throws` clause of an interface method and the `throws` clauses of any overridden interface methods are specified in §8.4.8.3.

The relationship between the signature of an interface method and the signatures of overridden interface methods are specified in §8.4.8.3.

9.4.1.3  Inheriting Methods with Override-Equivalent Signatures

It is possible for an interface to inherit several methods with override-equivalent signatures (§8.4.2).

Such a situation does not in itself cause a compile-time error.

If an interface $I$ inherits a default method whose signature is override-equivalent with another method inherited by $I$, then a compile-time error occurs. (This is the case whether the other method is `abstract` or `default`.)

Otherwise, all the inherited methods are `abstract`, and the interface is considered to inherit all the methods.

One of the inherited methods must be return-type-substitutable for every other inherited method, or else a compile-time error occurs. (The `throws` clauses do not cause errors in this case.)

There might be several paths by which the same method declaration is inherited from an interface. This fact causes no difficulty and never, of itself, results in a compile-time error.

Naturally, when two different default methods with matching signatures are inherited by a subinterface, there is a behavioral conflict. We actively detect this conflict and notify the developer with an error, rather than waiting for the problem to arise when a concrete class is compiled. The error can be avoided by declaring a new method that overrides, and thus prevents the inheritance of, all conflicting methods.

Similarly, when an abstract and a default method with matching signatures are inherited, we produce an error. In this case, it would be possible to give priority to one or the other - perhaps we would assume that the default method provides a reasonable implementation for the abstract method, too. But this is risky, since other than the coincidental name and signature, we have no reason to believe that the default method behaves consistently with the abstract method's contract - the default method may not have even existed when the subinterface was originally developed. It is safer in this situation to ask the user to actively assert that the default implementation is appropriate (via an overriding declaration).
In contrast, the longstanding behavior for inherited concrete methods in classes is that they override abstract methods declared in interfaces (see §8.4.8). The same argument about potential contract violation applies here, but in this case there is an inherent imbalance between classes and interfaces. We prefer, in order to preserve the independent nature of class hierarchies, to minimize class-interface clashes by simply giving priority to concrete methods.

### 9.4.2 Overloading

If two methods of an interface (whether both declared in the same interface, or both inherited by an interface, or one declared and one inherited) have the same name but different signatures that are not override-equivalent (§8.4.2), then the method name is said to be over\textit{loaded}.

This fact causes no difficulty and never of itself results in a compile-time error. There is no required relationship between the return types or between the \texttt{throws} clauses of two methods with the same name but different signatures that are not override-equivalent.

**Example 9.4.2-1. Overloading an abstract Method Declaration**

```java
interface PointInterface {
    void move(int dx, int dy);
}
interface RealPointInterface extends PointInterface {
    void move(float dx, float dy);
    void move(double dx, double dy);
}
```

Here, the method named \texttt{move} is overloaded in interface \texttt{RealPointInterface} with three different signatures, two of them declared and one inherited. Any non-abstract class that implements interface \texttt{RealPointInterface} must provide implementations of all three method signatures.

### 9.4.3 Interface Method Body

A default method has a block body. This block of code provides an implementation of the method in the event that a class implements the interface but does not provide its own implementation of the method.

A \texttt{static} method also has a block body, which provides the implementation of the method.

It is a compile-time error if an interface method declaration is \texttt{abstract} (explicitly or implicitly) and has a block for its body.

It is a compile-time error if an interface method declaration is \texttt{default or static} and has a semicolon for its body.
It is a compile-time error if a default method is override-equivalent with a non-private method of the class `Object`, because any class implementing the interface will inherit its own implementation of the method.

It is a compile-time error for the body of a static method to attempt to reference the current object using the keyword `this` or the keyword `super`.

The rules for return statements in a method body are specified in §14.17.

If a method is declared to have a return type (§8.4.5), then a compile-time error occurs if the body of the method can complete normally (§14.1).

The prohibition against declaring one of the `Object` methods as a default method may be surprising. There are, after all, cases like `java.util.List` in which the behavior of `toString` and `equals` are precisely defined. The motivation becomes clearer, however, when some broader design decisions are understood:

- First, methods inherited from a superclass are allowed to override methods inherited from superinterfaces. So, every implementing class would automatically override an interface's `toString` default. This is longstanding behavior in the Java programming language. It is not something we wish to change with the design of default methods, because that would conflict with the goal of allowing interfaces to unobtrusively evolve, only providing default behavior when a class doesn't already have it through the class hierarchy.

- Second, interfaces do not inherit from `Object`. They merely implicitly declare many of the same methods as `Object` (§9.2). So, there is no common ancestor for the `toString` declared in `Object` and the `toString` declared in an interface. At best, if both were candidates for inheritance by a class, they would conflict. Working around this problem would require awkward commingling of the class and interface inheritance trees.

An interface is free, however, to define another method that provides behavior useful for classes that override the `Object` methods. For example, the `java.util.List` interface could declare an `elementString` method that produces the string described by the contract of `toString`; implementors of `toString` in classes could then delegate to this method.

9.5 Member Type Declarations

Interfaces may contain member type declarations (§8.5).

A member type declaration in an interface is implicitly public and static. It is permitted to redundantly specify either or both of these modifiers.

- It is a compile-time error if a member type declaration in an interface has the modifier protected or private.
- It is a compile-time error if the same keyword appears more than once as a modifier for a member type declaration in an interface.
If an interface declares a member type with a certain name, then the declaration of that type is said to hide any and all accessible declarations of member types with the same name in superinterfaces of the interface.

An interface inherits from its direct superinterfaces all the non-private member types of the superinterfaces that are both accessible to code in the interface and not hidden by a declaration in the interface.

An interface may inherit two or more type declarations with the same name. It is a compile-time error to attempt to refer to any ambiguously inherited class or interface by its simple name.

If the same type declaration is inherited from an interface by multiple paths, the class or interface is considered to be inherited only once; it may be referred to by its simple name without ambiguity.

### 9.6 Annotation Types

An annotation type declaration specifies a new annotation type, a special kind of interface type. To distinguish an annotation type declaration from a normal interface declaration, the keyword interface is preceded by an at-sign (@).

\[
\text{AnnotationTypeDeclaration:} \\
\{ \text{InterfaceModifier} \} @ \text{interface } \text{Identifier AnnotationTypeBody}
\]

Note that the at-sign (@) and the keyword interface are distinct tokens. It is possible to separate them with whitespace, but this is discouraged as a matter of style.

The rules for annotation modifiers on an annotation type declaration are specified in §9.7.4 and §9.7.5.

The Identifier in an annotation type declaration specifies the name of the annotation type.

It is a compile-time error if an annotation type has the same simple name as any of its enclosing classes or interfaces.

The direct superinterface of every annotation type is \text{java.lang.annotation.Annotation}.

By virtue of the \text{AnnotationTypeDeclaration} syntax, an annotation type declaration cannot be generic, and no extends clause is permitted.
A consequence of the fact that an annotation type cannot explicitly declare a superclass or superinterface is that a subclass or subinterface of an annotation type is never itself an annotation type. Similarly, `java.lang.annotation.Annotation` is not itself an annotation type.

An annotation type inherits several members from `java.lang.annotation.Annotation`, including the implicitly declared methods corresponding to the instance methods of `Object`, yet these methods do not define elements of the annotation type (§9.6.1).

Because these methods do not define elements of the annotation type, it is illegal to use them in annotations of that type (§9.7). Without this rule, we could not ensure that elements were of the types representable in annotations, or that accessor methods for them would be available.

Unless explicitly modified herein, all of the rules that apply to normal interface declarations apply to annotation type declarations.

For example, annotation types share the same namespace as normal class and interface types; and annotation type declarations are legal wherever interface declarations are legal, and have the same scope and accessibility.

### 9.6.1 Annotation Type Elements

The body of an annotation type may contain method declarations, each of which defines an element of the annotation type. An annotation type has no elements other than those defined by the methods it explicitly declares.

```
AnnotationTypeBody:
  { [AnnotationTypeMemberDeclaration] }  

AnnotationTypeMemberDeclaration:
  AnnotationTypeElementDeclaration
  ConstantDeclaration
  ClassDeclaration
  InterfaceDeclaration

;  

AnnotationTypeElementDeclaration:
  {AnnotationTypeElementModifier} UnannType Identifier ( ) { [ ]}  
  [DefaultValue] ;  
```
**AnnotationTypeElementModifier**: one of

  *Annotation* public
  abstract

By virtue of the *AnnotationTypeElementDeclaration* production, a method declaration in an annotation type declaration cannot have formal parameters, type parameters, or a *throws* clause.

By virtue of the *AnnotationTypeElementModifier* production, a method declaration in an annotation type declaration cannot be *default* or *static*. Thus, an annotation type cannot declare the same variety of methods as a normal interface type. Note that it is still possible for an annotation type to inherit a default method from its implicit superinterface, `java.lang.annotation.Annotation`, though no such default method exists as of Java SE 8.

By convention, the only *AnnotationTypeElementModifier* terms which should be present on an annotation type element are annotations.

The return type of a method declared in an annotation type must be one of the following, or a compile-time error occurs:

- A primitive type
- String
- `Class` or an invocation of `Class` (§4.5)
- An enum type
- An annotation type
- An array type whose component type is one of the preceding types (§10.1).

This rule precludes elements with nested array types, such as:

```java
@interface Verboten {
    String[][] value();
}
```

It is a compile-time error if any method declared in an annotation type has a signature that is override-equivalent to that of any public or protected method declared in class `Object` or in the interface `java.lang.annotation.Annotation`.

It is a compile-time error if an annotation type declaration `T` contains an element of type `T`, either directly or indirectly.

For example, this is illegal:

```java
@interface SelfRef { SelfRef value(); }
```
and so is this:

```java
@interface Ping { Pong value(); }
@interface Pong { Ping value(); }
```

An annotation type with no elements is called a *marker annotation type*.

An annotation type with one element is called a *single-element annotation type*.

By convention, the name of the sole element in a single-element annotation type is `value`. Linguistic support for this convention is provided by single-element annotations (§9.7.3).

**Example 9.6.1-1. Annotation Type Declaration**

The following annotation type declaration defines an annotation type with several elements:

```java
/**
 * Describes the "request-for-enhancement" (RFE)
 * that led to the presence of the annotated API element.
 */
@interface RequestForEnhancement {
    int id();        // Unique ID number associated with RFE
    String synopsis();  // Synopsis of RFE
    String engineer();  // Name of engineer who implemented RFE
    String date();      // Date RFE was implemented
}
```

**Example 9.6.1-2. Marker Annotation Type Declaration**

The following annotation type declaration defines a marker annotation type:

```java
/**
 * An annotation with this type indicates that the
 * specification of the annotated API element is
 * preliminary and subject to change.
 */
@interface Preliminary {} 
```

**Example 9.6.1-3. Single-Element Annotation Type Declarations**

The convention that a single-element annotation type defines an element called `value` is illustrated in the following annotation type declaration:

```java
/**
 * Associates a copyright notice with the annotated API element.
 */
@interface Copyright {
    String value();
}
```
The following annotation type declaration defines a single-element annotation type whose sole element has an array type:

```java
/**
 * Associates a list of endorsers with the annotated class.
 */
@interface Endorsers {
    String[] value();
}
```

The following annotation type declaration shows a `Class`-typed element whose value is constrained by a bounded wildcard:

```java
interface Formatter {}
// Designates a formatter to pretty-print the annotated class
@interface PrettyPrinter {
    Class<? extends Formatter> value();
}
```

The following annotation type declaration contains an element whose type is also an annotation type:

```java
/**
 * Indicates the author of the annotated program element.
 */
@interface Author {
    Name value();
}

/**
 * A person's name. This annotation type is not designed to be used directly to annotate program elements, but to define elements of other annotation types.
 */
@interface Name {
    String first();
    String last();
}
```

The grammar for annotation type declarations permits other element declarations besides method declarations. For example, one might choose to declare a nested enum for use in conjunction with an annotation type:

```java
@interface Quality {
    enum Level { BAD, INDIFFERENT, GOOD }
    Level value();
}
```
9.6.2 Defaults for Annotation Type Elements

An annotation type element may have a default value, specified by following the element's (empty) parameter list with the keyword default and an ElementValue (§9.7.1).

\[\text{DefaultValue:} \]
\[\text{default ElementValue}\]

It is a compile-time error if the type of the element is not commensurate (§9.7) with the default value specified.

Default values are not compiled into annotations, but rather applied dynamically at the time annotations are read. Thus, changing a default value affects annotations even in classes that were compiled before the change was made (assuming these annotations lack an explicit value for the defaulted element).

Example 9.6.2-1. Annotation Type Declaration With Default Values

Here is a refinement of the RequestForEnhancement annotation type from §9.6.1:

```java
@interface RequestForEnhancementDefault {
    int id();       // No default – must be specified in
    // each annotation
    String synopsis(); // No default – must be specified in
    // each annotation
    String engineer() default “[unassigned]”;
    String date() default “[unimplemented]”;}
```

9.6.3 Repeatable Annotation Types

An annotation type \( T \) is repeatable if its declaration is (meta-)annotated with an @Repeatable annotation (§9.6.4.8) whose value element indicates a containing annotation type of \( T \).

An annotation type \( TC \) is a containing annotation type of \( T \) if all of the following are true:

1. \( TC \) declares a value() method whose return type is \( T[] \).
2. Any methods declared by \( TC \) other than value() have a default value.
3. \( TC \) is retained for at least as long as \( T \), where retention is expressed explicitly or implicitly with the @Retention annotation (§9.6.4.2). Specifically:
• If the retention of $TC$ is java.lang.annotation.RetentionPolicy.SOURCE, then the retention of $T$ is java.lang.annotation.RetentionPolicy.SOURCE.

• If the retention of $TC$ is java.lang.annotation.RetentionPolicy.CLASS, then the retention of $T$ is either java.lang.annotation.RetentionPolicy.CLASS or java.lang.annotation.RetentionPolicy.SOURCE.

• If the retention of $TC$ is java.lang.annotation.RetentionPolicy.RUNTIME, then the retention of $T$ is java.lang.annotation.RetentionPolicy.SOURCE, java.lang.annotation.RetentionPolicy.CLASS, or java.lang.annotation.RetentionPolicy.RUNTIME.

4. $T$ is applicable to at least the same kinds of program element as $TC$ (§9.6.4.1). Specifically, if the kinds of program element where $T$ is applicable are denoted by the set $m_1$, and the kinds of program element where $TC$ is applicable are denoted by the set $m_2$, then each kind in $m_2$ must occur in $m_1$, except that:

• If the kind in $m_2$ is java.lang.annotation.ElementType.ANNOTATION_TYPE, then at least one of java.lang.annotation.ElementType.ANNOTATION_TYPE or java.lang.annotation.ElementType.TYPE or java.lang.annotation.ElementType.TYPE_USE must occur in $m_1$.

• If the kind in $m_2$ is java.lang.annotation.ElementType.TYPE, then at least one of java.lang.annotation.ElementType.TYPE or java.lang.annotation.ElementType.TYPE_USE must occur in $m_1$.

This clause implements the policy that an annotation type may be repeatable on only some of the kinds of program element where it is applicable.

5. If the declaration of $T$ has a (meta-)annotation that corresponds to java.lang.annotation.Documented, then the declaration of $TC$ must have a (meta-)annotation that corresponds to java.lang.annotation.Documented.

Note that it is permissible for $TC$ to be @Documented while $T$ is not @Documented.

6. If the declaration of $T$ has a (meta-)annotation that corresponds to java.lang.annotation.Inherited, then the declaration of $TC$ must have a (meta-)annotation that corresponds to java.lang.annotation.Inherited.

Note that it is permissible for $TC$ to be @Inherited while $T$ is not @Inherited.
It is a compile-time error if an annotation type $T$ is (meta-)annotated with an
@Repeatable annotation whose value element indicates a type which is not a
containing annotation type of $T$.

Example 9.6.3-1. Ill-formed Containing Annotation Type

Consider the following declarations:

```java
@Repeatable(FooContainer.class)
@interface Foo {}

@interface FooContainer { Object[] value(); }
```

Compiling the Foo declaration produces a compile-time error because Foo uses
@Repeatable to attempt to specify FooContainer as its containing annotation type, but
FooContainer is not in fact a containing annotation type of Foo. (The return type of
FooContainer.value() is not Foo[].)

The @Repeatable annotation cannot be repeated, so only one containing annotation
type can be specified by a repeatable annotation type.

Allowing more than one containing annotation type to be specified would cause an
undesirable choice at compile time, when multiple annotations of the repeatable annotation
type are logically replaced with a container annotation (§9.7.5).

An annotation type can be the containing annotation type of at most one annotation
type.

This is implied by the requirement that if the declaration of an annotation type $T$ specifies
a containing annotation type of $T_C$, then the value() method of $T_C$ has a return type
involving $T$, specifically $T[]$.

An annotation type cannot specify itself as its containing annotation type.

This is implied by the requirement on the value() method of the containing annotation
type. Specifically, if an annotation type $A$ specified itself (via @Repeatable) as its
containing annotation type, then the return type of $A$'s value() method would have to be
$A[]$; but this would cause a compile-time error since an annotation type cannot refer to itself
in its elements (§9.6.1). More generally, two annotation types cannot specify each other to
be their containing annotation types, because cyclic annotation type declarations are illegal.

An annotation type $T_C$ may be the containing annotation type of some annotation
type $T$ while also having its own containing annotation type $T_C$. That is, a
containing annotation type may itself be a repeatable annotation type.
Example 9.6.3-2. Restricting Where Annotations May Repeat

An annotation whose type declaration indicates a target of java.lang.annotation.ElementType.TYPE can appear in at least as many locations as an annotation whose type declaration indicates a target of java.lang.annotation.ElementType.ANNOTATION_TYPE. For example, given the following declarations of repeatable and containing annotation types:

```java
@Target(ElementType.TYPE)
@Repeatable(FooContainer.class)
@interface Foo {}

@Target(ElementType.ANNOTATION_TYPE)
@interface FooContainer {
    Foo[] value();
}
```

@Foo can appear on any type declaration while @FooContainer can appear on only annotation type declarations. Therefore, the following annotation type declaration is legal:

```java
@Foo @Foo
@interface X {}
```

while the following interface declaration is illegal:

```java
@Foo @Foo
interface X {}
```

More broadly, if Foo is a repeatable annotation type and FooContainer is its containing annotation type, then:

- If Foo has no @Target meta-annotation and FooContainer has no @Target meta-annotation, then @Foo may be repeated on any program element which supports annotations.
- If Foo has no @Target meta-annotation but FooContainer has an @Target meta-annotation, then @Foo may only be repeated on program elements where @FooContainer may appear.
- If Foo has an @Target meta-annotation, then in the judgment of the designers of the Java programming language, FooContainer must be declared with knowledge of theFoo's applicability. Specifically, the kinds of program element where FooContainer may appear must logically be the same as, or a subset of, Foo's kinds.

For example, if Foo is applicable to field and method declarations, then FooContainer may legitimately serve as Foo's containing annotation type if FooContainer is applicable to just field declarations (preventing @Foo from being repeated on method declarations). But if FooContainer is applicable only to formal parameter declarations, then FooContainer was a poor choice of containing annotation type by Foo because @FooContainer cannot be implicitly declared on some program elements where @Foo is repeated.
Similarly, if `Foo` is applicable to field and method declarations, then `FooContainer` cannot legitimately serve as `Foo`'s containing annotation type if `FooContainer` is applicable to field and parameter declarations. While it would be possible to take the intersection of the program elements and make `Foo` repeatable on field declarations only, the presence of additional program elements for `FooContainer` indicates that `FooContainer` was not designed as a containing annotation type for `Foo`. It would therefore be dangerous for `Foo` to rely on it.

**Example 9.6.3-3. A Repeatable Containing Annotation Type**

The following declarations are legal:

```java
// Foo: Repeatable annotation type
@Repeatable(FooContainer.class)
@interface Foo { int value(); }

// FooContainer: Containing annotation type of Foo
// Also a repeatable annotation type itself
@Repeatable(FooContainerContainer.class)
@interface FooContainer { Foo[] value(); }

// FooContainerContainer: Containing annotation type of FooContainer
@interface FooContainerContainer { FooContainer[] value(); }
```

Thus, an annotation whose type is a containing annotation type may itself be repeated:

```java
@FooContainer({@Foo(1)}) @FooContainer({@Foo(2)})
class A {}  
```

An annotation type which is both repeatable and containing is subject to the rules on mixing annotations of repeatable annotation type with annotations of containing annotation type (§9.7.5). For example, it is not possible to write multiple `@Foo` annotations alongside multiple `@FooContainer` annotations, nor is it possible to write multiple `@FooContainer` annotations alongside multiple `@FooContainerContainer` annotations. However, if the `FooContainerContainer` type was itself repeatable, then it would be possible to write multiple `@Foo` annotations alongside multiple `@FooContainerContainer` annotations.

### 9.6.4 Predefined Annotation Types

Several annotation types are predefined in the libraries of the Java SE platform. Some of these predefined annotation types have special semantics. These semantics are specified in this section. This section does not provide a complete specification for the predefined annotations contained here in; that is the role of the appropriate API specifications. Only those semantics that require special behavior on the part of a Java compiler or Java Virtual Machine implementation are specified here.
9.6.4.1 @Target

An annotation of type `java.lang.annotation.Target` is used on the declaration of an annotation type `T` to specify the contexts in which `T` is applicable. `java.lang.annotation.Target` has a single element, `value`, of type `java.lang.annotation.ElementType[]`, to specify contexts.

Annotation types may be applicable in declaration contexts, where annotations apply to declarations, or in type contexts, where annotations apply to types used in declarations and expressions.

There are eight declaration contexts, each corresponding to an enum constant of `java.lang.annotation.ElementType`:

1. Package declarations (§7.4.1)
   
   Corresponds to `java.lang.annotation.ElementType.PACKAGE`

2. Type declarations, *i.e.*, class, interface, enum, and annotation type declarations (§8.1.1, §9.1.1, §8.5, §9.5, §8.9, §9.6)
   
   Corresponds to `java.lang.annotation.ElementType.TYPE`
   
   Additionally, annotation type declarations correspond to `java.lang.annotation.ElementType.ANNOTATION_TYPE`

3. Method declarations (including elements of annotation types) (§8.4.3, §9.4, §9.6.1)
   
   Corresponds to `java.lang.annotation.ElementType.METHOD`

4. Constructor declarations (§8.8.3)
   
   Corresponds to `java.lang.annotation.ElementType.CONSTRUCTOR`

5. Type parameter declarations of generic classes, interfaces, methods, and constructors (§8.1.2, §9.1.2, §8.4.4, §8.8.4)
   
   Corresponds to `java.lang.annotation.ElementType.TYPE_PARAMETER`

6. Field declarations (including enum constants) (§8.3.1, §9.3, §8.9.1)
   
   Corresponds to `java.lang.annotation.ElementType.FIELD`

7. Formal and exception parameter declarations (§8.4.1, §9.4, §14.20)
   
   Corresponds to `java.lang.annotation.ElementType.PARAMETER`

Corresponds to `java.lang.annotation.ElementType.LOCAL_VARIABLE`

There are 15 type contexts (§4.11), all represented by the enum constant `TYPE_USE` of `java.lang.annotation.ElementType`.

It is a compile-time error if the same enum constant appears more than once in the value element of an annotation of type `java.lang.annotation.Target`.

If an annotation of type `java.lang.annotation.Target` is not present on the declaration of an annotation type `T`, then `T` is applicable in all declaration contexts except type parameter declarations, and in no type contexts.

These contexts are the syntactic locations where annotations were allowed in Java SE 7.

9.6.4.2 @Retention

Annotations may be present only in source code, or they may be present in the binary form of a class or interface. An annotation that is present in the binary form may or may not be available at run time via the reflection libraries of the Java SE platform. The annotation type `java.lang.annotation.Retention` is used to choose among these possibilities.

If an annotation `a` corresponds to a type `T`, and `T` has a (meta-)annotation `m` that corresponds to `java.lang.annotation.Retention`, then:

- If `m` has an element whose value is `java.lang.annotation.RetentionPolicy.SOURCE`, then a Java compiler must ensure that `a` is not present in the binary representation of the class or interface in which `a` appears.

- If `m` has an element whose value is `java.lang.annotation.RetentionPolicy.CLASS` or `java.lang.annotation.RetentionPolicy.RUNTIME`, then a Java compiler must ensure that `a` is represented in the binary representation of the class or interface in which `a` appears, unless `m` annotates a local variable declaration. An annotation on a local variable declaration is never retained in the binary representation.

In addition, if `m` has an element whose value is `java.lang.annotation.RetentionPolicy.RUNTIME`, the reflection libraries of the Java SE platform must make `a` available at run time.

If `T` does not have a (meta-)annotation `m` that corresponds to `java.lang.annotation.Retention`, then a Java compiler must treat `T` as if
it does have such a meta-annotation \( m \) with an element whose value is 
\( \text{java.lang.annotation.RetentionPolicy.CLASS} \).

9.6.4.3 \texttt{@Inherited}

The annotation type \( \text{java.lang.annotation.Inherited} \) is used to indicate that annotations on a class \( C \) corresponding to a given annotation type are inherited by subclasses of \( C \).

9.6.4.4 \texttt{@Override}

Programmers occasionally overload a method declaration when they mean to override it, leading to subtle problems. The annotation type \texttt{Override} supports early detection of such problems.

The classic example concerns the \texttt{equals} method. Programmers write the following in class \texttt{Foo}:

\begin{verbatim}
public boolean equals(Foo that) { ... }
\end{verbatim}

when they mean to write:

\begin{verbatim}
public boolean equals(Object that) { ... }
\end{verbatim}

This is perfectly legal, but class \texttt{Foo} inherits the \texttt{equals} implementation from \texttt{Object}, which can cause some very subtle bugs.

If a method declaration is annotated with the annotation \texttt{@Override}, but the method does not override or implement a method declared in a supertype, or is not override-equivalent to a \texttt{public} method of \texttt{Object}, a compile-time error occurs.

This behavior differs from Java SE 5.0, where \texttt{@Override} only caused a compile-time error if applied to a method that implemented a method from a superinterface that was not also present in a superclass.

The clause about overriding a \texttt{public} method is motivated by use of \texttt{@Override} in an interface. Consider the following type declarations:

\begin{verbatim}
class Foo     { @Override public int hashCode() { .. } }
interface Bar { @Override int hashCode(); }
\end{verbatim}

The use of \texttt{@Override} in the class declaration is legal by the first clause, because \texttt{Foo.hashCode} overrides \texttt{Object.hashCode} (§8.4.8).

For the interface declaration, consider that while an interface does not have \texttt{Object} as a supertype, an interface does have \texttt{public abstract} members that correspond to the \texttt{public members of Object} (§9.2). If an interface chooses to declare them explicitly (i.e.
to declare members that are override-equivalent to public methods of Object), then the interface is deemed to override them (§8.4.8), and use of @Override is allowed.

However, consider an interface that attempts to use @Override on a clone method: (finalize could also be used in this example)

```java
interface Quux { @Override Object clone(); }
```

Because Object.clone is not public, there is no member called clone implicitly declared in Quux. Therefore, the explicit declaration of clone in Quux is not deemed to "implement" any other method, and it is erroneous to use @Override. (The fact that Quux.clone is public is not relevant.)

In contrast, a class declaration that declares clone is simply overriding Object.clone, so is able to use @Override:

```java
class Beep { @Override protected Object clone() {..} }
```

9.6.4.5 @SuppressWarnings

Java compilers are increasingly capable of issuing helpful "lint-like" warnings. To encourage the use of such warnings, there should be some way to disable a warning in a part of the program when the programmer knows that the warning is inappropriate.

The annotation type SuppressWarnings supports programmer control over warnings otherwise issued by a Java compiler. It contains a single element that is an array of String.

If a program declaration is annotated with the annotation @SuppressWarnings(value = {S₁, ..., Sₖ}), then a Java compiler must not report any warning identified by one of S₁ ... Sₖ if that warning would have been generated as a result of the annotated declaration or any of its parts.

Unchecked warnings are identified by the string "unchecked".

Compiler vendors should document the warning names they support in conjunction with this annotation type. Vendors are encouraged to cooperate to ensure that the same names work across multiple compilers.

9.6.4.6 @Deprecated

A program element annotated @Deprecated is one that programmers are discouraged from using, typically because it is dangerous, or because a better alternative exists.
A Java compiler must produce a deprecation warning when a type, method, field, or constructor whose declaration is annotated with `@Deprecated` is used (overridden, invoked, or referenced by name) in a construct which is explicitly or implicitly declared, unless:

- The use is within an entity that is itself annotated with the annotation `@Deprecated`; or
- The use is within an entity that is annotated to suppress the warning with the annotation `@SuppressWarnings("deprecation");` or
- The use and declaration are both within the same outermost class.

Use of the `@Deprecated` annotation on a local variable declaration or on a parameter declaration has no effect.

The only implicitly declared construct that can cause a deprecation warning is a container annotation (§9.7.5). Namely, if `T` is a repeatable annotation type and `TC` is its containing annotation type, and `TC` is deprecated, then repeating the `@T` annotation will cause a deprecation warning. The warning is due to the implicit `@TC` container annotation. It is strongly discouraged to deprecate a containing annotation type without deprecating the corresponding repeatable annotation type.

9.6.4.7  `@SafeVarargs`

A variable arity parameter with a non-reifiable element type (§4.7) can cause heap pollution (§4.12.2) and give rise to compile-time unchecked warnings (§5.1.9). Such warnings are uninformative if the body of the variable arity method is well-behaved with respect to the variable arity parameter.

The annotation type `SafeVarargs`, when used to annotate a method or constructor declaration, makes a programmer assertion that prevents a Java compiler from reporting unchecked warnings for the declaration or invocation of a variable arity method or constructor where the compiler would otherwise do so due to the variable arity parameter having a non-reifiable element type.

The annotation `@SafeVarargs` has non-local effects because it suppresses unchecked warnings at method invocation expressions in addition to an unchecked warning pertaining to the declaration of the variable arity method itself (§8.4.1). In contrast, the annotation `@SuppressWarnings("unchecked")` has local effects because it only suppresses unchecked warnings pertaining to the declaration of a method.

The canonical target for `@SafeVarargs` is a method like `java.util.Collections.addAll`, whose declaration starts with:

```java
public static <T> boolean
    addAll(Collection<? super T> c, T... elements)
```
The variable arity parameter has declared type $T[]$, which is non-reifiable. However, the method fundamentally just reads from the input array and adds the elements to a collection, both of which are safe operations with respect to the array. Therefore, any compile-time unchecked warnings at method invocation expressions for `java.util.Collections.addAll` are arguably spurious and uninformative. Applying `@SafeVarargs` to the method declaration prevents generation of these unchecked warnings at the method invocation expressions.

It is a compile-time error if a fixed arity method or constructor declaration is annotated with the annotation `@SafeVarargs`.

It is a compile-time error if a variable arity method declaration that is neither `static` nor `final` is annotated with the annotation `@SafeVarargs`.

Since `@SafeVarargs` is only applicable to `static` methods, `final` instance methods, and constructors, the annotation is not usable where method overriding occurs. Annotation inheritance only works on classes (not methods, interfaces, or constructors), so an `@SafeVarargs`-style annotation cannot be passed through instance methods in classes or through interfaces.

9.6.4.8  `@Repeatable`

The annotation type `java.lang.annotation.Repeatable` is used on the declaration of a `repeatable annotation type` to indicate its containing annotation type (§9.6.3).

Note that an `@Repeatable` meta-annotation on the declaration of $T$, indicating $TC$, is not sufficient to make $TC$ the containing annotation type of $T$. There are numerous well-formedness rules for $TC$ to be considered the containing annotation type of $T$.

9.6.4.9  `@FunctionalInterface`

The annotation type `FunctionalInterface` is used to indicate that an interface is meant to be a functional interface (§9.8). It facilitates early detection of inappropriate method declarations appearing in or inherited by an interface that is meant to be functional.

It is a compile-time error if an interface declaration is annotated with `@FunctionalInterface` but is not, in fact, a functional interface.

Because some interfaces are functional incidentally, it is not necessary or desirable that all declarations of functional interfaces be annotated with `@FunctionalInterface`. 
9.7 Annotations

An annotation is a marker which associates information with a program construct, but has no effect at run time. An annotation denotes a specific invocation of an annotation type (§9.6) and usually provides values for the elements of that type.

There are three kinds of annotations. The first kind is the most general, while the other kinds are merely shorthands for the first kind.

\[
\text{Annotation:} \\
\text{NormalAnnotation} \\
\text{MarkerAnnotation} \\
\text{SingleElementAnnotation}
\]

Normal annotations are described in §9.7.1, marker annotations in §9.7.2, and single element annotations in §9.7.3. Annotations may appear at various syntactic locations in a program, as described in §9.7.4. The number of annotations of the same type that may appear at a location is determined by their type, as described in §9.7.5.

It is a compile-time error if a declaration is annotated with more than one annotation for a given annotation type.

9.7.1 Normal Annotations

A normal annotation specifies the name of an annotation type and optionally a list of comma-separated \textit{element-value pairs}. Each pair contains an \textit{element value} that is associated with an element of the annotation type (§9.6.1).

\[
\text{NormalAnnotation:} \\
@ \text{TypeName} \ ( [ \text{ElementValuePairList} ] )
\]

\[
\text{ElementValuePairList:} \\
\text{ElementValuePair} \ , \ \text{ElementValuePair}
\]

\[
\text{ElementValuePair:} \\
\text{Identifier} = \text{ElementValue}
\]

\[
\text{ElementValue:} \\
\text{ConditionalExpression} \\
\text{ElementValueArrayInitializer} \\
\text{Annotation}
\]
ElementValueArrayInitializer:
    { ElementValueList [, ] }

ElementValueList:
    ElementValue { , ElementValue }

Note that the at-sign (\@) is a token unto itself (§3.11). It is possible to put whitespace between it and the TypeName, but this is discouraged as a matter of style.

The TypeName specifies the annotation type corresponding to the annotation. The annotation is said to be "of" that type.

It is a compile-time error if TypeName does not specify an annotation type that is accessible (§6.6) at the point where the annotation appears.

The Identifier in an element-value pair must be the simple name of one of the elements (i.e. methods) of the annotation type, or a compile-time error occurs.

The return type of this method defines the element type of the element-value pair.

If the element type is an array type, then it is not required to use curly braces to specify the element value of the element-value pair. If the element value is not an ElementValueArrayInitializer, then an array value whose sole element is the element value is associated with the element. If the element value is an ElementValueArrayInitializer, then the array value represented by the ElementValueArrayInitializer is associated with the element.

It is a compile-time error if the element type is not commensurate with the element value. An element type \( \tau \) is commensurate with an element value \( v \) if and only if one of the following conditions is true:

- \( \tau \) is an array type \( E[\ ] \), and either:
  - If \( v \) is a ConditionalExpression or an Annotation, then \( v \) is commensurate with \( E \); or
  - If \( v \) is an ElementValueArrayInitializer, then each element value that \( v \) contains is commensurate with \( E \).

An ElementValueArrayInitializer is similar to a normal array initializer (§10.6), except that an ElementValueArrayInitializer may syntactically contain annotations as well as expressions and nested initializers. However, nested initializers are not semantically legal in an ElementValueArrayInitializer because they are never commensurate with array-typed elements in annotation type declarations (nested array types not permitted).

- \( \tau \) is not an array type, and the type of \( v \) is assignment compatible (§5.2) with \( \tau \), and:
– If \( T \) is a primitive type or \texttt{String}, then \( V \) is a constant expression (§15.28).
– If \( T \) is \texttt{Class} or an invocation of \texttt{Class} (§4.5), then \( V \) is a class literal (§15.8.2).
– If \( T \) is an enum type (§8.9), then \( V \) is an enum constant (§8.9.1).
– \( V \) is not \texttt{null}.

Note that if \( T \) is not an array type or an annotation type, the element value must be a \texttt{ConditionalExpression} (§15.25). The use of \texttt{ConditionalExpression} rather than a more general production like \texttt{Expression} is a syntactic trick to prevent assignment expressions as element values. Since an assignment expression is not a constant expression, it cannot be a commensurate element value for a primitive or \texttt{String}-typed element.

An \texttt{ElementValue} is always FP-strict (§15.4).

Formally, it is invalid to speak of an \texttt{ElementValue} as FP-strict (§15.4) because it might be an annotation or a class literal. Still, we can speak informally of \texttt{ElementValue} as FP-strict when it is either a constant expression or an array of constant expressions or an annotation whose element values are (recursively) found to be constant expressions; after all, every constant expression is FP-strict.

A normal annotation must contain an element-value pair for every element of the corresponding annotation type, except for those elements with default values, or a compile-time error occurs.

A normal annotation may, but is not required to, contain element-value pairs for elements with default values.

It is customary, though not required, that element-value pairs in an annotation are presented in the same order as the corresponding elements in the annotation type declaration.

An annotation on an annotation type declaration is known as a \textit{meta-annotation}.

An annotation of type \( T \) may appear as a meta-annotation on the declaration of type \( T \) itself. More generally, circularities in the transitive closure of the "annotates" relation are permitted.

For example, it is legal to annotate the declaration of an annotation type \( S \) with a meta-annotation of type \( T \), and to annotate \( T \)'s own declaration with a meta-annotation of type \( S \). The pre-defined annotation types contain several such circularities.

\textbf{Example 9.7.1-1. Normal Annotations}

Here is an example of a normal annotation using the annotation type from §9.6.1:

\begin{verbatim}
@RequestForEnhancement(
    id = 2868724,
\end{verbatim}
synopsis = "Provide time-travel functionality",
engineer = "Mr. Peabody",
date = "4/1/2004"
)
public static void travelThroughTime(Date destination) { ... }

Here is an example of a normal annotation that takes advantage of default values, using the annotation type from §9.6.2:

@RequestForEnhancement(
  id = 4561414,
  synopsis = "Balance the federal budget"
)
public static void balanceFederalBudget() {
  throw new UnsupportedOperationException("Not implemented");

9.7.2 Marker Annotations

A marker annotation is a shorthand designed for use with marker annotation types (§9.6.1).

MarkerAnnotation:
@ TypeName

It is shorthand for the normal annotation:

@ TypeName()

It is legal to use marker annotations for annotation types with elements, so long as all the elements have default values (§9.6.2).

Example 9.7.2-1. Marker Annotations

Here is an example using the Preliminary marker annotation type from §9.6.1:

@Preliminary public class TimeTravel { ... }

9.7.3 Single-Element Annotations

A single-element annotation, is a shorthand designed for use with single-element annotation types (§9.6.1).

SingleElementAnnotation:
@ TypeName ( ElementValue )
It is shorthand for the normal annotation:

```java
@TypeName(value = ElementValue)
```

It is legal to use single-element annotations for annotation types with multiple elements, so long as one element is named `value` and all other elements have default values (§9.6.2).

Example 9.7.3-1. Single-Element Annotations

The following annotations all use the single-element annotation types from §9.6.1.

Here is an example of a single-element annotation:

```java
@Copyright("2002 Yoyodyne Propulsion Systems, Inc.")
public class OscillationOverthruster { ... }
```

Here is an example of an array-valued single-element annotation:

```java
@Endorsers({"Children", "Unscrupulous dentists"})
public class Lollipop { ... }
```

Here is an example of a single-element array-valued single-element annotation: (note that the curly braces are omitted)

```java
@Endorsers("Epicurus")
public class Pleasure { ... }
```

Here is an example of a single-element annotation with a `Class`-typed element whose value is constrained by a bounded wildcard.

```java
class GorgeousFormatter implements Formatter { ... }
@PrettyPrinter(GorgeousFormatter.class)
public class Petunia { ... }
```

// Illegal; String is not a subtype of Formatter

```java
@PrettyPrinter(String.class)
public class Begonia { ... }
```

Here is an example with of a single-element annotation that contains a normal annotation:

```java
@Author(@Name(first = "Joe", last = "Hacker"))
public class BitTwiddle { ... }
```

Here is an example of a single-element annotation that uses an enum type defined inside the annotation type:

```java
@Quality(Quality.Level.GOOD)
```
9.7.4 Where Annotations May Appear

A declaration annotation is an annotation that applies to a declaration, and whose own type is applicable in the declaration context (§9.6.4.1) represented by that declaration.

A type annotation is an annotation that applies to a type (or any part of a type), and whose own type is applicable in type contexts (§4.11).

For example, given the field declaration:

```java
@Foo int f;
```

@Foo is a declaration annotation on `f` if `Foo` is meta-annotated by `@Target(ElementType.FIELD)`, and a type annotation on `int` if `Foo` is meta-annotated by `@Target(ElementType.TYPE_USE)`. It is possible for `@Foo` to be both a declaration annotation and a type annotation simultaneously.

Type annotations can apply to an array type or any component type thereof. For example, assuming that `A`, `B`, and `C` are annotation types meta-annotated with `@Target(ElementType.TYPE_USE)`, then given the field declaration:

```java
@C int @A [] @B [] f;
```

@A applies to the array type `int[][]`, @B applies to its component type `int[]`, and @C applies to the element type `int`.

An important property of this syntax is that, in two declarations that differ only in the number of array levels, the annotations to the left of the type refer to the same type. For example, @C applies to the type `int` in all of the following declarations:

```java
@C int f;
@C int[] f;
@C int[][] f;
```

It is customary, though not required, to place annotations before all other modifiers.

It is possible for an annotation to appear at a syntactic location in a program where it could plausibly apply to a declaration, or a type, or both. This can happen in any of the five declaration contexts where modifiers immediately precede the type of the declared entity:

- Method declarations (including elements of annotation types)
- Constructor declarations
• Field declarations (including enum constants)
• Formal and exception parameter declarations
• Local variable declarations (including loop variables of for statements and resource variables of try-with-resources statements)

The grammar of the Java programming language unambiguously treats annotations at these locations as modifiers for a declaration (§8.3), but that is purely a syntactic matter. Whether an annotation applies to a declaration or to the type of the declared entity - and thus, whether the annotation is a declaration annotation or a type annotation - depends on the applicability of the annotation's type:

• If the annotation's type is applicable in the declaration context corresponding to the declaration, and not in type contexts, then the annotation is deemed to apply only to the declaration.

• If the annotation's type is applicable in type contexts, and not in the declaration context corresponding to the declaration, then the annotation is deemed to apply only to the type which is closest to the annotation.

• If the annotation's type is applicable in the declaration context corresponding to the declaration and in type contexts, then the annotation is deemed to apply to both the declaration and the type which is closest to the annotation.

Local variable declarations are similar to formal parameter declarations of lambda expressions, in that both allow declaration annotations and type annotations in source code, but only the type annotations can be stored in the class file.

There are two special cases involving method/constructor declarations:

• If an annotation appears before a constructor declaration and is deemed to apply to the type which is closest to the annotation, that type is the type of the newly constructed object. The type of the newly constructed object is the fully qualified name of the type immediately enclosing the constructor declaration. Within that fully qualified name, the annotation applies to the simple type name indicated by the constructor declaration.

• If an annotation appears before a void method declaration and is deemed to apply only to the type which is closest to the annotation, a compile-time error occurs.

It is a compile-time error if an annotation of type \( \tau \) is syntactically a modifier for:

• a package declaration, but \( \tau \) is not applicable to package declarations.
• a class, interface, or enum declaration, but \( T \) is not applicable to type declarations or type contexts; or an annotation type declaration, but \( T \) is not applicable to annotation type declarations or type declarations or type contexts.

• a method declaration (including an element of an annotation type), but \( T \) is not applicable to method declarations or type contexts.

• a constructor declaration, but \( T \) is not applicable to constructor declarations or type contexts.

• a type parameter declaration of a generic class, interface, method, or constructor, but \( T \) is not applicable to type parameter declarations or type contexts.

• a field declaration (including an enum constant), but \( T \) is not applicable to field declarations or type contexts.

• a formal or exception parameter declaration, but \( T \) is not applicable to either formal and exception parameter declarations or type contexts.

• a receiver parameter, but \( T \) is not applicable to type contexts.

• a local variable declaration (including a loop variable of a \texttt{for} statement or a resource variable of a \texttt{try}-with-resources statement), but \( T \) is not applicable to local variable declarations or type contexts.

Note that most of the clauses above mention "... or type contexts", because even if an annotation does not apply to the declaration, it may still apply to the type of the declared entity.

A type annotation is \textit{admissible} if both of the following hold:

• The simple name to which the annotation is closest is classified as a \texttt{TypeName}, not a \texttt{PackageName}.

• If the simple name to which the annotation is closest is followed by "." and another \texttt{TypeName} - that is, the annotation appears as @\texttt{Foo} \texttt{T.U} - then \texttt{U} denotes an inner class of \texttt{T}.

The intuition behind the second clause is that if \texttt{Outer.this} is legal in a nested class enclosed by \texttt{Outer}, then \texttt{Outer} may be annotated because it represents the type of some object at run time. On the other hand, if \texttt{Outer.this} is not legal - because the class where it appears has no enclosing instance of \texttt{Outer} at run time - then \texttt{Outer} may not be annotated because it is logically just a name, akin to components of a package name in a fully qualified type name.

For example, in the following program, it is not possible to write \texttt{A.this} in the body of \texttt{B}, as \texttt{B} has no lexically enclosing instances (8.5.1). Therefore, it is not possible to apply @\texttt{Foo} to \texttt{A} in the type \texttt{A.B}, because \texttt{A} is logically just a name, not a type.
```java
@Target(ElementType.TYPE_USE)
@interface Foo {}

class Test {
    class A {
        static class B {}
    }

    @Foo A.B x;  // Illegal
}

On the other hand, in the following program, it is possible to write C.this in the body of D. Therefore, it is possible to apply @Foo to C in the type C.D, because C represents the type of some object at run time.

```java
@Target(ElementType.TYPE_USE)
@interface Foo {}

class Test {
    static class C {
        class D {}
    }

    @Foo C.D x;  // Legal
}

Finally, note that the second clause looks only one level deeper in a qualified type. This is because a static class may only be nested in a top level class or another static nested class. It is not possible to write a nest like:

```java
@Target(ElementType.TYPE_USE)
@interface Foo {}

class Test {
    class E {
        class F {
            static class G {}
        }
    }

    @Foo E.F.G x;
}

Assume for a moment that the nest was legal. In the type of field x, E and F would logically be names qualifying G, as E.F.this would be illegal in the body of G. Then, @Foo should not be legal next to E. Technically, however, @Foo would be admissible next to E because the next deepest term F denotes an inner class; but this is moot as the class nest is illegal in the first place.
```
It is a compile-time error if an annotation of type \( T \) applies to the outermost level of a type in a type context, and \( T \) is not applicable in type contexts or the declaration context (if any) which occupies the same syntactic location.

It is a compile-time error if an annotation of type \( T \) applies to a part of a type (that is, not the outermost level) in a type context, and \( T \) is not applicable in type contexts.

It is a compile-time error if an annotation of type \( T \) applies to a type (or any part of a type) in a type context, and \( T \) is applicable in type contexts, and the annotation is not admissible.

For example, assume an annotation type \( TA \) which is meta-annotated with just \@Target(ElementType.TYPE_USE). The terms \@TA java.lang.Object and java.@TA lang.Object are illegal because the simple name to which \@TA is closest is classified as a package name. On the other hand, java.lang.@TA Object is legal.

Note that the illegal terms are illegal "everywhere". The ban on annotating package names applies broadly: to locations which are solely type contexts, such as class ... extends \@TA java.lang.Object (...), and to locations which are both declaration and type contexts, such as \@TA java.lang.Object \( f_i \). (There are no locations which are solely declaration contexts where a package name could be annotated, as class, package, and type parameter declarations use only simple names.)

If \( TA \) is additionally meta-annotated with \@Target(ElementType.FIELD), then the term \@TA java.lang.Object is legal in locations which are both declaration and type contexts, such as a field declaration \@TA java.lang.Object \( f_i \). Here, \@TA is deemed to apply to the declaration of \( f \) (and not to the type java.lang.Object) because \( TA \) is applicable in the field declaration context.

### 9.7.5 Multiple Annotations Of The Same Type

It is a compile-time error if multiple annotations of the same type \( T \) appear in a declaration context or type context, unless \( T \) is repeatable (§9.6.3) and both \( T \) and the containing annotation type of \( T \) are applicable in the declaration context or type context (§9.6.4.1).

It is customary, though not required, for multiple annotations of the same type to appear contiguously.

If a declaration context or type context has multiple annotations of a repeatable annotation type \( T \), then it is as if the context has no explicitly declared annotations of type \( T \) and one implicitly declared annotation of the containing annotation type of \( T \).

The implicitly declared annotation is called the *container annotation*, and the multiple annotations of type \( T \) which appeared in the context are called the *base
Annotations. The elements of the (array-typed) value element of the container annotation are all the base annotations in the left-to-right order in which they appeared in the context.

It is a compile-time error if, in a declaration context or type context, there are multiple annotations of a repeatable annotation type \( T \) and any annotations of the containing annotation type of \( T \).

In other words, it is not possible to repeat annotations where an annotation of the same type as their container also appears. This prohibits obtuse code like:

```java
@Foo(0) @Foo(1) @FooContainer({@Foo(2)})
class A {}  
```

If this code was legal, then multiple levels of containment would be needed: first the annotations of type \( \text{Foo} \) would be contained by an implicitly declared container annotation of type \( \text{FooContainer} \), then that annotation and the explicitly declared annotation of type \( \text{FooContainer} \) would be contained in yet another implicitly declared annotation. This complexity is undesirable in the judgment of the designers of the Java programming language. Another approach, treating the annotations of type \( \text{Foo} \) as if they had occurred alongside \( @\text{Foo}(2) \) in the explicit \( @\text{FooContainer} \) annotation, is undesirable because it could change how reflective programs interpret the \( @\text{FooContainer} \) annotation.

It is a compile-time error if, in a declaration context or type context, there is one annotation of a repeatable annotation type \( T \) and multiple annotations of the containing annotation type of \( T \).

This rule is designed to allow the following code:

```java
@Foo(1) @FooContainer({@Foo(2)})
class A {}  
```

With only one annotation of the repeatable annotation type \( \text{Foo} \), no container annotation is implicitly declared, even if \( \text{FooContainer} \) is the containing annotation type of \( \text{Foo} \). However, repeating the annotation of type \( \text{FooContainer} \), as in:

```java
@Foo(1) @FooContainer({@Foo(2)}) @FooContainer({@Foo(3)})
class A {}  
```

is prohibited, even if \( \text{FooContainer} \) is repeatable with a containing annotation type of its own. It is obtuse to repeat annotations which are themselves containers when an annotation of the underlying repeatable type is present.
9.8 Functional Interfaces

A functional interface is an interface that has just one abstract method, and thus represents a single function contract. This "single" method may take the form of multiple abstract methods with override-equivalent signatures inherited from superinterfaces; in this case, the inherited methods logically represent a single method.

For an interface \( I \), let \( M \) be the set of abstract methods that are members of \( I \) that do not have the same signature as any public instance method of the class Object. Then, \( I \) is a functional interface if there exists a method \( m \) in \( M \) for which the following conditions hold:

- The signature of \( m \) is a subsignature (§8.4.2) of every method's signature in \( M \).
- \( m \) is return-type-substitutable (§8.4.5) for every method in \( M \).

In addition to the usual process of creating an interface instance by declaring and instantiating a class (§15.9), instances of functional interfaces can be created with method reference expressions and lambda expressions (§15.13, §15.27).

The definition of functional interface excludes methods in an interface that are also public methods in Object. This is to allow functional treatment of an interface like java.util.Comparator<T> that declares multiple abstract methods of which only one is really "new"-int compare(T, T). The other method - boolean equals(Object) - is an explicit declaration of an abstract method that would otherwise be implicitly declared, and will be automatically implemented by every class that implements the interface.

Note that if non-public methods of Object, such as clone(), are declared in an interface, they are not automatically implemented by every class that implements the interface. The implementation inherited from Object is protected while the interface method is necessarily public. The only way to implement such an interface would be for a class to override the non-public Object method with a public method.

A design goal for functional interfaces is to interact cleanly with raw types in abstract method declarations without unnecessarily encouraging or introducing their use. The subsignature definition allows an erased signature to override an unerased version (note that the "signature" consists of a name, type parameters, and parameter types, but not return or throws types). The definition does not allow piecemeal erasure - either the entire signature must be erased, or the two signatures must be the same. Thus, if the set \( M \) used in the functional interface definition contains one method that has a subsignature of all the others, then the set contains at most two unique signatures: an erased version, and a non-erased version. If there is an erased version, that is the signature we use. Then, for simplicity, the set of candidate return types is restricted to those that appear on an erased-signature method.

When there are multiple methods with different unerased signatures, the interface is not functional. There is no attempt to unify them via erasure. For example, it would be possible
to treat C in the following program as a functional interface, but nevertheless C is not treated as such because its questionable design promotes the use of raw types.

```java
interface A { void f(List<String> ls); }
interface B { void f(List<Integer> li); }
interface C extends A, B {}
C c1 = (List l) -> ...;
C c2 = l -> ...;
```

When some return types are erased and others are not, the definition of a functional interface tries to choose the most specific non-erased type, if possible:

```java
LinkedList foo()
List<?> foo()
LinkedList<String> foo()
LinkedList<?> foo()
```

### Example 9.8-1. Functional Interfaces

A simple example of a functional interface is:

```java
interface Runnable {
    void run();
}
```

The following interface is not functional because it declares nothing which is not already a member of Object:

```java
interface NonFunc {
    boolean equals(Object obj);
}
```

However, a subinterface can be a functional interface by declaring an abstract method which is not a member of Object:

```java
interface Func extends NonFunc {
    int compare(String o1, String o2);
}
```

Similarly, the well-known interface Comparator<T> is a functional interface because it has one abstract non-Object method:

```java
interface Comparator<T> {
    boolean equals(Object obj);
    int compare(T o1, T o2);
}
```

The following interface is not functional because while it only declares one abstract method which is not a member of Object, it declares two abstract methods which are not public members of Object:
interface Foo {
    int m();
    Object clone();
}

In the following interface hierarchy, Z is a functional interface because while it inherits two
abstract methods which are not members of Object, they have the same signature, so
the inherited methods logically represent a single method:

    interface X { int m(Iterable<String> arg); }
    interface Y { int m(Iterable<String> arg); }
    interface Z extends X, Y {}  

Similarly, Z is a functional interface in the following interface hierarchy because Y.m is a
subsignature of X.m and is return-type-substitutable for X.m:

    interface X { Iterable m(Iterable<String> arg); }
    interface Y { Iterable<String> m(Iterable arg); }
    interface Z extends X, Y {}  

The definition of functional interface respects the fact that an interface cannot have two
members which are not subsignatures of each other, yet have the same erasure (§9.4.1.2). Thus, in the following three interface hierarchies where Z causes a compile-time error, Z
is not a functional interface: (because none of its abstract members are subsignatures of
all other abstract members)

    interface X { int m(Iterable<String> arg); }
    interface Y { int m(Iterable<Integer> arg); }
    interface Z extends X, Y {}  

    interface X { int m(Iterable<String> arg, Class c); }
    interface Y { int m(Iterable arg, Class<?> c); }
    interface Z extends X, Y {}  

    interface X<T> { void m(T arg); }
    interface Y<T> { void m(T arg); }
    interface Z<A, B> extends X<A>, Y<B> ()  

Similarly, the definition of "functional interface" respects the fact that an interface may
only have methods with override-equivalent signatures if one is return-type-substitutable
for all the others. Thus, in the following interface hierarchy where Z causes a compile-time
error, Z is not a functional interface: (because none of its abstract members are return-
type-substitutable for all other abstract members)

    interface X { long m(); }
    interface Y { int m(); }
    interface Z extends X, Y {}  

In the following example, the declarations of Foo<T,N> and Bar are legal: in each, the
methods called m are not subsignatures of each other, but do have different erasures. Still,
the fact that the methods in each are not subsignatures means Foo<T,N> and Bar are not
functional interfaces. However, `Baz` is a functional interface because the methods it inherits from `Foo<Integer,Integer>` have the same signature and so logically represent a single method.

```java
interface Foo<T, N extends Number> {
    void m(T arg);
    void m(N arg);
}
interface Bar extends Foo<String, Integer> {}
interface Baz extends Foo<Integer, Integer> {}  
```

Finally, the following examples demonstrate the same rules as above, but with generic methods:

```java
interface Exec { <T> T execute(Action<T> a); }
    // Functional
interface X { <T> T execute(Action<T> a); }
interface Y { <S> S execute(Action<S> a); }
interface Exec extends X, Y {}  // Functional: signatures are logically "the same"
interface X { <T>   T execute(Action<T> a); }
interface Y { <S,T> S execute(Action<S> a); }
interface Exec extends X, Y {}  // Error: different signatures, same erasure
```

**Example 9.8-2. Generic Functional Interfaces**

Functional interfaces can be generic, such as `Predicate<T>`. Such a functional interface may be parameterized in a way that produces distinct abstract methods - that is, multiple methods that cannot be legally overridden with a single declaration. For example:

```java
interface I    { Object m(Class c); }
interface J<S> { S m(Class<?> c); }
interface K<T> { T m(Class<?> c); }
interface Functional<S,T> extends I, J<S>, K<T> {}
```

`Functional<S,T>` is a functional interface - `I.m` is return-type-substitutable for `J.m` and `K.m` - but the functional interface type `Functional<String,Integer>` clearly cannot be implemented with a single method. However, other parameterizations of `Functional<S,T>` which are functional interface types are possible.

The declaration of a functional interface allows a *functional interface type* to be used in a program. There are four kinds of functional interface type:

- The type of a non-generic functional interface
- A parameterized type which is a parameterization (§4.5) of a generic functional interface
• The raw type (§4.8) of a generic functional interface
• An intersection type (§4.9) that induces a notional functional interface type

9.9 Function Types

The function type of a functional interface $I$ is a method type (§8.2) that can be used to override (§8.4.8) the abstract method(s) of $I$.

Let $M$ be the set of abstract methods defined for $I$. The function type of $I$ consists of the following:

• Type parameters, formal parameters, and return types:

Let $m$ be a method in $M$ with i) a signature that is a subsignature of every method's signature in $M$ and ii) a return type that is a subtype of every method's return type in $M$ (after adapting for any type parameters (§8.4.4)).

If no such method exists, then let $m$ be a method in $M$ that i) has a signature that is a subsignature of every method's signature in $M$ and ii) is return-type-substitutable for every method in $M$.

The function type's type parameters, formal parameter types, and return type are as given by $m$.

• throws clause:

The function type's throws clause is derived from the throws clauses of the methods in $M$. If the function type is generic, these clauses are first adapted to the type parameters of the function type (§8.4.4). If the function type is not generic but at least one method in $M$ is generic, these clauses are first erased.

Then, the function type's throws clause includes every type, $E$, which satisfies the following constraints:

– $E$ is mentioned in one of the throws clauses.
– For each throws clause, $E$ is a subtype of some type named in that clause.

The goal driving the definition of a function type's thrown exception types is to support the invariant that a method with the resulting throws clause could override each abstract method of the functional interface. Per §8.4.6, this means the function type cannot throw "more" exceptions than any single method in the set $M$. So, we look for as many exception types as possible that are "covered" by every method's throws clause.

In addition to each functional interface (whether generic or non-generic) forming a function type, each functional interface type also forms a function type, as follows:
• The function type of the type declared by a non-generic functional interface $I$ is simply the function type of $I$, as defined above.

• The function type of a parameterized type $I<A_1\ldots A_n>$, where $I$ is a generic functional interface with type parameters $P_1\ldots P_n$ and corresponding bounds $B_1\ldots B_n$, and $A_1\ldots A_n$ are type arguments, is derived as follows:

  – If one of the type arguments, $A_i$, is a wildcard, and the corresponding type parameter bound, $B_i$, mentions one of $P_1\ldots P_n$, the function type of $I<A_1\ldots A_n>$ is undefined.

  – Otherwise, types $T_1\ldots T_n$ are derived from the type arguments according to the following rules (for $1 \leq i \leq n$):

    › If $A_i$ is a type, then $T_i = A_i$.
    › If $A_i$ is an unbound wildcard $?$, then $T_i = B_i$.
    › If $A_i$ is a upper-bounded wildcard $?$ extends $U_i$, then $T_i = \text{glb}(U_i, B_i)$.
    › If $A_i$ is a lower-bounded wildcard $?$ super $L_i$, then $T_i = L_i$.

  The function type of $I<A_1\ldots A_n>$ is the result of applying the substitution $[P_1:=T_1, \ldots, P_n:=T_n]$ to the function type of the generic functional interface $I<P_1\ldots P_n>$.

• The function type of the raw type of a generic functional interface $I<...>$ is the erasure of the function type of $I<...>$.

• The function type of an intersection type that induces a notional functional interface is the function type of the notional interface.

**Example 9.9-1. Function Types**

Given the following interfaces:

```java
interface X { void m() throws IOException; }
interface Y { void m() throws EOFException; }
interface Z { void m() throws ClassNotFoundException; }
```

the function type of:

```java
interface XY extends X, Y {}
```

is:

```java
() -> void throws EOFException
```

while the function type of:
interface XYZ extends X, Y, Z {}

is:

() -> void (throws nothing)

Given the following interfaces:

interface A {
    List<String> foo(List<String> arg)
    throws IOException, SQLTransientException;
}

interface B {
    List foo(List<String> arg)
    throws EOFException, SQLException, TimeoutException;
}

interface C {
    List foo(List arg) throws Exception;
}

the function type of:

interface D extends A, B {}

is:

(List<String>) -> List<String> throws EOFException, SQLTransientException

while the function type of:

interface E extends A, B, C {}

is:

(List) -> List throws EOFException, SQLTransientException

The function type of a functional interface is defined nondeterministically: while the signatures in $M$ are "the same", they may be syntactically different (HashMap.Entry and Map.Entry, for example); the return type may be a subtype of every other return type, but there may be other return types that are also subtypes (List<?> and List<? extends Object>, for example); and the order of thrown types is unspecified. These distinctions are subtle, but they can sometimes be important. However, function types are not used in the Java programming language in such a way that the nondeterminism matters. Note that the definition of the return type and throws clause of a "most specific method" have always been defined nondeterministically when there are multiple abstract methods (§15.12.2.5).

When a generic functional interface is parameterized by wildcards, there are many different instantiations that could satisfy the wildcard and produce different function types. For example, each of Predicate<Integer> (function type Integer -> boolean), Predicate<Number> (function type Number -> boolean), and Predicate<Object>
(function type Object -> boolean) is a Predicate<? super Integer>. Sometimes, it is possible to known from the context, such as the parameter types of a lambda expression, which function type is intended (§15.27.3). Other times, it is necessary to pick one; in these circumstances, the bounds are used. (This simple strategy cannot guarantee that the resulting type will satisfy certain complex bounds, so not all complex cases are supported.)

In special circumstances, it is useful to treat an intersection type as a function type. Typically, this will look like an intersection of one functional interface and one or more marker interfaces, such as Runnable & java.io.Serializable. In practice, such types can be used in casts (§15.16) that force a lambda expression to conform to a certain type. As a special case, when one of the interfaces in the intersection is java.io.Serializable, special runtime support for serialization is triggered (§15.27.4).

Example 9.9-2. Generic Function Types

Function types may be generic. There is no syntax for generic lambda expressions (§15.27), but a generic function type for a functional interface may arise due to a method reference to a generic method or constructor (§15.13.2). For example, in the following interface hierarchy:

```java
interface G1 {
    <E extends Exception> Object m() throws E;
}
interface G2 {
    <F extends Exception> String m() throws Exception;
}
interface G extends G1, G2 {}
```

the function type of G is:

```java
<F extends Exception> () -> String throws F
```
IN the Java programming language, *arrays* are objects (§4.3.1), are dynamically created, and may be assigned to variables of type `Object` (§4.3.2). All methods of class `Object` may be invoked on an array.

An array object contains a number of variables. The number of variables may be zero, in which case the array is said to be *empty*. The variables contained in an array have no names; instead they are referenced by array access expressions that use non-negative integer index values. These variables are called the *components* of the array. If an array has \( n \) components, we say \( n \) is the length of the array; the components of the array are referenced using integer indices from 0 to \( n - 1 \), inclusive.

All the components of an array have the same type, called the *component type* of the array. If the component type of an array is \( \tau \), then the type of the array itself is written \( \tau[] \).

The value of an array component of type `float` is always an element of the float value set (§4.2.3); similarly, the value of an array component of type `double` is always an element of the double value set. It is not permitted for the value of an array component of type `float` to be an element of the float-extended-exponent value set that is not also an element of the float value set, nor for the value of an array component of type `double` to be an element of the double-extended-exponent value set that is not also an element of the double value set.

The component type of an array may itself be an array type. The components of such an array may contain references to subarrays. If, starting from any array type, one considers its component type, and then (if that is also an array type) the component type of that type, and so on, eventually one must reach a component type that is not an array type; this is called the *element type* of the original array, and the components at this level of the data structure are called the *elements* of the original array.
There are some situations in which an element of an array can be an array: if the element type is `Object` or `Cloneable` or `java.io.Serializable`, then some or all of the elements may be arrays, because any array object can be assigned to any variable of these types.

### 10.1 Array Types

Array types are used in declarations and in cast expressions (§15.16).

An array type is written as the name of an element type followed by some number of empty pairs of square brackets `[ ]`. The number of bracket pairs indicates the depth of array nesting.

An array's length is not part of its type.

The element type of an array may be any type, whether primitive or reference. In particular:

- Arrays with an interface type as the element type are allowed.
  
  An element of such an array may have as its value a null reference or an instance of any type that implements the interface.

- Arrays with an `abstract` class type as the element type are allowed.
  
  An element of such an array may have as its value a null reference or an instance of any subclass of the `abstract` class that is not itself `abstract`.

The supertypes of an array type are specified in §4.10.3.

The supertype relation for array types is not the same as the superclass relation. The direct supertype of `Integer[]` is `Number[]` according to §4.10.3, but the direct superclass of `Integer[]` is `Object` according to the `Class` object for `Integer[]` (§10.8). This does not matter in practice, because `Object` is also a supertype of all array types.

### 10.2 Array Variables

A variable of array type holds a reference to an object. Declaring a variable of array type does not create an array object or allocate any space for array components. It creates only the variable itself, which can contain a reference to an array.

However, the initializer part of a declarator (§8.3, §9.3, §14.4.1) may create an array, a reference to which then becomes the initial value of the variable.
Example 10.2-1. Declarations of Array Variables

```java
int[] ai;        // array of int
short[][] as;    // array of array of short
short s,         // scalar short
    aas[][];   // array of array of short
Object[] ao,     // array of Object
    otherAo;  // array of Object
Collection<?>[] ca;  // array of Collection of unknown type
```

The declarations above do not create array objects. The following are examples of declarations of array variables that do create array objects:

```java
Exception ae[] = new Exception[3];
Object aao[][] = new Exception[2][3];
int[] factorial = { 1, 1, 2, 6, 24, 120, 720, 5040 };
char ac[] = { 'n', 'o', 't', ' ', 'a', ' ', 'S', 't', 'r', 'i', 'n', 'g' };
String[] aas = { "array", "of", "String", };
```

The [] may appear as part of the type at the beginning of the declaration, or as part of the declarator for a particular variable, or both.

For example:

```java
byte[] rowvector, colvector, matrix[];
```

This declaration is equivalent to:

```java
byte rowvector[], colvector[], matrix[][];
```

In a variable declaration (§8.3, §8.4.1, §9.3, §14.14, §14.20) except for a variable arity parameter, the array type of a variable is denoted by the array type that appears at the beginning of the declaration, followed by any bracket pairs that follow the variable’s Identifier in the declarator.

For example, the local variable declaration:

```java
int a, b[], c[][];
```

is equivalent to the series of declarations:

```java
int a;
int[] b;
int[][] c;
```

Brackets are allowed in declarators as a nod to the tradition of C and C++. The general rules for variable declaration, however, permit brackets to appear on both the type and in declarators, so that the local variable declaration:
float[][][], g[][][], h[];  // Yechh!

is equivalent to the series of declarations:

float[][][] f;
float[][][] g;
float[][] h;

We do not recommend "mixed notation" in an array variable declaration, where brackets appear on both the type and in declarators.

Once an array object is created, its length never changes. To make an array variable refer to an array of different length, a reference to a different array must be assigned to the variable.

A single variable of array type may contain references to arrays of different lengths, because an array's length is not part of its type.

If an array variable v has type A[], where A is a reference type, then v can hold a reference to an instance of any array type B[], provided B can be assigned to A (§5.2). This may result in a run-time exception on a later assignment; see §10.5 for a discussion.

10.3 Array Creation

An array is created by an array creation expression (§15.10.1) or an array initializer (§10.6).

An array creation expression specifies the element type, the number of levels of nested arrays, and the length of the array for at least one of the levels of nesting. The array's length is available as a final instance variable length.

An array initializer creates an array and provides initial values for all its components.

10.4 Array Access

A component of an array is accessed by an array access expression (§15.10.3) that consists of an expression whose value is an array reference followed by an indexing expression enclosed by [ and ], as in A[i].
All arrays are 0-origin. An array with length \( n \) can be indexed by the integers 0 to \( n-1 \).

**Example 10.4-1. Array Access**

```java
class Gauss {
    public static void main(String[] args) {
        int[] ia = new int[101];
        for (int i = 0; i < ia.length; i++) ia[i] = i;
        int sum = 0;
        for (int e : ia) sum += e;
        System.out.println(sum);
    }
}
```

This program produces the output:

5050

The program declares a variable \( ia \) that has type array of \( \text{int} \), that is, \( \text{int}[] \). The variable \( ia \) is initialized to reference a newly created array object, created by an array creation expression (§15.10.1). The array creation expression specifies that the array should have 101 components. The length of the array is available using the field \( \text{length} \), as shown. The program fills the array with the integers from 0 to 100, sums these integers, and prints the result.

Arrays must be indexed by \( \text{int} \) values; \( \text{short} \), \( \text{byte} \), or \( \text{char} \) values may also be used as index values because they are subjected to unary numeric promotion (§5.6.1) and become \( \text{int} \) values.

An attempt to access an array component with a \( \text{long} \) index value results in a compile-time error.

All array accesses are checked at run time; an attempt to use an index that is less than zero or greater than or equal to the length of the array causes an \( \text{ArrayIndexOutOfBoundsException} \) to be thrown (§15.10.4).

### 10.5 Array Store Exception

For an array whose type is \( A[] \), where \( A \) is a reference type, an assignment to a component of the array is checked at run time to ensure that the value being assigned is assignable to the component.

If the type of the value being assigned is not assignment-compatible (§5.2) with the component type, an \( \text{ArrayStoreException} \) is thrown.
If the component type of an array were not reifiable (§4.7), the Java Virtual Machine could not perform the store check described in the preceding paragraph. This is why an array creation expression with a non-reifiable element type is forbidden (§15.10.1). One may declare a variable of an array type whose element type is non-reifiable, but assignment of the result of an array creation expression to the variable will necessarily cause an unchecked warning (§5.1.9).

Example 10.5-1. ArrayStoreException

```java
class Point { int x, y; }
class ColoredPoint extends Point { int color; }
class Test {
    public static void main(String[] args) {
        ColoredPoint[] cpa = new ColoredPoint[10];
        Point[] pa = cpa;
        System.out.println(pa[1] == null);
        try {
            pa[0] = new Point();
        } catch (ArrayStoreException e) {
            System.out.println(e);
        }
    }
}
```

This program produces the output:

```
true
java.lang.ArrayStoreException: Point
```

The variable `pa` has type `Point[]` and the variable `cpa` has as its value a reference to an object of type `ColoredPoint[]`. A `ColoredPoint` can be assigned to a `Point`; therefore, the value of `cpa` can be assigned to `pa`.

A reference to this array `pa`, for example, testing whether `pa[1]` is `null`, will not result in a run-time type error. This is because the element of the array of type `ColoredPoint[]` is a `ColoredPoint`, and every `ColoredPoint` can stand in for a `Point`, since `Point` is the superclass of `ColoredPoint`.

On the other hand, an assignment to the array `pa` can result in a run-time error. At compile time, an assignment to an element of `pa` is checked to make sure that the value assigned is a `Point`. But since `pa` holds a reference to an array of `ColoredPoint`, the assignment is valid only if the type of the value assigned at run time is, more specifically, a `ColoredPoint`.

The Java Virtual Machine checks for such a situation at run time to ensure that the assignment is valid; if not, an `ArrayStoreException` is thrown.
10.6 Array Initializers

An array initializer may be specified in a field declaration (§8.3, §9.3) or local variable declaration (§14.4), or as part of an array creation expression (§15.10.1), to create an array and provide some initial values.

ArrayInitializer:
  { [VariableInitializerList] [, ] }

VariableInitializerList:
  VariableInitializer { , VariableInitializer }

The following production from §8.3 is repeated here for convenience:

VariableInitializer:
  Expression
  ArrayInitializer

An array initializer is written as a comma-separated list of expressions, enclosed by braces { and }.

A trailing comma may appear after the last expression in an array initializer and is ignored.

Each variable initializer must be assignment-compatible (§5.2) with the array's component type, or a compile-time error occurs.

It is a compile-time error if the component type of the array being initialized is not reifiable (§4.7).

The length of the array to be constructed is equal to the number of variable initializers immediately enclosed by the braces of the array initializer. Space is allocated for a new array of that length. If there is insufficient space to allocate the array, evaluation of the array initializer completes abruptly by throwing an OutOfMemoryError. Otherwise, a one-dimensional array is created of the specified length, and each component of the array is initialized to its default value (§4.12.5).

The variable initializers immediately enclosed by the braces of the array initializer are then executed from left to right in the textual order they occur in the source code. The n'th variable initializer specifies the value of the n-1'th array component. If execution of a variable initializer completes abruptly, then execution of the array initializer completes abruptly for the same reason. If all the variable initializer expressions complete normally, the array initializer completes normally, with the value of the newly initialized array.
If the component type is an array type, then the variable initializer specifying a component may itself be an array initializer; that is, array initializers may be nested. In this case, execution of the nested array initializer constructs and initializes an array object by recursive application of the algorithm above, and assigns it to the component.

**Example 10.6-1. Array Initializers**

```java
class Test {
    public static void main(String[] args) {
        int ia[][] = { {1, 2}, null };
        for (int[] ea : ia) {
            for (int e: ea) {
                System.out.println(e);
            }
        }
    }
}
```

This program produces the output:

```
1
2
```

before causing a `NullPointerException` in trying to index the second component of the array `ia`, which is a null reference.

### 10.7 Array Members

The members of an array type are all of the following:

- **The `public final` field `length`,** which contains the number of components of the array. `length` may be positive or zero.

- **The `public` method `clone`,** which overrides the method of the same name in class `Object` and throws no checked exceptions. The return type of the `clone` method of an array type `T[]` is `T[]`.

  A clone of a multidimensional array is shallow, which is to say that it creates only a single new array. Subarrays are shared.

- **All the members inherited from class `Object`; the only method of `Object` that is not inherited is its `clone` method.**

  See §9.6.4.4 for another situation where the difference between `public` and non-`public` methods of `Object` requires special care.
An array thus has the same public fields and methods as the following class:

```java
class A<T> implements Cloneable, java.io.Serializable {
    public final int length = X;
    public T[] clone() {
        try {
            return (T[])super.clone();
        } catch (CloneNotSupportedException e) {
            throw new InternalError(e.getMessage());
        }
    }
}
```

Note that the cast to `T[]` in the code above would generate an unchecked warning (§5.1.9) if arrays were really implemented this way.

**Example 10.7-1. Arrays Are Cloneable**

```java
class Test1 {
    public static void main(String[] args) {
        int ia1[] = { 1, 2 };
        int ia2[] = ia1.clone();
        System.out.print((ia1 == ia2) + " ");
        ia1[1]++;
        System.out.println(ia2[1]);
    }
}
```

This program produces the output:

```
false 2
```

showing that the components of the arrays referenced by `ia1` and `ia2` are different variables.

**Example 10.7-2. Shared Subarrays After A Clone**

The fact that subarrays are shared when a multidimensional array is cloned is shown by this program:

```java
class Test2 {
    public static void main(String[] args) throws Throwable {
        int ia[][] = { {1,2}, null };
        int ja[][] = ia.clone();
        System.out.print((ia == ja) + " ");
        System.out.println(ia[0] == ja[0] && ia[1] == ja[1]);
    }
}
```

This program produces the output:
false true

showing that the int[] array that is ia[0] and the int[] array that is ja[0] are the same array.

10.8 Class Objects for Arrays

Every array has an associated Class object, shared with all other arrays with the same component type.

Although an array type is not a class, the Class object of every array acts as if:

- The direct superclass of every array type is Object.
- Every array type implements the interfaces Cloneable and java.io.Serializable.

Example 10.8-1. Class Object Of Array

```java
class Test1 {
    public static void main(String[] args) {
        int[] ia = new int[3];
        System.out.println(ia.getClass());
        System.out.println(ia.getClass().getSuperclass());
        for (Class<?> c : ia.getClass().getInterfaces())
            System.out.println("Superinterface: " + c);
    }
}
```

This program produces the output:

```
class [I
class java.lang.Object
Superinterface: interface java.lang.Cloneable
Superinterface: interface java.io.Serializable
```

where the string "[I" is the run-time type signature for the Class object "array with component type int"].

Example 10.8-2. Array Class Objects Are Shared

```java
class Test2 {
    public static void main(String[] args) {
        int[] ia = new int[3];
        int[] ib = new int[6];
        System.out.println(ia == ib);
        System.out.println(ia.getClass() == ib.getClass());
    }
}
```
This program produces the output:

```
false
ture
```

While `ia` and `ib` refer to different arrays, the result of the comparison of the `Class` objects demonstrates that all arrays whose components are of type `int` are instances of the same array type (namely `int[]`).

### 10.9 An Array of Characters is Not a `String`

In the Java programming language, unlike C, an array of `char` is not a `String`, and neither a `String` nor an array of `char` is terminated by `\000` (the NUL character).

A `String` object is immutable, that is, its contents never change, while an array of `char` has mutable elements.

The method `toCharArray` in class `String` returns an array of characters containing the same character sequence as a `String`. The class `StringBuffer` implements useful methods on mutable arrays of characters.
WHEN a program violates the semantic constraints of the Java programming language, the Java Virtual Machine signals this error to the program as an exception.

An example of such a violation is an attempt to index outside the bounds of an array. Some programming languages and their implementations react to such errors by peremptorily terminating the program; other programming languages allow an implementation to react in an arbitrary or unpredictable way. Neither of these approaches is compatible with the design goals of the Java SE platform: to provide portability and robustness.

Instead, the Java programming language specifies that an exception will be thrown when semantic constraints are violated and will cause a non-local transfer of control from the point where the exception occurred to a point that can be specified by the programmer.

An exception is said to be thrown from the point where it occurred and is said to be caught at the point to which control is transferred.

Programs can also throw exceptions explicitly, using throw statements (§14.18).

Explicit use of throw statements provides an alternative to the old-fashioned style of handling error conditions by returning funny values, such as the integer value -1 where a negative value would not normally be expected. Experience shows that too often such funny values are ignored or not checked for by callers, leading to programs that are not robust, exhibit undesirable behavior, or both.

Every exception is represented by an instance of the class Throwable or one of its subclasses (§11.1). Such an object can be used to carry information from the point at which an exception occurs to the handler that catches it. Handlers are established by catch clauses of try statements (§14.20).
During the process of throwing an exception, the Java Virtual Machine abruptly completes, one by one, any expressions, statements, method and constructor invocations, initializers, and field initialization expressions that have begun but not completed execution in the current thread. This process continues until a handler is found that indicates that it handles that particular exception by naming the class of the exception or a superclass of the class of the exception (§11.2). If no such handler is found, then the exception may be handled by one of a hierarchy of uncaught exception handlers (§11.3) - thus every effort is made to avoid letting an exception go unhandled.

The exception mechanism of the Java SE platform is integrated with its synchronization model (§17.1), so that monitors are unlocked as synchronized statements (§14.19) and invocations of synchronized methods (§8.4.3.6, §15.12) complete abruptly.

11.1 The Kinds and Causes of Exceptions

11.1.1 The Kinds of Exceptions

An exception is represented by an instance of the class Throwable (a direct subclass of Object) or one of its subclasses.

Throwable and all its subclasses are, collectively, the exception classes.

The classes Exception and Error are direct subclasses of Throwable:

- Exception is the superclass of all the exceptions from which ordinary programs may wish to recover.

  The class RuntimeException is a direct subclass of Exception. RuntimeException is the superclass of all the exceptions which may be thrown for many reasons during expression evaluation, but from which recovery may still be possible.

  RuntimeException and all its subclasses are, collectively, the run-time exception classes.

- Error is the superclass of all the exceptions from which ordinary programs are not ordinarily expected to recover.

  Error and all its subclasses are, collectively, the error classes.

The unchecked exception classes are the run-time exception classes and the error classes.
The checked exception classes are all exception classes other than the unchecked exception classes. That is, the checked exception classes are Throwable and all its subclasses other than RuntimeException and its subclasses and Error and its subclasses.

Programs can use the pre-existing exception classes of the Java SE platform API in throw statements, or define additional exception classes as subclasses of Throwable or of any of its subclasses, as appropriate. To take advantage of compile-time checking for exception handlers (§11.2), it is typical to define most new exception classes as checked exception classes, that is, as subclasses of Exception that are not subclasses of RuntimeException.

The class Error is a separate subclass of Throwable, distinct from Exception in the class hierarchy, to allow programs to use the idiom ”catch (Exception e) {” (§11.2.3) to catch all exceptions from which recovery may be possible without catching errors from which recovery is typically not possible.

Note that a subclass of Throwable cannot be generic (§8.1.2).

### 11.1.2 The Causes of Exceptions

An exception is thrown for one of three reasons:

- A throw statement (§14.18) was executed.
- An abnormal execution condition was synchronously detected by the Java Virtual Machine, namely:
  - evaluation of an expression violates the normal semantics of the Java programming language (§15.6), such as an integer divide by zero.
  - an error occurs while loading, linking, or initializing part of the program (§12.2, §12.3, §12.4); in this case, an instance of a subclass of LinkageError is thrown.
  - an internal error or resource limitation prevents the Java Virtual Machine from implementing the semantics of the Java programming language; in this case, an instance of a subclass of VirtualMachineError is thrown.

These exceptions are not thrown at an arbitrary point in the program, but rather at a point where they are specified as a possible result of an expression evaluation or statement execution.

- An asynchronous exception occurred (§11.1.3).
11.1.3 Asynchronous Exceptions

Most exceptions occur synchronously as a result of an action by the thread in which they occur, and at a point in the program that is specified to possibly result in such an exception. An *asynchronous exception* is, by contrast, an exception that can potentially occur at any point in the execution of a program.

Asynchronous exceptions occur only as a result of:

- An invocation of the (deprecated) `stop` method of class `Thread` or `ThreadGroup`.
  
The (deprecated) `stop` methods may be invoked by one thread to affect another thread or all the threads in a specified thread group. They are asynchronous because they may occur at any point in the execution of the other thread or threads.

- An internal error or resource limitation in the Java Virtual Machine that prevents it from implementing the semantics of the Java programming language. In this case, the asynchronous exception that is thrown is an instance of a subclass of `VirtualMachineError`.

  Note that `StackOverflowError`, a subclass of `VirtualMachineError`, may be thrown synchronously by method invocation (§15.12.4.5) as well as asynchronously due to native method execution or Java Virtual Machine resource limitations. Similarly, `OutOfMemoryError`, another subclass of `VirtualMachineError`, may be thrown synchronously during object creation (§12.5), array creation (§15.10.1, §10.6), class initialization (§12.4.2), and boxing conversion (§5.1.7), as well as asynchronously.

The Java SE platform permits a small but bounded amount of execution to occur before an asynchronous exception is thrown.

Asynchronous exceptions are rare, but proper understanding of their semantics is necessary if high-quality machine code is to be generated.

The delay noted above is permitted to allow optimized code to detect and throw these exceptions at points where it is practical to handle them while obeying the semantics of the Java programming language. A simple implementation might poll for asynchronous exceptions at the point of each control transfer instruction. Since a program has a finite size, this provides a bound on the total delay in detecting an asynchronous exception. Since no asynchronous exception will occur between control transfers, the code generator has some flexibility to reorder computation between control transfers for greater performance. The paper *Polling Efficiently on Stock Hardware* by Marc Feeley, *Proc. 1993 Conference on Functional Programming and Computer Architecture*, Copenhagen, Denmark, pp. 179-187, is recommended as further reading.
11.2 Compile-Time Checking of Exceptions

The Java programming language requires that a program contains handlers for checked exceptions which can result from execution of a method or constructor (§8.4.6, §8.8.5). This compile-time checking for the presence of exception handlers is designed to reduce the number of exceptions which are not properly handled. For each checked exception which is a possible result, the throws clause for the method or constructor must mention the class of that exception or one of the superclasses of the class of that exception (§11.2.3).

The checked exception classes (§11.1.1) named in the throws clause are part of the contract between the implementor and user of the method or constructor. The throws clause of an overriding method may not specify that this method will result in throwing any checked exception which the overridden method is not permitted, by its throws clause, to throw (§8.4.8.3). When interfaces are involved, more than one method declaration may be overridden by a single overriding declaration. In this case, the overriding declaration must have a throws clause that is compatible with all the overridden declarations (§9.4.1).

The unchecked exception classes (§11.1.1) are exempted from compile-time checking.

Error classes are exempted because they can occur at many points in the program and recovery from them is difficult or impossible. A program declaring such exceptions would be cluttered, pointlessly. Sophisticated programs may yet wish to catch and attempt to recover from some of these conditions.

Run-time exception classes are exempted because, in the judgment of the designers of the Java programming language, having to declare such exceptions would not aid significantly in establishing the correctness of programs. Many of the operations and constructs of the Java programming language can result in exceptions at run time. The information available to a Java compiler, and the level of analysis a compiler performs, are usually not sufficient to establish that such run-time exceptions cannot occur, even though this may be obvious to the programmer. Requiring such exception classes to be declared would simply be an irritation to programmers.

For example, certain code might implement a circular data structure that, by construction, can never involve null references; the programmer can then be certain that a NullPointerException cannot occur, but it would be difficult for a Java compiler to prove it. The theorem-proving technology that is needed to establish such global properties of data structures is beyond the scope of this specification.

We say that a statement or expression can throw an exception class \( E \) if, according to the rules in §11.2.1 and §11.2.2, the execution of the statement or expression can result in an exception of class \( E \) being thrown.
We say that a catch clause can catch its catchable exception class(es):

- The catchable exception class of a uni-catch clause is the declared type of its exception parameter (§14.20).
- The catchable exception classes of a multi-catch clause are the alternatives in the union that denotes the type of its exception parameter.

### 11.2.1 Exception Analysis of Expressions

A class instance creation expression (§15.9) can throw an exception class $E$ iff either:

- The expression is a qualified class instance creation expression and the qualifying expression can throw $E$; or
- Some expression of the argument list can throw $E$; or
- $E$ is determined to be an exception class of the throws clause of the chosen constructor (§15.12.2.6); or
- The class instance creation expression includes a $ClassBody$, and some instance initializer or instance variable initializer in the $ClassBody$ can throw $E$.

A method invocation expression (§15.12) can throw an exception class $E$ iff either:

- The method to be invoked is of the form $Primary.Identifier$ and the $Primary$ expression can throw $E$; or
- Some expression of the argument list can throw $E$; or
- $E$ is determined to be an exception class of the throws clause of the method that is invoked (§15.12.2.6).

A lambda expression (§15.27) can throw no exception types.

For every other kind of expression, the expression can throw an exception class $E$ iff one of its immediate subexpressions can throw $E$.

### 11.2.2 Exception Analysis of Statements

A throw statement (§14.18) whose thrown expression has static type $E$ and is not a final or effectively final exception parameter can throw $E$ or any exception class that the thrown expression can throw.

For example, the statement `throw new java.io.FileNotFoundException();` can throw `java.io.FileNotFoundException` only. Formally, it is not the case that it "can throw" a subclass or superclass of `java.io.FileNotFoundException`. 
A `throw` statement whose thrown expression is a final or effectively final exception parameter of a `catch` clause $C$ can throw an exception class $E$ iff:

- $E$ is an exception class that the `try` block of the `try` statement which declares $C$ can throw; and

- $E$ is assignment compatible with any of $C$’s catchable exception classes; and

- $E$ is not assignment compatible with any of the catchable exception classes of the `catch` clauses declared to the left of $C$ in the same `try` statement.

A `try` statement (§14.20) can throw an exception class $E$ iff either:

- The `try` block can throw $E$, or an expression used to initialize a resource (in a `try-with-resources` statement) can throw $E$, or the automatic invocation of the `close()` method of a resource (in a `try-with-resources` statement) can throw $E$, and $E$ is not assignment compatible with any catchable exception class of any `catch` clause of the `try` statement, and either no `finally` block is present or the `finally` block can complete normally; or

- Some `catch` block of the `try` statement can throw $E$ and either no `finally` block is present or the `finally` block can complete normally; or

- A `finally` block is present and can throw $E$.

An explicit constructor invocation statement (§8.8.7.1) can throw an exception class $E$ iff either:

- Some expression of the constructor invocation’s parameter list can throw $E$; or

- $E$ is determined to be an exception class of the `throws` clause of the constructor that is invoked (§15.12.2.6).

Any other statement $S$ can throw an exception class $E$ iff an expression or statement immediately contained in $S$ can throw $E$.

### 11.2.3 Exception Checking

It is a compile-time error if a method or constructor body can throw some exception class $E$ when $E$ is a checked exception class and $E$ is not a subclass of some class declared in the `throws` clause of the method or constructor.

It is a compile-time error if a lambda body can throw some exception class $E$ when $E$ is a checked exception class and $E$ is not a subclass of some class declared in the `throws` clause of the function type targeted by the lambda expression.

It is a compile-time error if a class variable initializer (§8.3.2) or static initializer (§8.7) of a named class or interface can throw a checked exception class.
It is a compile-time error if an instance variable initializer (§8.3.2) or instance initializer (§8.6) of a named class can throw a checked exception class, unless the named class has at least one explicitly declared constructor and the exception class or one of its superclasses is explicitly declared in the throws clause of each constructor.

Note that no compile-time error is due if an instance variable initializer or instance initializer of an anonymous class (§15.9.5) can throw an exception class. In a named class, it is the responsibility of the programmer to propagate information about which exception classes can be thrown by initializers, by declaring a suitable throws clause on any explicit constructor declaration. This relationship between the checked exception classes thrown by a class's initializers and the checked exception classes declared by a class's constructors is assured for an anonymous class declaration, because no explicit constructor declarations are possible and a Java compiler always generates a constructor with a suitable throws clause for the anonymous class declaration based on the checked exception classes that its initializers can throw.

It is a compile-time error if a catch clause can catch checked exception class $E_1$ and it is not the case that the try block corresponding to the catch clause can throw a checked exception class that is a subclass or superclass of $E_1$, unless $E_1$ is Exception or a superclass of Exception.

It is a compile-time error if a catch clause can catch an exception class $E_1$ and a preceding catch clause of the immediately enclosing try statement can catch $E_1$ or a superclass of $E_1$.

A Java compiler is encouraged to issue a warning if a catch clause can catch checked exception class $E_1$ and the try block corresponding to the catch clause can throw checked exception class $E_2$, where $E_2 <: E_1$, and a preceding catch clause of the immediately enclosing try statement can catch checked exception class $E_3$, where $E_2 <: E_3 <: E_1$.

Example 11.2.3-1. Catching Checked Exceptions

```java
import java.io.*;

class StaticallyThrownExceptionsIncludeSubtypes {
    public static void main(String[] args) {
        try {  
            throw new FileNotFoundException();
        } catch (IOException ioe) {
            // "catch IOException" catches IOException  
            // and any subtype.
        }

        try {
            throw new FileNotFoundException();
            // Statement "can throw" FileNotFoundException.  
            // It is not the case that statement "can throw" 
            // a subtype or supertype of FileNotFoundException.
```
By the rules above, each alternative in a multi-catch clause (§14.20) must be able to catch some exception class thrown by the try block and uncaught by previous catch clauses. For example, the second catch clause below would cause a compile-time error because exception analysis determines that SubclassOfFoo is already caught by the first catch clause:

```java
try { ... }
catch (Foo f) { ... }
catch (Bar | SubclassOfFoo e) { ... }
```

### 11.3 Run-Time Handling of an Exception

When an exception is thrown (§14.18), control is transferred from the code that caused the exception to the nearest dynamically enclosing catch clause, if any, of a try statement (§14.20) that can handle the exception.
A statement or expression is dynamically enclosed by a `catch` clause if it appears within the `try` block of the `try` statement of which the `catch` clause is a part, or if the caller of the statement or expression is dynamically enclosed by the `catch` clause.

The caller of a statement or expression depends on where it occurs:

- If within a method, then the caller is the method invocation expression (§15.12) that was executed to cause the method to be invoked.

- If within a constructor or an instance initializer or the initializer for an instance variable, then the caller is the class instance creation expression (§15.9) or the method invocation of `newInstance` that was executed to cause an object to be created.

- If within a static initializer or an initializer for a `static` variable, then the caller is the expression that used the class or interface so as to cause it to be initialized (§12.4).

Whether a particular `catch` clause can handle an exception is determined by comparing the class of the object that was thrown to the catchable exception classes of the `catch` clause. The `catch` clause can handle the exception if one of its catchable exception classes is the class of the exception or a superclass of the class of the exception.

Equivalently, a `catch` clause will catch any exception object that is an `instanceof` (§15.20.2) one of its catchable exception classes.

The control transfer that occurs when an exception is thrown causes abrupt completion of expressions (§15.6) and statements (§14.1) until a `catch` clause is encountered that can handle the exception; execution then continues by executing the block of that `catch` clause. The code that caused the exception is never resumed.

All exceptions (synchronous and asynchronous) are precise: when the transfer of control takes place, all effects of the statements executed and expressions evaluated before the point from which the exception is thrown must appear to have taken place. No expressions, statements, or parts thereof that occur after the point from which the exception is thrown may appear to have been evaluated.

If optimized code has speculatively executed some of the expressions or statements which follow the point at which the exception occurs, such code must be prepared to hide this speculative execution from the user-visible state of the program.

If no `catch` clause that can handle an exception can be found, then the current thread (the thread that encountered the exception) is terminated. Before termination, all
finally clauses are executed and the uncaught exception is handled according to the following rules:

- If the current thread has an uncaught exception handler set, then that handler is executed.

- Otherwise, the method `uncaughtException` is invoked for the ThreadGroup that is the parent of the current thread. If the ThreadGroup and its parent ThreadGroups do not override `uncaughtException`, then the default handler's `uncaughtException` method is invoked.

In situations where it is desirable to ensure that one block of code is always executed after another, even if that other block of code completes abruptly, a `try` statement with a `finally` clause (§14.20.2) may be used.

If a `try` or `catch` block in a `try-finally` or `try-catch-finally` statement completes abruptly, then the `finally` clause is executed during propagation of the exception, even if no matching `catch` clause is ultimately found.

If a `finally` clause is executed because of abrupt completion of a `try` block and the `finally` clause itself completes abruptly, then the reason for the abrupt completion of the `try` block is discarded and the new reason for abrupt completion is propagated from there.

The exact rules for abrupt completion and for the catching of exceptions are specified in detail with the specification of each statement in §14 (Blocks and Statements) and for expressions in §15 (Expressions) (especially §15.6).

**Example 11.3-1. Throwing and Catching Exceptions**

The following program declares an exception class `TestException`. The `main` method of class `Test` invokes the `thrower` method four times, causing exceptions to be thrown three of the four times. The `try` statement in method `main` catches each exception that the `thrower` throws. Whether the invocation of `thrower` completes normally or abruptly, a message is printed describing what happened.

```java
class TestException extends Exception {
    TestException() { super(); }
    TestException(String s) { super(s); }
}
class Test {
    public static void main(String[] args) {
        for (String arg : args) {
            try {
                thrower(arg);
                System.out.println("Test \"" + arg + "\" didn't throw an exception");
            } catch (Exception e) {
                System.out.println("Test \"" + arg + "\" threw a " + e.getClass() + "\" message: " + e.getMessage());
            }
        }
    }
}
```
"\n   with message: " +
e.getMessage());
}
}

static int thrower(String s) throws TestException {
    try {
        if (s.equals("divide")) {
            int i = 0;
            return i/i;
        }
        if (s.equals("null")) {
            s = null;
            return s.length();
        }
        if (s.equals("test")) {
            throw new TestException("Test message");
        }
        return 0;
    } finally {
        System.out.println("[thrower(" + s + "] done");
    }
}

If we execute the program, passing it the arguments:

divide null not test

it produces the output:

[thrower("divide") done]
Test "divide" threw a class java.lang.ArithmeticException
   with message: / by zero
[thrower("null") done]
Test "null" threw a class java.lang.NullPointerException
   with message: null
[thrower("not") done]
Test "not" didn't throw an exception
[thrower("test") done]
Test "test" threw a class TestException
   with message: Test message

The declaration of the method thrower must have a throws clause because it can throw
instances of TestException, which is a checked exception class (§11.1.1). A compile-
time error would occur if the throws clause were omitted.

Notice that the finally clause is executed on every invocation of thrower, whether or
not an exception occurs, as shown by the "[thrower(...) done]" output that occurs
for each invocation.
THIS chapter specifies activities that occur during execution of a program. It is organized around the life cycle of the Java Virtual Machine and of the classes, interfaces, and objects that form a program.

The Java Virtual Machine starts up by loading a specified class and then invoking the method `main` in this specified class. Section §12.1 outlines the loading, linking, and initialization steps involved in executing `main`, as an introduction to the concepts in this chapter. Further sections specify the details of loading (§12.2), linking (§12.3), and initialization (§12.4).

The chapter continues with a specification of the procedures for creation of new class instances (§12.5); and finalization of class instances (§12.6). It concludes by describing the unloading of classes (§12.7) and the procedure followed when a program exits (§12.8).

### 12.1 Java Virtual Machine Startup

The Java Virtual Machine starts execution by invoking the method `main` of some specified class, passing it a single argument, which is an array of strings. In the examples in this specification, this first class is typically called `Test`.

The precise semantics of Java Virtual Machine startup are given in Chapter 5 of *The Java Virtual Machine Specification, Java SE 8 Edition*. Here we present an overview of the process from the viewpoint of the Java programming language.

The manner in which the initial class is specified to the Java Virtual Machine is beyond the scope of this specification, but it is typical, in host environments that use command lines, for the fully-qualified name of the class to be specified as a command-line argument and for following command-line arguments to be used as strings to be provided as the argument to the method `main`. 
For example, in a UNIX implementation, the command line:

```
java Test reboot Bob Dot Enzo
```

will typically start a Java Virtual Machine by invoking method `main` of class `Test` (a class in an unnamed package), passing it an array containing the four strings “reboot”, “Bob”, “Dot”, and “Enzo”.

We now outline the steps the Java Virtual Machine may take to execute `Test`, as an example of the loading, linking, and initialization processes that are described further in later sections.

### 12.1.1 Load the Class `Test`

The initial attempt to execute the method `main` of class `Test` discovers that the class `Test` is not loaded - that is, that the Java Virtual Machine does not currently contain a binary representation for this class. The Java Virtual Machine then uses a class loader to attempt to find such a binary representation. If this process fails, then an error is thrown. This loading process is described further in §12.2.

### 12.1.2 Link `Test`: Verify, Prepare, (Optionally) Resolve

After `Test` is loaded, it must be initialized before `main` can be invoked. And `Test`, like all (class or interface) types, must be linked before it is initialized. Linking involves verification, preparation, and (optionally) resolution. Linking is described further in §12.3.

Verification checks that the loaded representation of `Test` is well-formed, with a proper symbol table. Verification also checks that the code that implements `Test` obeys the semantic requirements of the Java programming language and the Java Virtual Machine. If a problem is detected during verification, then an error is thrown. Verification is described further in §12.3.1.

Preparation involves allocation of static storage and any data structures that are used internally by the implementation of the Java Virtual Machine, such as method tables. Preparation is described further in §12.3.2.

Resolution is the process of checking symbolic references from `Test` to other classes and interfaces, by loading the other classes and interfaces that are mentioned and checking that the references are correct.

The resolution step is optional at the time of initial linkage. An implementation may resolve symbolic references from a class or interface that is being linked very early, even to the point of resolving all symbolic references from the classes and interfaces.
that are further referenced, recursively. (This resolution may result in errors from these further loading and linking steps.) This implementation choice represents one extreme and is similar to the kind of "static" linkage that has been done for many years in simple implementations of the C language. (In these implementations, a compiled program is typically represented as an "a.out" file that contains a fully-linked version of the program, including completely resolved links to library routines used by the program. Copies of these library routines are included in the "a.out" file.)

An implementation may instead choose to resolve a symbolic reference only when it is actively used; consistent use of this strategy for all symbolic references would represent the "laziest" form of resolution. In this case, if Test had several symbolic references to another class, then the references might be resolved one at a time, as they are used, or perhaps not at all, if these references were never used during execution of the program.

The only requirement on when resolution is performed is that any errors detected during resolution must be thrown at a point in the program where some action is taken by the program that might, directly or indirectly, require linkage to the class or interface involved in the error. Using the "static" example implementation choice described above, loading and linkage errors could occur before the program is executed if they involved a class or interface mentioned in the class Test or any of the further, recursively referenced, classes and interfaces. In a system that implemented the "laziest" resolution, these errors would be thrown only when an incorrect symbolic reference is actively used.

The resolution process is described further in §12.3.3.

12.1.3 Initialize Test: Execute Initializers

In our continuing example, the Java Virtual Machine is still trying to execute the method main of class Test. This is permitted only if the class has been initialized (§12.4.1).

Initialization consists of execution of any class variable initializers and static initializers of the class Test, in textual order. But before Test can be initialized, its direct superclass must be initialized, as well as the direct superclass of its direct superclass, and so on, recursively. In the simplest case, Test has Object as its implicit direct superclass; if class Object has not yet been initialized, then it must be initialized before Test is initialized. Class Object has no superclass, so the recursion terminates here.
If class Test has another class Super as its superclass, then Super must be initialized before Test. This requires loading, verifying, and preparing Super if this has not already been done and, depending on the implementation, may also involve resolving the symbolic references from Super and so on, recursively.

Initialization may thus cause loading, linking, and initialization errors, including such errors involving other types.

The initialization process is described further in §12.4.

12.1.4 Invoke Test.main

Finally, after completion of the initialization for class Test (during which other consequential loading, linking, and initializing may have occurred), the method main of Test is invoked.

The method main must be declared public, static, and void. It must specify a formal parameter (§8.4.1) whose declared type is array of String. Therefore, either of the following declarations is acceptable:

```java
public static void main(String[] args)
```

```java
public static void main(String... args)
```

12.2 Loading of Classes and Interfaces

Loading refers to the process of finding the binary form of a class or interface type with a particular name, perhaps by computing it on the fly, but more typically by retrieving a binary representation previously computed from source code by a Java compiler, and constructing, from that binary form, a Class object to represent the class or interface.

The precise semantics of loading are given in Chapter 5 of The Java Virtual Machine Specification, Java SE 8 Edition. Here we present an overview of the process from the viewpoint of the Java programming language.

The binary format of a class or interface is normally the class file format described in The Java Virtual Machine Specification, Java SE 8 Edition cited above, but other formats are possible, provided they meet the requirements specified in §13.1. The method defineClass of class ClassLoader may be used to construct Class objects from binary representations in the class file format.

Well-behaved class loaders maintain these properties:
Given the same name, a good class loader should always return the same class object.

If a class loader \( L_1 \) delegates loading of a class \( C \) to another loader \( L_2 \), then for any type \( T \) that occurs as the direct superclass or a direct superinterface of \( C \), or as the type of a field in \( C \), or as the type of a formal parameter of a method or constructor in \( C \), or as a return type of a method in \( C \), \( L_1 \) and \( L_2 \) should return the same \texttt{Class} object.

A malicious class loader could violate these properties. However, it could not undermine the security of the type system, because the Java Virtual Machine guards against this.

For further discussion of these issues, see \textit{The Java Virtual Machine Specification, Java SE 8 Edition} and the paper \textit{Dynamic Class Loading in the Java Virtual Machine}, by Sheng Liang and Gilad Bracha, in \textit{Proceedings of OOPSLA '98}, published as \textit{ACM SIGPLAN Notices}, Volume 33, Number 10, October 1998, pages 36-44. A basic principle of the design of the Java programming language is that the run-time type system cannot be subverted by code written in the Java programming language, not even by implementations of such otherwise sensitive system classes as \texttt{ClassLoader} and \texttt{SecurityManager}.

### 12.2.1 The Loading Process

The loading process is implemented by the class \texttt{ClassLoader} and its subclasses.

Different subclasses of \texttt{ClassLoader} may implement different loading policies. In particular, a class loader may cache binary representations of classes and interfaces, prefetch them based on expected usage, or load a group of related classes together. These activities may not be completely transparent to a running application if, for example, a newly compiled version of a class is not found because an older version is cached by a class loader. It is the responsibility of a class loader, however, to reflect loading errors only at points in the program where they could have arisen without prefetching or group loading.

If an error occurs during class loading, then an instance of one of the following subclasses of class \texttt{LinkageError} will be thrown at any point in the program that (directly or indirectly) uses the type:

- \texttt{ClassCircularityError}: A class or interface could not be loaded because it would be its own superclass or superinterface (§8.1.4, §9.1.3, §13.4.4).
- \texttt{ClassFormatError}: The binary data that purports to specify a requested compiled class or interface is malformed.
- \texttt{NoClassDefFoundError}: No definition for a requested class or interface could be found by the relevant class loader.
Because loading involves the allocation of new data structures, it may fail with an `OutOfMemoryError`.

### 12.3 Linking of Classes and Interfaces

*Linking* is the process of taking a binary form of a class or interface type and combining it into the run-time state of the Java Virtual Machine, so that it can be executed. A class or interface type is always loaded before it is linked.

Three different activities are involved in linking: verification, preparation, and resolution of symbolic references.

The precise semantics of linking are given in Chapter 5 of *The Java Virtual Machine Specification, Java SE 8 Edition*. Here we present an overview of the process from the viewpoint of the Java programming language.

This specification allows an implementation flexibility as to when linking activities (and, because of recursion, loading) take place, provided that the semantics of the Java programming language are respected, that a class or interface is completely verified and prepared before it is initialized, and that errors detected during linkage are thrown at a point in the program where some action is taken by the program that might require linkage to the class or interface involved in the error.

For example, an implementation may choose to resolve each symbolic reference in a class or interface individually, only when it is used (lazy or late resolution), or to resolve them all at once while the class is being verified (static resolution). This means that the resolution process may continue, in some implementations, after a class or interface has been initialized.

Because linking involves the allocation of new data structures, it may fail with an `OutOfMemoryError`.

#### 12.3.1 Verification of the Binary Representation

*Verification* ensures that the binary representation of a class or interface is structurally correct. For example, it checks that every instruction has a valid operation code; that every branch instruction branches to the start of some other instruction, rather than into the middle of an instruction; that every method is provided with a structurally correct signature; and that every instruction obeys the type discipline of the Java Virtual Machine language.
If an error occurs during verification, then an instance of the following subclass of class `LinkageError` will be thrown at the point in the program that caused the class to be verified:

- `VerifyError`: The binary definition for a class or interface failed to pass a set of required checks to verify that it obeys the semantics of the Java Virtual Machine language and that it cannot violate the integrity of the Java Virtual Machine. (See §13.4.2, §13.4.4, §13.4.9, and §13.4.17 for some examples.)

### 12.3.2 Preparation of a Class or Interface Type

`Preparation` involves creating the static fields (class variables and constants) for a class or interface and initializing such fields to the default values (§4.12.5). This does not require the execution of any source code; explicit initializers for static fields are executed as part of initialization (§12.4), not preparation.

Implementations of the Java Virtual Machine may precompute additional data structures at preparation time in order to make later operations on a class or interface more efficient. One particularly useful data structure is a "method table" or other data structure that allows any method to be invoked on instances of a class without requiring a search of superclasses at invocation time.

### 12.3.3 Resolution of Symbolic References

The binary representation of a class or interface references other classes and interfaces and their fields, methods, and constructors symbolically, using the binary names (§13.1) of the other classes and interfaces (§13.1). For fields and methods, these symbolic references include the name of the class or interface type of which the field or method is a member, as well as the name of the field or method itself, together with appropriate type information.

Before a symbolic reference can be used it must undergo resolution, wherein a symbolic reference is checked to be correct and, typically, replaced with a direct reference that can be more efficiently processed if the reference is used repeatedly.

If an error occurs during resolution, then an error will be thrown. Most typically, this will be an instance of one of the following subclasses of the class `IncompatibleClassChangeError`, but it may also be an instance of some other subclass of `IncompatibleClassChangeError` or even an instance of the class `IncompatibleClassChangeError` itself. This error may be thrown at any point in the program that uses a symbolic reference to the type, directly or indirectly:

- `IllegalAccessError`: A symbolic reference has been encountered that specifies a use or assignment of a field, or invocation of a method, or creation of an
instance of a class, to which the code containing the reference does not have access because the field or method was declared with `private`, `protected`, or package access (not `public`), or because the class was not declared `public`.

This can occur, for example, if a field that is originally declared `public` is changed to be `private` after another class that refers to the field has been compiled (§13.4.7).

- **InstantiationException**: A symbolic reference has been encountered that is used in class instance creation expression, but an instance cannot be created because the reference turns out to refer to an interface or to an abstract class.

  This can occur, for example, if a class that is originally not `abstract` is changed to be `abstract` after another class that refers to the class in question has been compiled (§13.4.1).

- **NoSuchFieldError**: A symbolic reference has been encountered that refers to a specific field of a specific class or interface, but the class or interface does not contain a field of that name.

  This can occur, for example, if a field declaration was deleted from a class after another class that refers to the field was compiled (§13.4.8).

- **NoSuchMethodError**: A symbolic reference has been encountered that refers to a specific method of a specific class or interface, but the class or interface does not contain a method of that signature.

  This can occur, for example, if a method declaration was deleted from a class after another class that refers to the method was compiled (§13.4.12).

Additionally, an **UnsatisfiedLinkError**, a subclass of **LinkageError**, may be thrown if a class declares a `native` method for which no implementation can be found. The error will occur if the method is used, or earlier, depending on what kind of resolution strategy is being used by an implementation of the Java Virtual Machine (§12.3).

### 12.4 Initialization of Classes and Interfaces

*Initialization* of a class consists of executing its static initializers and the initializers for static fields (class variables) declared in the class.

*Initialization* of an interface consists of executing the initializers for fields (constants) declared in the interface.
Before a class is initialized, its direct superclass must be initialized, but interfaces implemented by the class are not initialized. Similarly, the superinterfaces of an interface are not initialized before the interface is initialized.

### 12.4.1 When Initialization Occurs

A class or interface type $\tau$ will be initialized immediately before the first occurrence of any one of the following:

- $\tau$ is a class and an instance of $\tau$ is created.
- $\tau$ is a class and a static method declared by $\tau$ is invoked.
- A static field declared by $\tau$ is assigned.
- A static field declared by $\tau$ is used and the field is not a constant variable (§4.12.4).
- $\tau$ is a top level class (§7.6), and an assert statement (§14.10) lexically nested within $\tau$ (§8.1.3) is executed.

A reference to a static field (§8.3.1.1) causes initialization of only the class or interface that actually declares it, even though it might be referred to through the name of a subclass, a subinterface, or a class that implements an interface.

Invocation of certain reflective methods in class `Class` and in package `java.lang.reflect` also causes class or interface initialization.

A class or interface will not be initialized under any other circumstance.

The intent is that a class or interface type has a set of initializers that put it in a consistent state, and that this state is the first state that is observed by other classes. The static initializers and class variable initializers are executed in textual order, and may not refer to class variables declared in the class whose declarations appear textually after the use, even though these class variables are in scope (§8.3.3). This restriction is designed to detect, at compile time, most circular or otherwise malformed initializations.

The fact that initialization code is unrestricted allows examples to be constructed where the value of a class variable can be observed when it still has its initial default value, before its initializing expression is evaluated, but such examples are rare in practice. (Such examples can be also constructed for instance variable initialization (§12.5).) The full power of the Java programming language is available in these initializers; programmers must exercise some care. This power places an extra burden on code generators, but this burden would arise in any case because the Java programming language is concurrent (§12.4.2).
Example 12.4.1-1. Superclasses Are Initialized Before Subclasses

class Super {
    static { System.out.print("Super "); }
}
class One {
    static { System.out.print("One "); }
}
class Two extends Super {
    static { System.out.print("Two "); }
}
class Test {
    public static void main(String[] args) {
        One o = null;
        Two t = new Two();
        System.out.println((Object)o == (Object)t);
    }
}

This program produces the output:

Super Two false

The class One is never initialized, because it is not used actively and therefore is never linked to. The class Two is initialized only after its superclass Super has been initialized.

Example 12.4.1-2. Only The Class That Declares static Field Is Initialized

class Super {
    static int taxi = 1729;
}
class Sub extends Super {
    static { System.out.print("Sub "); }
}
class Test {
    public static void main(String[] args) {
        System.out.println(Sub.taxi);
    }
}

This program prints only:

1729

because the class Sub is never initialized; the reference to Sub.taxi is a reference to a field actually declared in class Super and does not trigger initialization of the class Sub.

Example 12.4.1-3. Interface Initialization Does Not Initialize Superinterfaces

interface I {
    int i = 1, ii = Test.out("ii", 2);
This program produces the output:

1
j=3
jj=4
3

The reference to \texttt{J.i} is to a field that is a constant variable (§4.12.4); therefore, it does not cause \texttt{I} to be initialized (§13.4.9).

The reference to \texttt{K.j} is a reference to a field actually declared in interface \texttt{J} that is not a constant variable; this causes initialization of the fields of interface \texttt{J}, but not those of its superinterface \texttt{I}, nor those of interface \texttt{K}.

Despite the fact that the name \texttt{K} is used to refer to field \texttt{j} of interface \texttt{J}, interface \texttt{K} is not initialized.

### 12.4.2 Detailed Initialization Procedure

Because the Java programming language is multithreaded, initialization of a class or interface requires careful synchronization, since some other thread may be trying to initialize the same class or interface at the same time. There is also the possibility that initialization of a class or interface may be requested recursively as part of the initialization of that class or interface; for example, a variable initializer in class \texttt{A} might invoke a method of an unrelated class \texttt{B}, which might in turn invoke a method of class \texttt{A}. The implementation of the Java Virtual Machine is responsible for taking care of synchronization and recursive initialization by using the following procedure.
The procedure assumes that the \texttt{Class} object has already been verified and prepared, and that the \texttt{Class} object contains state that indicates one of four situations:

- This \texttt{Class} object is verified and prepared but not initialized.
- This \texttt{Class} object is being initialized by some particular thread $T$.
- This \texttt{Class} object is fully initialized and ready for use.
- This \texttt{Class} object is in an erroneous state, perhaps because initialization was attempted and failed.

For each class or interface $C$, there is a unique initialization lock $LC$. The mapping from $C$ to $LC$ is left to the discretion of the Java Virtual Machine implementation. The procedure for initializing $C$ is then as follows:

1. Synchronize on the initialization lock, $LC$, for $C$. This involves waiting until the current thread can acquire $LC$.

2. If the \texttt{Class} object for $C$ indicates that initialization is in progress for $C$ by some other thread, then release $LC$ and block the current thread until informed that the in-progress initialization has completed, at which time repeat this step.

3. If the \texttt{Class} object for $C$ indicates that initialization is in progress for $C$ by the current thread, then this must be a recursive request for initialization. Release $LC$ and complete normally.

4. If the \texttt{Class} object for $C$ indicates that $C$ has already been initialized, then no further action is required. Release $LC$ and complete normally.

5. If the \texttt{Class} object for $C$ is in an erroneous state, then initialization is not possible. Release $LC$ and throw a \texttt{NoClassDefFoundError}.

6. Otherwise, record the fact that initialization of the \texttt{Class} object for $C$ is in progress by the current thread, and release $LC$.

   Then, initialize the static fields of $C$ which are constant variables (§4.12.4, §8.3.2, §9.3.1).

7. Next, if $C$ is a class rather than an interface, and its superclass $SC$ has not yet been initialized, then recursively perform this entire procedure for $SC$. If necessary, verify and prepare $SC$ first. If the initialization of $SC$ completes abruptly because of a thrown exception, then acquire $LC$, label the \texttt{Class} object for $C$ as erroneous, notify all waiting threads, release $LC$, and complete abruptly, throwing the same exception that resulted from initializing $SC$. 

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8. Next, determine whether assertions are enabled (§14.10) for \( C \) by querying its defining class loader.

9. Next, execute either the class variable initializers and static initializers of the class, or the field initializers of the interface, in textual order, as though they were a single block.

10. If the execution of the initializers completes normally, then acquire \( LC \), label the \( Class \) object for \( C \) as fully initialized, notify all waiting threads, release \( LC \), and complete this procedure normally.

11. Otherwise, the initializers must have completed abruptly by throwing some exception \( E \). If the class of \( E \) is not \( Error \) or one of its subclasses, then create a new instance of the class \( ExceptionInInitializerError \), with \( E \) as the argument, and use this object in place of \( E \) in the following step. But if a new instance of \( ExceptionInInitializerError \) cannot be created because an \( OutOfMemoryError \) occurs, then instead use an \( OutOfMemoryError \) object in place of \( E \) in the following step.

12. Acquire \( LC \), label the \( Class \) object for \( C \) as erroneous, notify all waiting threads, release \( LC \), and complete this procedure abruptly with reason \( E \) or its replacement as determined in the previous step.

An implementation may optimize this procedure by eliding the lock acquisition in step 1 (and release in step 4/5) when it can determine that the initialization of the class has already completed, provided that, in terms of the memory model, all happens-before orderings that would exist if the lock were acquired, still exist when the optimization is performed.

Code generators need to preserve the points of possible initialization of a class or interface, inserting an invocation of the initialization procedure just described. If this initialization procedure completes normally and the \( Class \) object is fully initialized and ready for use, then the invocation of the initialization procedure is no longer necessary and it may be eliminated from the code - for example, by patching it out or otherwise regenerating the code.

Compile-time analysis may, in some cases, be able to eliminate many of the checks that a type has been initialized from the generated code, if an initialization order for a group of related types can be determined. Such analysis must, however, fully account for concurrency and for the fact that initialization code is unrestricted.

12.5 Creation of New Class Instances

A new class instance is explicitly created when evaluation of a class instance creation expression (§15.9) causes a class to be instantiated.
A new class instance may be implicitly created in the following situations:

- Loading of a class or interface that contains a `String` literal (§3.10.5) may create a new `String` object to represent that literal. (This might not occur if the same `String` has previously been interned (§3.10.5).)

- Execution of an operation that causes boxing conversion (§5.1.7). Boxing conversion may create a new object of a wrapper class associated with one of the primitive types.

- Execution of a string concatenation operator `+` (§15.18.1) that is not part of a constant expression (§15.28) sometimes creates a new `String` object to represent the result. String concatenation operators may also create temporary wrapper objects for a value of a primitive type.

- Evaluation of a method reference expression (§15.13.3) or a lambda expression (§15.27.4) may require that a new instance of a class that implements a functional interface type be created.

Each of these situations identifies a particular constructor (§8.8) to be called with specified arguments (possibly none) as part of the class instance creation process.

Whenever a new class instance is created, memory space is allocated for it with room for all the instance variables declared in the class type and all the instance variables declared in each superclass of the class type, including all the instance variables that may be hidden (§8.3).

If there is not sufficient space available to allocate memory for the object, then creation of the class instance completes abruptly with an `OutOfMemoryError`. Otherwise, all the instance variables in the new object, including those declared in superclasses, are initialized to their default values (§4.12.5).

Just before a reference to the newly created object is returned as the result, the indicated constructor is processed to initialize the new object using the following procedure:

1. Assign the arguments for the constructor to newly created parameter variables for this constructor invocation.

2. If this constructor begins with an explicit constructor invocation (§8.8.7.1) of another constructor in the same class (using `this`), then evaluate the arguments and process that constructor invocation recursively using these same five steps. If that constructor invocation completes abruptly, then this procedure completes abruptly for the same reason; otherwise, continue with step 5.

3. This constructor does not begin with an explicit constructor invocation of another constructor in the same class (using `this`). If this constructor is for
a class other than `Object`, then this constructor will begin with an explicit or implicit invocation of a superclass constructor (using `super`). Evaluate the arguments and process that superclass constructor invocation recursively using these same five steps. If that constructor invocation completes abruptly, then this procedure completes abruptly for the same reason. Otherwise, continue with step 4.

4. Execute the instance initializers and instance variable initializers for this class, assigning the values of instance variable initializers to the corresponding instance variables, in the left-to-right order in which they appear textually in the source code for the class. If execution of any of these initializers results in an exception, then no further initializers are processed and this procedure completes abruptly with that same exception. Otherwise, continue with step 5.

5. Execute the rest of the body of this constructor. If that execution completes abruptly, then this procedure completes abruptly for the same reason. Otherwise, this procedure completes normally.

Unlike C++, the Java programming language does not specify altered rules for method dispatch during the creation of a new class instance. If methods are invoked that are overridden in subclasses in the object being initialized, then these overriding methods are used, even before the new object is completely initialized.

**Example 12.5-1. Evaluation of Instance Creation**

```java
class Point {
    int x, y;
    Point() { x = 1; y = 1; }
}
class ColoredPoint extends Point {
    int color = 0xFF00FF;
}
class Test {
    public static void main(String[] args) {
        ColoredPoint cp = new ColoredPoint();
        System.out.println(cp.color);
    }
}
```

Here, a new instance of `ColoredPoint` is created. First, space is allocated for the new `ColoredPoint`, to hold the fields `x`, `y`, and `color`. All these fields are then initialized to their default values (in this case, 0 for each field). Next, the `ColoredPoint` constructor with no arguments is first invoked. Since `ColoredPoint` declares no constructors, a default constructor of the following form is implicitly declared:

```java
ColoredPoint() { super(); }
```
This constructor then invokes the `Point` constructor with no arguments. The `Point` constructor does not begin with an invocation of a constructor, so the Java compiler provides an implicit invocation of its superclass constructor of no arguments, as though it had been written:

```java
Point() { super(); x = 1; y = 1; }
```

Therefore, the constructor for `Object` which takes no arguments is invoked.

The class `Object` has no superclass, so the recursion terminates here. Next, any instance initializers and instance variable initializers of `Object` are invoked. Next, the body of the constructor of `Object` that takes no arguments is executed. No such constructor is declared in `Object`, so the Java compiler supplies a default one, which in this special case is:

```java
Object() {} 
```

This constructor executes without effect and returns.

Next, all initializers for the instance variables of class `Point` are executed. As it happens, the declarations of `x` and `y` do not provide any initialization expressions, so no action is required for this step of the example. Then the body of the `Point` constructor is executed, setting `x` to 1 and `y` to 1.

Next, the initializers for the instance variables of class `ColoredPoint` are executed. This step assigns the value `0xFF00FF` to `color`. Finally, the rest of the body of the `ColoredPoint` constructor is executed (the part after the invocation of `super`); there happen to be no statements in the rest of the body, so no further action is required and initialization is complete.

**Example 12.5-2. Dynamic Dispatch During Instance Creation**

```java
class Super {
    Super() { printThree(); }
    void printThree() { System.out.println("three"); }
}
class Test extends Super {
    int three = (int)Math.PI; // That is, 3
    void printThree() { System.out.println(three); }
    
    public static void main(String[] args) {
        Test t = new Test();
        t.printThree();
    }
}
```

This program produces the output:

```
0
3
```
This shows that the invocation of `printThree` in the constructor for class `Super` does not invoke the definition of `printThree` in class `Super`, but rather invokes the overriding definition of `printThree` in class `Test`. This method therefore runs before the field initializers of `Test` have been executed, which is why the first value output is 0, the default value to which the field `three` of `Test` is initialized. The later invocation of `printThree` in method `main` invokes the same definition of `printThree`, but by that point the initializer for instance variable `three` has been executed, and so the value 3 is printed.

### 12.6 Finalization of Class Instances

The class `Object` has a protected method called `finalize`; this method can be overridden by other classes. The particular definition of `finalize` that can be invoked for an object is called the `finalizer` of that object. Before the storage for an object is reclaimed by the garbage collector, the Java Virtual Machine will invoke the finalizer of that object.

Finalizers provide a chance to free up resources that cannot be freed automatically by an automatic storage manager. In such situations, simply reclaiming the memory used by an object would not guarantee that the resources it held would be reclaimed.

The Java programming language does not specify how soon a finalizer will be invoked, except to say that it will happen before the storage for the object is reused.

The Java programming language does not specify which thread will invoke the finalizer for any given object.

It is important to note that many finalizer threads may be active (this is sometimes needed on large shared memory multiprocessors), and that if a large connected data structure becomes garbage, all of the `finalize` methods for every object in that data structure could be invoked at the same time, each finalizer invocation running in a different thread.

The Java programming language imposes no ordering on `finalize` method calls. Finalizers may be called in any order, or even concurrently.

As an example, if a circularly linked group of unfinalized objects becomes unreachable (or finalizer-reachable), then all the objects may become finalizable together. Eventually, the finalizers for these objects may be invoked, in any order, or even concurrently using multiple threads. If the automatic storage manager later finds that the objects are unreachable, then their storage can be reclaimed.

It is straightforward to implement a class that will cause a set of finalizer-like methods to be invoked in a specified order for a set of objects when all the objects become unreachable. Defining such a class is left as an exercise for the reader.
It is guaranteed that the thread that invokes the finalizer will not be holding any user-visible synchronization locks when the finalizer is invoked.

If an uncaught exception is thrown during the finalization, the exception is ignored and finalization of that object terminates.

The completion of an object's constructor happens-before (§17.4.5) the execution of its `finalize` method (in the formal sense of happens-before).

The `finalize` method declared in class `Object` takes no action. The fact that class `Object` declares a `finalize` method means that the `finalize` method for any class can always invoke the `finalize` method for its superclass. This should always be done, unless it is the programmer's intent to nullify the actions of the finalizer in the superclass. (Unlike constructors, finalizers do not automatically invoke the finalizer for the superclass; such an invocation must be coded explicitly.)

For efficiency, an implementation may keep track of classes that do not override the `finalize` method of class `Object`, or override it in a trivial way.

For example:

```java
protected void finalize() throws Throwable {
    super.finalize();
}
```

We encourage implementations to treat such objects as having a finalizer that is not overridden, and to finalize them more efficiently, as described in §12.6.1.

A finalizer may be invoked explicitly, just like any other method.

The package `java.lang.ref` describes weak references, which interact with garbage collection and finalization. As with any API that has special interactions with the Java programming language, implementors must be cognizant of any requirements imposed by the `java.lang.ref` API. This specification does not discuss weak references in any way. Readers are referred to the API documentation for details.

### 12.6.1 Implementing Finalization

Every object can be characterized by two attributes: it may be `reachable`, `finalizer-reachable`, or `unreachable`, and it may also be `unfinalized`, `finalizable`, or `finalized`.

A `reachable` object is any object that can be accessed in any potential continuing computation from any live thread.
A finalizer-reachable object can be reached from some finalizable object through some chain of references, but not from any live thread.

An unreachable object cannot be reached by either means.

An unfinalized object has never had its finalizer automatically invoked.

A finalized object has had its finalizer automatically invoked.

A finalizable object has never had its finalizer automatically invoked, but the Java Virtual Machine may eventually automatically invoke its finalizer.

An object $o$ is not finalizable until its constructor has invoked the constructor for Object on $o$ and that invocation has completed successfully (that is, without throwing an exception). Every pre-finalization write to a field of an object must be visible to the finalization of that object. Furthermore, none of the pre-finalization reads of fields of that object may see writes that occur after finalization of that object is initiated.

Optimizing transformations of a program can be designed that reduce the number of objects that are reachable to be less than those which would naively be considered reachable. For example, a Java compiler or code generator may choose to set a variable or parameter that will no longer be used to null to cause the storage for such an object to be potentially reclaimable sooner.

Another example of this occurs if the values in an object's fields are stored in registers. The program may then access the registers instead of the object, and never access the object again. This would imply that the object is garbage. Note that this sort of optimization is only allowed if references are on the stack, not stored in the heap.

For example, consider the Finalizer Guardian pattern:

```java
class Foo {
    private final Object finalizerGuardian = new Object() {
        protected void finalize() throws Throwable {
            /* finalize outer Foo object */
        }
    }
}
```

The finalizer guardian forces super.finalize to be called if a subclass overrides finalize and does not explicitly call super.finalize.

If these optimizations are allowed for references that are stored on the heap, then a Java compiler can detect that the finalizerGuardian field is never read, null it out, collect the object immediately, and call the finalizer early. This runs counter to the intent: the programmer probably wanted to call the Foo finalizer when the Foo instance became
unreachable. This sort of transformation is therefore not legal: the inner class object should be reachable for as long as the outer class object is reachable.

Transformations of this sort may result in invocations of the `finalize` method occurring earlier than might be otherwise expected. In order to allow the user to prevent this, we enforce the notion that synchronization may keep the object alive. *If an object's finalizer can result in synchronization on that object, then that object must be alive and considered reachable whenever a lock is held on it.*

Note that this does not prevent synchronization elimination: synchronization only keeps an object alive if a finalizer might synchronize on it. Since the finalizer occurs in another thread, in many cases the synchronization could not be removed anyway.

### 12.6.2 Interaction with the Memory Model

It must be possible for the memory model (§17.4) to decide when it can commit actions that take place in a finalizer. This section describes the interaction of finalization with the memory model.

Each execution has a number of *reachability decision points*, labeled \( di \). Each action either *comes-before \( di \) or comes-after \( di \).* Other than as explicitly mentioned, the comes-before ordering described in this section is unrelated to all other orderings in the memory model.

If \( r \) is a read that sees a write \( w \) and \( r \) comes-before \( di \), then \( w \) must come-before \( di \).

If \( x \) and \( y \) are synchronization actions on the same variable or monitor such that \( so(x, y) \) (§17.4.4) and \( y \) comes-before \( di \), then \( x \) must come-before \( di \).

At each reachability decision point, some set of objects are marked as unreachable, and some subset of those objects are marked as finalizable. These reachability decision points are also the points at which references are checked, enqueued, and cleared according to the rules provided in the API documentation for the package `java.lang.ref`.

The only objects that are considered definitely reachable at a point \( di \) are those that can be shown to be reachable by the application of these rules:

- An object \( B \) is definitely reachable at \( di \) from static fields if there exists a write \( w1 \) to a static field \( v \) of a class \( C \) such that the value written by \( w1 \) is a reference to \( B \), the class \( C \) is loaded by a reachable classloader, and there does not exist a write \( w2 \) to \( v \) such that \( hb(w2, w1) \) is not true and both \( w1 \) and \( w2 \) come-before \( di \).

- An object \( B \) is definitely reachable from \( A \) at \( di \) if there is a write \( w1 \) to an element \( v \) of \( A \) such that the value written by \( w1 \) is a reference to \( B \) and there does not exist a write \( w2 \) to \( v \) such that \( hb(w2, w1) \) is not true and both \( w1 \) and \( w2 \) come-before \( di \).
If an object $c$ is definitely reachable from an object $b$, and object $b$ is definitely reachable from an object $a$, then $c$ is definitely reachable from $a$.

If an object $x$ is marked as unreachable at $di$, then:

- $x$ must not be definitely reachable at $di$ from static fields; and
- All active uses of $x$ in thread $t$ that come-after $di$ must occur in the finalizer invocation for $x$ or as a result of thread $t$ performing a read that comes-after $di$ of a reference to $x$; and
- All reads that come-after $di$ that see a reference to $x$ must see writes to elements of objects that were unreachable at $di$, or see writes that came-after $di$.

An action $a$ is an active use of $x$ if and only if at least one of the following conditions holds:

- $a$ reads or writes an element of $x$
- $a$ locks or unlocks $x$ and there is a lock action on $x$ that happens-after the invocation of the finalizer for $x$
- $a$ writes a reference to $x$
- $a$ is an active use of an object $y$, and $x$ is definitely reachable from $y$

If an object $x$ is marked as finalizable at $di$, then:

- $x$ must be marked as unreachable at $di$; and
- $di$ must be the only place where $x$ is marked as finalizable; and
- actions that happen-after the finalizer invocation must come-after $di$.

### 12.7 Unloading of Classes and Interfaces

An implementation of the Java programming language may unload classes.

A class or interface may be unloaded if and only if its defining class loader may be reclaimed by the garbage collector as discussed in §12.6.

Classes and interfaces loaded by the bootstrap loader may not be unloaded.

Class unloading is an optimization that helps reduce memory use. Obviously, the semantics of a program should not depend on whether and how a system chooses to implement an optimization such as class unloading. To do otherwise would compromise the portability of programs. Consequently, whether a class or interface has been unloaded or not should be transparent to a program.
However, if a class or interface $C$ was unloaded while its defining loader was potentially reachable, then $C$ might be reloaded. One could never ensure that this would not happen. Even if the class was not referenced by any other currently loaded class, it might be referenced by some class or interface, $D$, that had not yet been loaded. When $D$ is loaded by $C$’s defining loader, its execution might cause reloading of $C$.

Reloading may not be transparent if, for example, the class has static variables (whose state would be lost), static initializers (which may have side effects), or native methods (which may retain static state). Furthermore, the hash value of the Class object is dependent on its identity. Therefore it is, in general, impossible to reload a class or interface in a completely transparent manner.

Since we can never guarantee that unloading a class or interface whose loader is potentially reachable will not cause reloading, and reloading is never transparent, but unloading must be transparent, it follows that one must not unload a class or interface while its loader is potentially reachable. A similar line of reasoning can be used to deduce that classes and interfaces loaded by the bootstrap loader can never be unloaded.

One must also argue why it is safe to unload a class $C$ if its defining class loader can be reclaimed. If the defining loader can be reclaimed, then there can never be any live references to it (this includes references that are not live, but might be resurrected by finalizers). This, in turn, can only be true if there are can never be any live references to any of the classes defined by that loader, including $C$, either from their instances or from code.

Class unloading is an optimization that is only significant for applications that load large numbers of classes and that stop using most of those classes after some time. A prime example of such an application is a web browser, but there are others. A characteristic of such applications is that they manage classes through explicit use of class loaders. As a result, the policy outlined above works well for them.

Strictly speaking, it is not essential that the issue of class unloading be discussed by this specification, as class unloading is merely an optimization. However, the issue is very subtle, and so it is mentioned here by way of clarification.

12.8 Program Exit

A program terminates all its activity and exits when one of two things happens:

- All the threads that are not daemon threads terminate.
- Some thread invokes the exit method of class Runtime or class System, and the exit operation is not forbidden by the security manager.
DEVELOPMENT tools for the Java programming language should support automatic recompilation as necessary whenever source code is available. Particular implementations may also store the source and binary of types in a versioning database and implement aClassLoader that uses integrity mechanisms of the database to prevent linkage errors by providing binary-compatible versions of types to clients.

Developers of packages and classes that are to be widely distributed face a different set of problems. In the Internet, which is our favorite example of a widely distributed system, it is often impractical or impossible to automatically recompile the pre-existing binaries that directly or indirectly depend on a type that is to be changed. Instead, this specification defines a set of changes that developers are permitted to make to a package or to a class or interface type while preserving (not breaking) compatibility with pre-existing binaries.

Within the framework of Release-to-Release Binary Compatibility in SOM (Forman, Conner, Danforth, and Raper, Proceedings of OOPSLA ’95), Java programming language binaries are binary compatible under all relevant transformations that the authors identify (with some caveats with respect to the addition of instance variables). Using their scheme, here is a list of some important binary compatible changes that the Java programming language supports:

- Reimplementing existing methods, constructors, and initializers to improve performance.
- Changing methods or constructors to return values on inputs for which they previously either threw exceptions that normally should not occur or failed by going into an infinite loop or causing a deadlock.
- Adding new fields, methods, or constructors to an existing class or interface.
- Deleting private fields, methods, or constructors of a class.
• When an entire package is updated, deleting package access fields, methods, or constructors of classes and interfaces in the package.

• Reordering the fields, methods, or constructors in an existing type declaration.

• Moving a method upward in the class hierarchy.

• Reordering the list of direct superinterfaces of a class or interface.

• Inserting new class or interface types in the type hierarchy.

This chapter specifies minimum standards for binary compatibility guaranteed by all implementations. The Java programming language guarantees compatibility when binaries of classes and interfaces are mixed that are not known to be from compatible sources, but whose sources have been modified in the compatible ways described here. Note that we are discussing compatibility between releases of an application. A discussion of compatibility among releases of the Java SE platform is beyond the scope of this chapter.

We encourage development systems to provide facilities that alert developers to the impact of changes on pre-existing binaries that cannot be recompiled.

This chapter first specifies some properties that any binary format for the Java programming language must have (§13.1). It next defines binary compatibility, explaining what it is and what it is not (§13.2). It finally enumerates a large set of possible changes to packages (§13.3), classes (§13.4), and interfaces (§13.5), specifying which of these changes are guaranteed to preserve binary compatibility and which are not.

13.1 The Form of a Binary

Programs must be compiled either into the class file format specified by The Java Virtual Machine Specification, Java SE 8 Edition, or into a representation that can be mapped into that format by a class loader written in the Java programming language.

Furthermore, the resulting class file must have certain properties. A number of these properties are specifically chosen to support source code transformations that preserve binary compatibility. The required properties are:

1. The class or interface must be named by its binary name, which must meet the following constraints:
   • The binary name of a top level type (§7.6) is its canonical name (§6.7).
The binary name of a member type (§8.5, §9.5) consists of the binary name of its immediately enclosing type, followed by $\$, followed by the simple name of the member.

The binary name of a local class (§14.3) consists of the binary name of its immediately enclosing type, followed by $\$, followed by a non-empty sequence of digits, followed by the simple name of the local class.

The binary name of an anonymous class (§15.9.5) consists of the binary name of its immediately enclosing type, followed by $\$, followed by a non-empty sequence of digits.

The binary name of a type variable declared by a generic class or interface (§8.1.2, §9.1.2) is the binary name of its immediately enclosing type, followed by $\$, followed by the simple name of the type variable.

The binary name of a type variable declared by a generic method (§8.4.4) is the binary name of the type declaring the method, followed by $\$, followed by the descriptor of the method as defined in The Java Virtual Machine Specification, Java SE 8 Edition (JVMS §4.3.3), followed by $\$, followed by the simple name of the type variable.

The binary name of a type variable declared by a generic constructor (§8.8.4) is the binary name of the type declaring the constructor, followed by $\$, followed by the descriptor of the constructor as defined in The Java Virtual Machine Specification, Java SE 8 Edition (JVMS §4.3.3), followed by $\$, followed by the simple name of the type variable.

2. A reference to another class or interface type must be symbolic, using the binary name of the type.

3. A reference to a field that is a constant variable (§4.12.4) must be resolved at compile time to the value $v$ denoted by the constant variable's initializer.

   If such a field is static, then no reference to the field should be present in the code in a binary file, including the class or interface which declared the field. Such a field must always appear to have been initialized (§12.4.2); the default initial value for the field (if different than $v$) must never be observed.

   If such a field is non-static, then no reference to the field should be present in the code in a binary file, except in the class containing the field. (It will be a class rather than an interface, since an interface has only static fields.) The class should have code to set the field's value to $v$ during instance creation (§12.5).
4. Given a legal expression denoting a field access in a class \( c \), referencing a field named \( f \) that is not a constant variable and is declared in a (possibly distinct) class or interface \( d \), we define the \textit{qualifying type of the field reference} as follows:

- If the expression is referenced by a simple name, then if \( f \) is a member of the current class or interface, \( c \), then let \( \tau \) be \( c \). Otherwise, let \( \tau \) be the innermost lexically enclosing type declaration of which \( f \) is a member. In either case, \( \tau \) is the qualifying type of the reference.

- If the reference is of the form \( \text{TypeName}.f \), where \( \text{TypeName} \) denotes a class or interface, then the class or interface denoted by \( \text{TypeName} \) is the qualifying type of the reference.

- If the expression is of the form \( \text{ExpressionName}.f \) or \( \text{Primary}.f \), then:
  - If the compile-time type of \( \text{ExpressionName} \) or \( \text{Primary} \) is an intersection type \( V_1 \& \ldots \& V_n \) (§4.9), then the qualifying type of the reference is \( V_1 \).
  - Otherwise, the compile-time type of \( \text{ExpressionName} \) or \( \text{Primary} \) is the qualifying type of the reference.

- If the expression is of the form \( \text{super}.f \), then the superclass of \( c \) is the qualifying type of the reference.

- If the expression is of the form \( \text{TypeName}.\text{super}.f \), then the superclass of the class denoted by \( \text{TypeName} \) is the qualifying type of the reference.

The reference to \( f \) must be compiled into a symbolic reference to the erasure (§4.6) of the qualifying type of the reference, plus the simple name of the field, \( f \). The reference must also include a symbolic reference to the erasure of the declared type of the field so that the verifier can check that the type is as expected.

5. Given a method invocation expression or a method reference expression in a class or interface \( c \), referencing a method named \( m \) declared (or implicitly declared (§9.2)) in a (possibly distinct) class or interface \( d \), we define the \textit{qualifying type of the method invocation} as follows:

- If \( d \) is \text{Object} then the qualifying type of the expression is \text{Object}.

- Otherwise:
  - If the method is referenced by a simple name, then if \( m \) is a member of the current class or interface \( c \), let \( \tau \) be \( c \); otherwise, let \( \tau \) be the innermost lexically enclosing type declaration of which \( m \) is a member. In either case, \( \tau \) is the qualifying type of the method invocation.
- If the expression is of the form `TypeName.m` or `TypeName::m` or `ReferenceType::m`, then the class or interface denoted by `TypeName` or `ReferenceType` is the qualifying type of the method invocation.

- If the expression is of the form `ExpressionName.m` or `Primary.m` or `ExpressionName::m` or `Primary::m`, then:
  
  > If the compile-time type of `ExpressionName` or `Primary` is an intersection type \( V_1 \& ... \& V_n \) (§4.9), then the qualifying type of the method invocation is \( V_1 \).

  > Otherwise, the compile-time type of `ExpressionName` or `Primary` is the qualifying type of the method invocation.

- If the expression is of the form `super.m` or `super::m`, then the superclass of \( C \) is the qualifying type of the method invocation.

- If the expression is of the form `TypeName.super.m` or `TypeName.super::m`, then if `TypeName` denotes a class \( X \), the superclass of \( X \) is the qualifying type of the method invocation; if `TypeName` denotes an interface \( X \), \( X \) is the qualifying type of the method invocation.

A reference to a method must be resolved at compile time to a symbolic reference to the erasure (§4.6) of the qualifying type of the invocation, plus the erasure of the signature (§8.4.2) of the method. The signature of a method must include all of the following as determined by §15.12.3:

- The simple name of the method
- The number of parameters to the method
- A symbolic reference to the type of each parameter

A reference to a method must also include either a symbolic reference to the erasure of the return type of the denoted method or an indication that the denoted method is declared `void` and does not return a value.

6. Given a class instance creation expression (§15.9) or an explicit constructor invocation statement (§8.8.7.1) or a method reference expression of the form `ClassType::new` (§15.13) in a class or interface \( C \) referencing a constructor \( m \) declared in a (possibly distinct) class or interface \( D \), we define the qualifying type of the constructor invocation as follows:

- If the expression is of the form `new D(...)` or `ExpressionName.new D(...)` or `Primary.new D(...)` or `D :: new`, then the qualifying type of the invocation is \( D \).
• If the expression is of the form `new D(...) {...}` or `ExpressionName.new D(...) {...}` or `Primary.new D(...) {...}`, then the qualifying type of the expression is the compile-time type of the expression.

• If the expression is of the form `super(...)` or `ExpressionName.super(...)` or `Primary.super(...)`, then the qualifying type of the expression is the direct superclass of `C`.

• If the expression is of the form `this(...)`, then the qualifying type of the expression is `C`.

A reference to a constructor must be resolved at compile time to a symbolic reference to the erasure (§4.6) of the qualifying type of the invocation, plus the signature of the constructor (§8.8.2). The signature of a constructor must include both:

• The number of parameters of the constructor

• A symbolic reference to the type of each formal parameter

In addition, the constructor of a non-private inner member class must be compiled such that it has as its first parameter, an additional implicit parameter representing the immediately enclosing instance (§8.1.3).

7. Any constructs introduced by a Java compiler that do not have a corresponding construct in the source code must be marked as synthetic, except for default constructors, the class initialization method, and the `values` and `valueOf` methods of the `Enum` class.

A binary representation for a class or interface must also contain all of the following:

1. If it is a class and is not `Object`, then a symbolic reference to the erasure of the direct superclass of this class.

2. A symbolic reference to the erasure of each direct superinterface, if any.

3. A specification of each field declared in the class or interface, given as the simple name of the field and a symbolic reference to the erasure of the type of the field.

4. If it is a class, then the erased signature of each constructor, as described above.

5. For each method declared in the class or interface (excluding, for an interface, its implicitly declared methods (§9.2)), its erased signature and return type, as described above.

6. The code needed to implement the class or interface:
• For an interface, code for the field initializers
• For a class, code for the field initializers, the instance and static initializers, and the implementation of each method or constructor

7. Every type must contain sufficient information to recover its canonical name (§6.7).

8. Every member type must have sufficient information to recover its source level access modifier.

9. Every nested class and nested interface must have a symbolic reference to its immediately enclosing class (§8.1.3).

10. Every class must contain symbolic references to all of its member types (§8.5), and to all local and anonymous classes that appear in its methods, constructors, static initializers, instance initializers, and field initializers.
    Every interface must contain symbolic references to all of its member types (§9.5), and to all anonymous classes that appear in its field initializers.

11. A construct emitted by a Java compiler must be marked as synthetic if it does not correspond to a construct declared explicitly or implicitly in source code, unless the emitted construct is a class initialization method (JVMS §2.9).

12. A construct emitted by a Java compiler must be marked as mandated if it corresponds to a formal parameter declared implicitly in source code (§8.8.1, §8.8.9, §8.9.3, §15.9.5.1).

The following formal parameters are declared implicitly in source code:

• The first formal parameter of a constructor of a non-private inner member class (§8.8.1, §8.8.9).
• The first formal parameter of an anonymous constructor of an anonymous class whose superclass is inner or local (not in a static context) (§15.9.5.1).
• The formal parameter name of the valueOf method which is implicitly declared in an enum type (§8.9.3).

For reference, the following constructs are declared implicitly in source code, but are not marked as mandated because only formal parameters can be so marked in a class file (JVMS §4.7.22):

• Default constructors of classes and enum types (§8.8.9, §8.9.2)
• Anonymous constructors (§15.9.5.1)
• The values and valueOf methods of enum types (§8.9.3)
• Certain public fields of enum types (§8.9.3)
13.2 What Binary Compatibility Is and Is Not

A change to a type is binary compatible with (equivalently, does not break binary compatibility with) pre-existing binaries if pre-existing binaries that previously linked without error will continue to link without error.

Binaries are compiled to rely on the accessible members and constructors of other classes and interfaces. To preserve binary compatibility, a class or interface should treat its accessible members and constructors, their existence and behavior, as a contract with its users.

The Java programming language is designed to prevent additions to contracts and accidental name collisions from breaking binary compatibility. Specifically, addition of more methods overloading a particular method name does not break compatibility with pre-existing binaries. The method signature that the pre-existing binary will use for method lookup is chosen by the overload resolution algorithm at compile time (§15.12.2).

If the Java programming language had been designed so that the particular method to be executed was chosen at run time, then such an ambiguity might be detected at run time. Such a rule would imply that adding an additional overloaded method so as to make ambiguity possible at a call site could break compatibility with an unknown number of pre-existing binaries. See §13.4.23 for more discussion.

Binary compatibility is not the same as source compatibility. In particular, the example in §13.4.6 shows that a set of compatible binaries can be produced from sources that will not compile all together. This example is typical: a new declaration is added, changing the meaning of a name in an unchanged part of the source code, while the pre-existing binary for that unchanged part of the source code retains the fully-qualified, previous meaning of the name. Producing a consistent set of source
code requires providing a qualified name or field access expression corresponding to the previous meaning.

### 13.3 Evolution of Packages

A new top level class or interface type may be added to a package without breaking compatibility with pre-existing binaries, provided the new type does not reuse a name previously given to an unrelated type.

If a new type reuses a name previously given to an unrelated type, then a conflict may result, since binaries for both types could not be loaded by the same class loader.

Changes in top level class and interface types that are not public and that are not a superclass or superinterface, respectively, of a public type, affect only types within the package in which they are declared. Such types may be deleted or otherwise changed, even if incompatibilities are otherwise described here, provided that the affected binaries of that package are updated together.

### 13.4 Evolution of Classes

This section describes the effects of changes to the declaration of a class and its members and constructors on pre-existing binaries.

#### 13.4.1 abstract Classes

If a class that was not declared abstract is changed to be declared abstract, then pre-existing binaries that attempt to create new instances of that class will throw either an `InstantiationException` at link time, or (if a reflective method is used) an `IllegalAccessException` at run time; such a change is therefore not recommended for widely distributed classes.

Changing a class that is declared abstract to no longer be declared abstract does not break compatibility with pre-existing binaries.

#### 13.4.2 final Classes

If a class that was not declared final is changed to be declared final, then a `VerifyError` is thrown if a binary of a pre-existing subclass of this class is loaded,
because final classes can have no subclasses; such a change is not recommended for widely distributed classes.

Changing a class that is declared final to no longer be declared final does not break compatibility with pre-existing binaries.

13.4.3 public Classes

Changing a class that is not declared public to be declared public does not break compatibility with pre-existing binaries.

If a class that was declared public is changed to not be declared public, then an IllegalArgumentException is thrown if a pre-existing binary is linked that needs but no longer has access to the class type; such a change is not recommended for widely distributed classes.

13.4.4 Superclasses and Superinterfaces

A ClassCircularityError is thrown at load time if a class would be a superclass of itself. Changes to the class hierarchy that could result in such a circularity when newly compiled binaries are loaded with pre-existing binaries are not recommended for widely distributed classes.

Changing the direct superclass or the set of direct superinterfaces of a class type will not break compatibility with pre-existing binaries, provided that the total set of superclasses or superinterfaces, respectively, of the class type loses no members.

If a change to the direct superclass or the set of direct superinterfaces results in any class or interface no longer being a superclass or superinterface, respectively, then linkage errors may result if pre-existing binaries are loaded with the binary of the modified class. Such changes are not recommended for widely distributed classes.

Example 13.4.4-1. Changing A Superclass

Suppose that the following test program:

```java
class Hyper { char h = 'h'; }
class Super extends Hyper { char s = 's'; }
class Test extends Super {
    public static void printH(Hyper h) {
        System.out.println(h.h);
    }
    public static void main(String[] args) {
        printH(new Super());
    }
}
```
is compiled and executed, producing the output:

```
h
```

Suppose that a new version of class `Super` is then compiled:

```java
class Super { char s = 's'; }
```

This version of class `Super` is not a subclass of `Hyper`. If we then run the existing binaries of `Hyper` and `Test` with the new version of `Super`, then a `VerifyError` is thrown at link time. The verifier objects because the result of `new Super()` cannot be passed as an argument in place of a formal parameter of type `Hyper`, because `Super` is not a subclass of `Hyper`.

It is instructive to consider what might happen without the verification step: the program might run and print:

```
s
```

This demonstrates that without the verifier, the Java type system could be defeated by linking inconsistent binary files, even though each was produced by a correct Java compiler.

The lesson is that an implementation that lacks a verifier or fails to use it will not maintain type safety and is, therefore, not a valid implementation.

The requirement that alternatives in a multi-catch clause (§14.20) not be subclasses or superclasses of each other is only a source restriction. Assuming the following client code is legal:

```java
try {
    throwAorB();
} catch(ExceptionA | ExceptionB e) {
    ...
}
```

where `ExceptionA` and `ExceptionB` do not have a subclass/superclass relationship when the client is compiled, it is binary compatible with respect to the client for `ExceptionA` and `ExceptionB` to have such a relationship when the client is executed.

This is analogous to other situations where a class transformation that is binary compatible for a client might not be source compatible for the same client.

### 13.4.5 Class Type Parameters

Adding or removing a type parameter of a class does not, in itself, have any implications for binary compatibility.

If such a type parameter is used in the type of a field or method, that may have the normal implications of changing the aforementioned type.
Renaming a type parameter of a class has no effect with respect to pre-existing binaries.

Changing the first bound of a type parameter of a class may change the erasure (§4.6) of any member that uses that type parameter in its own type, and this may affect binary compatibility. The change of such a bound is analogous to the change of the first bound of a type parameter of a method or constructor (§13.4.13).

Changing any other bound has no effect on binary compatibility.

### 13.4.6 Class Body and Member Declarations

No incompatibility with pre-existing binaries is caused by adding an instance (respectively static) member that has the same name and accessibility (for fields), or same name and accessibility and signature and return type (for methods), as an instance (respectively static) member of a superclass or subclass. No error occurs even if the set of classes being linked would encounter a compile-time error.

Deleting a class member or constructor that is not declared private may cause a linkage error if the member or constructor is used by a pre-existing binary.

#### Example 13.4.6-1. Changing A Class Body

```java
class Hyper {
    void hello() { System.out.println("hello from Hyper"); }
}
class Super extends Hyper {
    void hello() { System.out.println("hello from Super"); }
}
class Test {
    public static void main(String[] args) {
        new Super().hello();
    }
}
```

This program produces the output:

```
hello from Super
```

Suppose that a new version of class Super is produced:

```java
class Super extends Hyper {}
```

Then, recompiling Super and executing this new binary with the original binaries for Test and Hyper produces the output:

```
hello from Hyper
```
as expected.

The `super` keyword can be used to access a method declared in a superclass, bypassing any methods declared in the current class. The expression `super.Identifier` is resolved, at compile time, to a method `m` in the superclass `S`. If the method `m` is an instance method, then the method which is invoked at run time is the method with the same signature as `m` that is a member of the direct superclass of the class containing the expression involving `super`.

Example 13.4.6-2. Changing A Superclass

class Hyper {
    void hello() { System.out.println("hello from Hyper"); }
}
class Super extends Hyper { }
class Test extends Super {
public static void main(String[] args) {
    new Test().hello();
}
void hello() {
    super.hello();
}
}

This program produces the output:

```
hello from Hyper
```

Suppose that a new version of class `Super` is produced:

```java
class Super extends Hyper {
    void hello() { System.out.println("hello from Super"); }
}
```

Then, if `Super` and `Hyper` are recompiled but not `Test`, then running the new binaries with the existing binary of `Test` produces the output:

```
hello from Super
```

as you might expect.

13.4.7 Access to Members and Constructors

Changing the declared access of a member or constructor to permit less access may break compatibility with pre-existing binaries, causing a linkage error to be thrown when these binaries are resolved. Less access is permitted if the access modifier is changed from package access to `private` access; from `protected`
access to package or private access; or from public access to protected, package, or private access. Changing a member or constructor to permit less access is therefore not recommended for widely distributed classes.

Perhaps surprisingly, the binary format is defined so that changing a member or constructor to be more accessible does not cause a linkage error when a subclass (already) defines a method to have less access.

**Example 13.4.7-1. Changing Accessibility**

If the package `points` defines the class `Point`:

```java
package points;
public class Point {
    public int x, y;
    protected void print() {
        System.out.println("(" + x + "," + y + ")");
    }
}
```

used by the program:

```java
class Test extends points.Point {
    public static void main(String[] args) {
        Test t = new Test();
        t.print();
    }
    protected void print() {
        System.out.println("Test");
    }
}
```

then these classes compile and `Test` executes to produce the output:

```
Test
```

If the method `print` in class `Point` is changed to be public, and then only the `Point` class is recompiled, and then executed with the previously existing binary for `Test`, then no linkage error occurs. This happens even though it is improper, at compile time, for a public method to be overridden by a protected method (as shown by the fact that the class `Test` could not be recompiled using this new `Point` class unless `print` in `Test` were changed to be public.)

Allowing superclasses to change protected methods to be public without breaking binaries of pre-existing subclasses helps make binaries less fragile. The alternative, where such a change would cause a linkage error, would create additional binary incompatibilities.
13.4.8 Field Declarations

Widely distributed programs should not expose any fields to their clients. Apart from the binary compatibility issues discussed below, this is generally good software engineering practice. Adding a field to a class may break compatibility with pre-existing binaries that are not recompiled.

Assume a reference to a field $f$ with qualifying type $T$. Assume further that $f$ is in fact an instance (respectively static) field declared in a superclass of $T$, $S$, and that the type of $f$ is $X$.

If a new field of type $X$ with the same name as $f$ is added to a subclass of $S$ that is a superclass of $T$ or $T$ itself, then a linkage error may occur. Such a linkage error will occur only if, in addition to the above, either one of the following conditions hold:

- The new field is less accessible than the old one.
- The new field is a static (respectively instance) field.

In particular, no linkage error will occur in the case where a class could no longer be recompiled because a field access previously referenced a field of a superclass with an incompatible type. The previously compiled class with such a reference will continue to reference the field declared in a superclass.

Example 13.4.8-1. Adding A Field Declaration

class Hyper { String h = "hyper"; }
class Super extends Hyper { String s = "super"; }
class Test {
    public static void main(String[] args) {
        System.out.println(new Super().h);
    }
}

This program produces the output:

hyper

Suppose a new version of class Super is produced:

class Super extends Hyper {
    String s = "super";
    int h = 0;
}

Then, recompiling Hyper and Super, and executing the resulting new binaries with the old binary of Test produces the output:

hyper
The field $h$ of Hyper is output by the original binary of Test. While this may seem surprising at first, it serves to reduce the number of incompatibilities that occur at runtime. (In an ideal world, all source files that needed recompilation would be recompiled whenever any one of them changed, eliminating such surprises. But such a mass recompilation is often impractical or impossible, especially in the Internet. And, as was previously noted, such recompilation would sometimes require further changes to the source code.)

As another example, if the program:

```java
class Hyper { String h = "Hyper"; }
class Super extends Hyper {}
class Test extends Super {
    public static void main(String[] args) {
        String s = new Test().h;
        System.out.println(s);
    }
}
```

is compiled and executed, it produces the output:

Hyper

Suppose that a new version of class Super is then compiled:

```java
class Super extends Hyper { char h = 'h'; }
```

If the resulting binary is used with the existing binaries for Hyper and Test, then the output is still:

Hyper

even though compiling the source for these binaries:

```java
class Hyper { String h = "Hyper"; }
class Super extends Hyper { char h = 'h'; }
class Test extends Super {
    public static void main(String[] args) {
        String s = new Test().h;
        System.out.println(s);
    }
}
```

would result in a compile-time error, because the $h$ in the source code for main would now be construed as referring to the char field declared in Super, and a char value can't be assigned to a String.

Deleting a field from a class will break compatibility with any pre-existing binaries that reference this field, and a NoSuchFieldError will be thrown when such a
reference from a pre-existing binary is linked. Only private fields may be safely deleted from a widely distributed class.

For purposes of binary compatibility, adding or removing a field $f$ whose type involves type variables (§4.4) or parameterized types (§4.5) is equivalent to the addition (respectively, removal) of a field of the same name whose type is the erasure (§4.6) of the type of $f$.

### 13.4.9 Final Fields and Static Constant Variables

If a field that was not declared final is changed to be declared final, then it can break compatibility with pre-existing binaries that attempt to assign new values to the field.

#### Example 13.4.9-1. Changing a Variable To Be final

```java
class Super { char s; }
class Test extends Super {
    public static void main(String[] args) {
        Super x = new Super();
        x.s = 'a';
        System.out.println(x.s);
    }
}
```

This program produces the output:

```
a
```

Suppose that a new version of class `Super` is produced:

```java
class Super { final char s = 'b'; }
```

If `Super` is recompiled but not `Test`, then running the new binary with the existing binary of `Test` results in a `IllegalAccessError`.

Deleting the keyword final or changing the value to which a field is initialized does not break compatibility with existing binaries.

If a field is a constant variable (§4.12.4), and moreover is static, then deleting the keyword final or changing its value will not break compatibility with pre-existing binaries by causing them not to run, but they will not see any new value for a usage of the field unless they are recompiled. This result is a side-effect of the decision to support conditional compilation (§14.21). (One might suppose that the new value is not seen if the usage occurs in a constant expression (§15.28) but is seen otherwise. This is not so; pre-existing binaries do not see the new value at all.)
Another reason for requiring inlining of values of static constant variables is because of switch statements. They are the only kind of statement that relies on constant expressions, namely that each case label of a switch statement must be a constant expression whose value is different than every other case label. case labels are often references to static constant variables so it may not be immediately obvious that all the labels have different values. If it is proven that there are no duplicate labels at compile time, then inlining the values into the class file ensures there are no duplicate labels at run time either - a very desirable property.

**Example 13.4.9-2. Conditional Compilation**

If the example:

```java
class Flags { static final boolean debug = true; }
class Test {
    public static void main(String[] args) {
        if (Flags.debug)
            System.out.println("debug is true");
    }
}
```

is compiled and executed, it produces the output:

```
 debug is true
```

Suppose that a new version of class Flags is produced:

```java
class Flags { static final boolean debug = false; }
```

If Flags is recompiled but not Test, then running the new binary with the existing binary of Test produces the output:

```
 debug is true
```

because the value of debug was a constant expression, and could have been used in compiling Test without making a reference to the class Flags.

This behavior would not change if Flags were changed to be an interface, as in the modified example:

```java
interface Flags { boolean debug = true; }
class Test {
    public static void main(String[] args) {
        if (Flags.debug)
            System.out.println("debug is true");
    }
}
```

Conditional compilation is discussed further at the end of §14.21.
The best way to avoid problems with "inconstant constants" in widely-distributed code is to use \texttt{static} constant variables only for values which truly are unlikely ever to change. Other than for true mathematical constants, we recommend that source code make very sparing use of \texttt{static} constant variables.

If the read-only nature of \texttt{final} is required, a better choice is to declare a \texttt{private static} variable and a suitable accessor method to get its value. Thus we recommend:

\begin{verbatim}
private static int N;
public static int getN() { return N; }
\end{verbatim}

rather than:

\begin{verbatim}
public static final int N = ...;
\end{verbatim}

There is no problem with:

\begin{verbatim}
public static int N = ...;
\end{verbatim}

if \texttt{N} need not be read-only.

We recommend, as a general rule, that only constant expressions be assigned to fields of interfaces.

We note, but do not recommend, that if a field of primitive type of an interface may change, its value may be expressed idiomatically as in:

\begin{verbatim}
interface Flags {
    boolean debug = new Boolean(true).booleanValue();
}
\end{verbatim}

ensuring that this value is not a constant. Similar idioms exist for the other primitive types.

One other thing to note is that \texttt{static} constant variables must never appear to have the default initial value for their type (§4.12.5). This means that all such fields appear to be initialized first during class initialization (§8.3.2, §9.3.1, §12.4.2).

\section{13.4.10 static Fields}

If a field that is not declared \texttt{private} was not declared \texttt{static} and is changed to be declared \texttt{static}, or vice versa, then a linkage error, specifically an \texttt{IncompatibleClassChangeError}, will result if the field is used by a pre-existing binary which expected a field of the other kind. Such changes are not recommended in code that has been widely distributed.
13.4.11 transient Fields

Adding or deleting a transient modifier of a field does not break compatibility with pre-existing binaries.

13.4.12 Method and Constructor Declarations

Adding a method or constructor declaration to a class will not break compatibility with any pre-existing binaries, even in the case where a type could no longer be recompiled because an invocation previously referenced a method or constructor of a superclass with an incompatible type. The previously compiled class with such a reference will continue to reference the method or constructor declared in a superclass.

Assume a reference to a method \( m \) with qualifying type \( T \). Assume further that \( m \) is in fact an instance (respectively static) method declared in a superclass of \( T \), \( S \).

If a new method of type \( X \) with the same signature and return type as \( m \) is added to a subclass of \( S \) that is a superclass of \( T \) or \( T \) itself, then a linkage error may occur. Such a linkage error will occur only if, in addition to the above, either one of the following conditions hold:

- The new method is less accessible than the old one.
- The new method is a static (respectively instance) method.

Deleting a method or constructor from a class may break compatibility with any pre-existing binary that referenced this method or constructor; a NoSuchMethodError may be thrown when such a reference from a pre-existing binary is linked. Such an error will occur only if no method with a matching signature and return type is declared in a superclass.

If the source code for a non-inner class contains no declared constructors, then a default constructor with no parameters is implicitly declared (§8.8.9). Adding one or more constructor declarations to the source code of such a class will prevent this default constructor from being implicitly declared, effectively deleting a constructor, unless one of the new constructors also has no parameters, thus replacing the default constructor. The default constructor with no parameters is given the same access modifier as the class of its declaration, so any replacement should have as much or more access if compatibility with pre-existing binaries is to be preserved.
13.4.13 Method and Constructor Type Parameters

Adding or removing a type parameter of a method or constructor does not, in itself, have any implications for binary compatibility.

If such a type parameter is used in the type of the method or constructor, that may have the normal implications of changing the aforementioned type.

Renaming a type parameter of a method or constructor has no effect with respect to pre-existing binaries.

Changing the first bound of a type parameter of a method or constructor may change the erasure (§4.6) of any member that uses that type parameter in its own type, and this may affect binary compatibility. Specifically:

- If the type parameter is used as the type of a field, the effect is as if the field was removed and a field with the same name, whose type is the new erasure of the type variable, was added.

- If the type parameter is used as the type of any formal parameter of a method, but not as the return type, the effect is as if that method were removed, and replaced with a new method that is identical except for the types of the aforementioned formal parameters, which now have the new erasure of the type parameter as their type.

- If the type parameter is used as a return type of a method, but not as the type of any formal parameter of the method, the effect is as if that method were removed, and replaced with a new method that is identical except for the return type, which is now the new erasure of the type parameter.

- If the type parameter is used as a return type of a method and as the type of one or more formal parameters of the method, the effect is as if that method were removed, and replaced with a new method that is identical except for the return type, which is now the new erasure of the type parameter, and except for the types of the aforementioned formal parameters, which now have the new erasure of the type parameter as their types.

Changing any other bound has no effect on binary compatibility.

13.4.14 Method and Constructor Formal Parameters

Changing the name of a formal parameter of a method or constructor does not impact pre-existing binaries.

Changing the name of a method, or the type of a formal parameter to a method or constructor, or adding a parameter to or deleting a parameter from a method or
constructor declaration creates a method or constructor with a new signature, and has the combined effect of deleting the method or constructor with the old signature and adding a method or constructor with the new signature (§13.4.12).

Changing the type of the last formal parameter of a method from $\tau[]$ to a variable arity parameter (§8.4.1) of type $\tau$ (i.e. to $\tau\ldots$), and vice versa, does not impact pre-existing binaries.

For purposes of binary compatibility, adding or removing a method or constructor $m$ whose signature involves type variables (§4.4) or parameterized types (§4.5) is equivalent to the addition (respectively, removal) of an otherwise equivalent method whose signature is the erasure (§4.6) of the signature of $m$.

### 13.4.15 Method Result Type

Changing the result type of a method, or replacing a result type with void, or replacing void with a result type, has the combined effect of deleting the old method and adding a new method with the new result type or newly void result (see §13.4.12).

For purposes of binary compatibility, adding or removing a method or constructor $m$ whose return type involves type variables (§4.4) or parameterized types (§4.5) is equivalent to the addition (respectively, removal) of a method whose return type is the erasure (§4.6) of the return type of $m$.

### 13.4.16 abstract Methods

Changing a method that is declared abstract to no longer be declared abstract does not break compatibility with pre-existing binaries.

Changing a method that is not declared abstract to be declared abstract will break compatibility with pre-existing binaries that previously invoked the method, causing an AbstractMethodError.

#### Example 13.4.16-1. Changing A Method To Be abstract

```java
class Super { void out() { System.out.println("Out"); } }
class Test extends Super {
    public static void main(String[] args) {
        Test t = new Test();
        System.out.println("Way ");
        t.out();
    }
}
```

This program produces the output:
Way
Out

Suppose that a new version of class Super is produced:

```java
abstract class Super {
    abstract void out();
}
```

If Super is recompiled but not Test, then running the new binary with the existing binary of Test results in an AbstractMethodError, because class Test has no implementation of the method out, and is therefore is (or should be) abstract.

### 13.4.17 final Methods

Changing a method that is declared `final` to no longer be declared `final` does not break compatibility with pre-existing binaries.

Changing an instance method that is not declared `final` to be declared `final` may break compatibility with existing binaries that depend on the ability to override the method.

**Example 13.4.17-1. Changing A Method To Be final**

```java
class Super { void out() { System.out.println("out"); } }  
class Test extends Super {
    public static void main(String[] args) {
        Test t = new Test();
        t.out();
    }
    void out() { super.out(); }
}
```

This program produces the output:

```
out
```

Suppose that a new version of class Super is produced:

```java
class Super { final void out() { System.out.println("!"); } }  
```

If Super is recompiled but not Test, then running the new binary with the existing binary of Test results in a VerifyError because the class Test improperly tries to override the instance method out.

Changing a class (static) method that is not declared `final` to be declared `final` does not break compatibility with existing binaries, because the method could not have been overridden.
13.4.18 native Methods

Adding or deleting a native modifier of a method does not break compatibility with pre-existing binaries.

The impact of changes to types on pre-existing native methods that are not recompiled is beyond the scope of this specification and should be provided with the description of an implementation. Implementations are encouraged, but not required, to implement native methods in a way that limits such impact.

13.4.19 static Methods

If a method that is not declared private is also declared static (that is, a class method) and is changed to not be declared static (that is, to an instance method), or vice versa, then compatibility with pre-existing binaries may be broken, resulting in a linkage time error, namely an IncompatibleClassChangeError, if these methods are used by the pre-existing binaries. Such changes are not recommended in code that has been widely distributed.

13.4.20 synchronized Methods

Adding or deleting a synchronized modifier of a method does not break compatibility with pre-existing binaries.

13.4.21 Method and Constructor Throws

Changes to the throws clause of methods or constructors do not break compatibility with pre-existing binaries; these clauses are checked only at compile time.

13.4.22 Method and Constructor Body

Changes to the body of a method or constructor do not break compatibility with pre-existing binaries.

The keyword final on a method does not mean that the method can be safely inlined; it means only that the method cannot be overridden. It is still possible that a new version of that method will be provided at link-time. Furthermore, the structure of the original program must be preserved for purposes of reflection.

Therefore, we note that a Java compiler cannot expand a method inline at compile time. In general we suggest that implementations use late-bound (run-time) code generation and optimization.
13.4.23 Method and Constructor Overloading

Adding new methods or constructors that overload existing methods or constructors does not break compatibility with pre-existing binaries. The signature to be used for each invocation was determined when these existing binaries were compiled; therefore newly added methods or constructors will not be used, even if their signatures are both applicable and more specific than the signature originally chosen.

While adding a new overloaded method or constructor may cause a compile-time error the next time a class or interface is compiled because there is no method or constructor that is most specific (§15.12.2.5), no such error occurs when a program is executed, because no overload resolution is done at execution time.

Example 13.4.23-1. Adding An Overloaded Method

```java
class Super {
    static void out(float f) {
        System.out.println("float");
    }
}
class Test {
    public static void main(String[] args) {
        Super.out(2);
    }
}
```

This program produces the output:

```
float
```

Suppose that a new version of class Super is produced:

```java
class Super {
    static void out(float f) { System.out.println("float"); }
    static void out(int i) { System.out.println("int"); }
}
```

If Super is recompiled but not Test, then running the new binary with the existing binary of Test still produces the output:

```
float
```

However, if Test is then recompiled, using this new Super, the output is then:

```
int
```
as might have been naively expected in the previous case.
13.4.24 Method Overriding

If an instance method is added to a subclass and it overrides a method in a superclass, then the subclass method will be found by method invocations in pre-existing binaries, and these binaries are not impacted.

If a class method is added to a class, then this method will not be found unless the qualifying type of the reference is the subclass type.

13.4.25 Static Initializers

Adding, deleting, or changing a static initializer (§8.7) of a class does not impact pre-existing binaries.

13.4.26 Evolution of Enums

Adding or reordering constants in an enum will not break compatibility with pre-existing binaries.

If a pre-existing binary attempts to access an enum constant that no longer exists, the client will fail at run time with a NoSuchFieldError. Therefore such a change is not recommended for widely distributed enums.

In all other respects, the binary compatibility rules for enums are identical to those for classes.

13.5 Evolution of Interfaces

This section describes the impact of changes to the declaration of an interface and its members on pre-existing binaries.

13.5.1 public Interfaces

Changing an interface that is not declared public to be declared public does not break compatibility with pre-existing binaries.

If an interface that is declared public is changed to not be declared public, then an IllegalAccessException is thrown if a pre-existing binary is linked that needs but no longer has access to the interface type, so such a change is not recommended for widely distributed interfaces.
13.5.2 Superinterfaces

Changes to the interface hierarchy cause errors in the same way that changes to the class hierarchy do, as described in §13.4.4. In particular, changes that result in any previous superinterface of a class no longer being a superinterface can break compatibility with pre-existing binaries, resulting in a `VerifyError`.

13.5.3 Interface Members

Adding an abstract method to an interface does not break compatibility with pre-existing binaries.

A field added to a superinterface of \( C \) may hide a field inherited from a superclass of \( C \). If the original reference was to an instance field, an `IncompatibleClassChangeError` will result. If the original reference was an assignment, an `IllegalAccessError` will result.

Deleting a member from an interface may cause linkage errors in pre-existing binaries.

**Example 13.5.3-1. Deleting An Interface Member**

```java
interface I { void hello(); }
class Test implements I {
    public static void main(String[] args) {
        I anI = new Test();
        anI.hello();
    }
    public void hello() { System.out.println("hello"); }
}
```

This program produces the output:

```
hello
```

Suppose that a new version of interface \( I \) is compiled:

```
interface I {}
```

If \( I \) is recompiled but not \( Test \), then running the new binary with the existing binary for \( Test \) will result in a `NoSuchMethodError`.

13.5.4 Interface Type Parameters

The effects of changes to the type parameters of an interface are the same as those of analogous changes to the type parameters of a class.
13.5.5 Field Declarations

The considerations for changing field declarations in interfaces are the same as those for `static final` fields in classes, as described in §13.4.8 and §13.4.9.

13.5.6 Interface Method Declarations

The considerations for changing `abstract` method declarations in interfaces include those for `abstract` methods in classes, as described in §13.4.14, §13.4.15, §13.4.19, §13.4.21, and §13.4.23.

Adding a `default` method, or changing a method from `abstract` to `default`, does not break compatibility with pre-existing binaries, but may cause an `IncompatibleClassChangeError` if a pre-existing binary attempts to invoke the method. This error occurs if the qualifying type, $T$, is a subtype of two interfaces, $I$ and $J$, where both $I$ and $J$ declare a `default` method with the same signature and result, and neither $I$ nor $J$ is a subinterface of the other.

In other words, adding a default method is a binary-compatible change because it does not introduce errors at link time, even if it introduces errors at compile time or invocation time. In practice, the risk of accidental clashes occurring by introducing a default method are similar to those associated with adding a new method to a non-final class. In the event of a clash, adding a method to a class is unlikely to trigger a `LinkageError`, but an accidental override of the method in a child can lead to unpredictable method behavior. Both changes can cause errors at compile time.

**Example 13.5.6-1. Adding A Default Method**

```java
interface Painter {
    default void draw() {
        System.out.println("Here's a picture..."));
    }
}

interface Cowboy {}

public class CowboyArtist implements Cowboy, Painter {
    public static void main(String... args) {
        new CowboyArtist().draw();
    }
}
```

This program produces the output:

```
Here's a picture...
```

Suppose that a default method is added to `Cowboy`:
interface Cowboy {
    default void draw() {
        System.out.println("Bang!");
    }
}

If Cowboy is recompiled but not CowboyArtist, then running the new binary with the existing binary for CowboyArtist will link without error but cause an IncompatibleClassChangeError when main attempts to invoke draw().

13.5.7 Evolution of Annotation Types

Annotation types behave exactly like any other interface. Adding or removing an element from an annotation type is analogous to adding or removing a method. There are important considerations governing other changes to annotation types, such as making an annotation type repeatable (§9.6.3), but these have no effect on the linkage of binaries by the Java Virtual Machine. Rather, such changes affect the behavior of reflective APIs that manipulate annotations. The documentation of these APIs specifies their behavior when various changes are made to the underlying annotation types.

Adding or removing annotations has no effect on the correct linkage of the binary representations of programs in the Java programming language.
THE sequence of execution of a program is controlled by statements, which are executed for their effect and do not have values.

Some statements contain other statements as part of their structure; such other statements are substatements of the statement. We say that statement $S$ immediately contains statement $U$ if there is no statement $T$ different from $S$ and $U$ such that $S$ contains $T$ and $T$ contains $U$. In the same manner, some statements contain expressions (§15 (Expressions)) as part of their structure.

The first section of this chapter discusses the distinction between normal and abrupt completion of statements (§14.1). Most of the remaining sections explain the various kinds of statements, describing in detail both their normal behavior and any special treatment of abrupt completion.

Blocks are explained first (§14.2), followed by local class declarations (§14.3) and local variable declaration statements (§14.4).

Next a grammatical maneuver that sidesteps the familiar "dangling else" problem (§14.5) is explained.

The last section (§14.21) of this chapter addresses the requirement that every statement be reachable in a certain technical sense.

14.1 Normal and Abrupt Completion of Statements

Every statement has a normal mode of execution in which certain computational steps are carried out. The following sections describe the normal mode of execution for each kind of statement.
If all the steps are carried out as described, with no indication of abrupt completion, the statement is said to *complete normally*. However, certain events may prevent a statement from completing normally:

- The `break` (§14.15), `continue` (§14.16), and `return` (§14.17) statements cause a transfer of control that may prevent normal completion of statements that contain them.

- Evaluation of certain expressions may throw exceptions from the Java Virtual Machine (§15.6). An explicit `throw` (§14.18) statement also results in an exception. An exception causes a transfer of control that may prevent normal completion of statements.

If such an event occurs, then execution of one or more statements may be terminated before all steps of their normal mode of execution have completed; such statements are said to *complete abruptly*.

An abrupt completion always has an associated *reason*, which is one of the following:

- A `break` with no label
- A `break` with a given label
- A `continue` with no label
- A `continue` with a given label
- A `return` with no value
- A `return` with a given value
- A `throw` with a given value, including exceptions thrown by the Java Virtual Machine

The terms "complete normally" and "complete abruptly" also apply to the evaluation of expressions (§15.6). The only reason an expression can complete abruptly is that an exception is thrown, because of either a `throw` with a given value (§14.18) or a run-time exception or error (§11 (Exceptions), §15.6).

If a statement evaluates an expression, abrupt completion of the expression always causes the immediate abrupt completion of the statement, with the same reason. All succeeding steps in the normal mode of execution are not performed.

Unless otherwise specified in this chapter, abrupt completion of a substatement causes the immediate abrupt completion of the statement itself, with the same reason, and all succeeding steps in the normal mode of execution of the statement are not performed.
Unless otherwise specified, a statement completes normally if all expressions it evaluates and all substatements it executes complete normally.

### 14.2 Blocks

A *block* is a sequence of statements, local class declarations, and local variable declaration statements within braces.

```
Block:
  { [BlockStatements] }
```

```
BlockStatements:
  BlockStatement {BlockStatement}
```

```
BlockStatement:
  LocalVariableDeclarationStatement
  ClassDeclaration
  Statement
```

A block is executed by executing each of the local variable declaration statements and other statements in order from first to last (left to right). If all of these block statements complete normally, then the block completes normally. If any of these block statements complete abruptly for any reason, then the block completes abruptly for the same reason.

### 14.3 Local Class Declarations

A *local class* is a nested class (§8 *Classes*) that is not a member of any class and that has a name (§6.2, §6.7).

All local classes are inner classes (§8.1.3).

Every local class declaration statement is immediately contained by a block (§14.2). Local class declaration statements may be intermixed freely with other kinds of statements in the block.

It is a compile-time error if a local class declaration contains any of the access modifiers public, protected, or private (§6.6), or the modifier static (§8.1.1).

The scope and shadowing of a local class declaration is specified in §6.3 and §6.4.
Example 14.3-1. Local Class Declarations

Here is an example that illustrates several aspects of the rules given above:

```java
class Global {
    class Cyclic {}

    void foo() {
        new Cyclic(); // create a Global.Cyclic
        class Cyclic extends Cyclic {} // circular definition
        {
            class Local {}
            {
                class Local {} // compile-time error
            }
            class Local {} // compile-time error
            class AnotherLocal {
                void bar() {
                    class Local {} // ok
                }
            }
        }
        class Local {} // ok, not in scope of prior Local
    }
}
```

The first statement of method `foo` creates an instance of the member class `Global.Cyclic` rather than an instance of the local class `Cyclic`, because the statement appears prior to the scope of the local class declaration.

The fact that the scope of a local class declaration encompasses its whole declaration (not only its body) means that the definition of the local class `Cyclic` is indeed cyclic because it extends itself rather than `Global.Cyclic`. Consequently, the declaration of the local class `Cyclic` is rejected at compile time.

Since local class names cannot be redeclared within the same method (or constructor or initializer, as the case may be), the second and third declarations of `Local` result in compile-time errors. However, `Local` can be redeclared in the context of another, more deeply nested, class such as `AnotherLocal`.

The final declaration of `Local` is legal, since it occurs outside the scope of any prior declaration of `Local`.

14.4 Local Variable Declaration Statements

A local variable declaration statement declares one or more local variable names.
Local Variable Declaration Statement:
LocalVariableDeclaration ;

LocalVariableDeclaration:
{VariableModifier} UnannType VariableDeclaratorList

See §8.3 for UnannType. The following productions from §8.4.1 and §8.3 are repeated here for convenience:

VariableModifier: one of
   Annotation final

VariableDeclaratorList:
   VariableDeclarator {, VariableDeclarator}

VariableDeclarator:
   VariableDeclaratorId [= VariableInitializer]

VariableDeclaratorId:
   Identifier { {Annotation} [ ] }

VariableInitializer:
   Expression
   ArrayInitializer

Every local variable declaration statement is immediately contained by a block. Local variable declaration statements may be intermixed freely with other kinds of statements in the block.

Apart from local variable declaration statements, a local variable declaration can appear in the header of a for statement (§14.14) or try-with-resources statement (§14.20.3). In these cases, it is executed in the same manner as if it were part of a local variable declaration statement.

The rules for annotation modifiers on a local variable declaration are specified in §9.7.4 and §9.7.5.

It is a compile-time error if final appears more than once as a modifier for a local variable declaration.

14.4.1 Local Variable Declarators and Types

Each declarator in a local variable declaration declares one local variable, whose name is the Identifier that appears in the declarator.

If the optional keyword final appears at the start of the declaration, the variable being declared is a final variable (§4.12.4).
The declared type of a local variable is denoted by the UnannType that appears in the local variable declaration, followed by any bracket pairs that follow the Identifier in the declarator.

A local variable of type float always contains a value that is an element of the float value set (§4.2.3); similarly, a local variable of type double always contains a value that is an element of the double value set. It is not permitted for a local variable of type float to contain an element of the float-extended-exponent value set that is not also an element of the float value set, nor for a local variable of type double to contain an element of the double-extended-exponent value set that is not also an element of the double value set.

The scope and shadowing of a local variable is specified in §6.3 and §6.4.

### 14.4.2 Execution of Local Variable Declarations

A local variable declaration statement is an executable statement. Every time it is executed, the declarators are processed in order from left to right. If a declarator has an initializer, the initializer is evaluated and its value is assigned to the variable.

If a declarator does not have an initializer, then every reference to the variable must be preceded by execution of an assignment to the variable, or a compile-time error occurs by the rules of §16 (Definite Assignment).

Each initializer (except the first) is evaluated only if evaluation of the preceding initializer completes normally.

Execution of the local variable declaration completes normally only if evaluation of the last initializer completes normally.

If the local variable declaration contains no initializers, then executing it always completes normally.

### 14.5 Statements

There are many kinds of statements in the Java programming language. Most correspond to statements in the C and C++ languages, but some are unique.

As in C and C++, the if statement of the Java programming language suffers from the so-called "dangling else problem," illustrated by this misleadingly formatted example:
if (door.isOpen())
    if (resident.isVisible())
        resident.greet("Hello!");
else door.bell.ring();  // A "dangling else"

The problem is that both the outer if statement and the inner if statement might conceivably own the else clause. In this example, one might surmise that the programmer intended the else clause to belong to the outer if statement.

The Java programming language, like C and C++ and many programming languages before them, arbitrarily decrees that an else clause belongs to the innermost if to which it might possibly belong. This rule is captured by the following grammar:

**Statement:**
- `StatementWithoutTrailingSubstatement`
- `LabeledStatement`
- `IfThenStatement`
- `IfThenElseStatement`
- `WhileStatement`
- `ForStatement`

**StatementNoShortIf:**
- `StatementWithoutTrailingSubstatement`
- `LabeledStatementNoShortIf`
- `IfThenElseStatementNoShortIf`
- `WhileStatementNoShortIf`
- `ForStatementNoShortIf`

**StatementWithoutTrailingSubstatement:**
- `Block`
- `EmptyStatement`
- `ExpressionStatement`
- `AssertStatement`
- `SwitchStatement`
- `DoStatement`
- `BreakStatement`
- `ContinueStatement`
- `ReturnStatement`
- `SynchronizedStatement`
- `ThrowStatement`
- `TryStatement`
The following productions from §14.9 are shown here for convenience:

IfThenStatement:
\[ \text{if ( Expression ) Statement} \]

IfThenElseStatement:
\[ \text{if ( Expression ) StatementNoShortIf else Statement} \]

IfThenElseStatementNoShortIf:
\[ \text{if ( Expression ) StatementNoShortIf else StatementNoShortIf} \]

Statements are thus grammatically divided into two categories: those that might end in an if statement that has no else clause (a "short if statement") and those that definitely do not.

Only statements that definitely do not end in a short if statement may appear as an immediate substatement before the keyword else in an if statement that does have an else clause.

This simple rule prevents the "dangling else" problem. The execution behavior of a statement with the "no short if" restriction is identical to the execution behavior of the same kind of statement without the "no short if" restriction; the distinction is drawn purely to resolve the syntactic difficulty.

### 14.6 The Empty Statement

An empty statement does nothing.

\[ \text{EmptyStatement:} \]
\[ ; \]

Execution of an empty statement always completes normally.

### 14.7 Labeled Statements

Statements may have label prefixes.

\[ \text{LabeledStatement:} \]
\[ \text{Identifier : Statement} \]

\[ \text{LabeledStatementNoShortIf:} \]
\[ \text{Identifier : StatementNoShortIf} \]
The *Identifier* is declared to be the label of the immediately contained *Statement*. Unlike C and C++, the Java programming language has no *goto* statement; identifier statement labels are used with *break* or *continue* statements (§14.15, §14.16) appearing anywhere within the labeled statement.

The scope of a label of a labeled statement is the immediately contained *Statement*. It is a compile-time error if the name of a label of a labeled statement is used within the scope of the label as a label of another labeled statement.

There is no restriction against using the same identifier as a label and as the name of a package, class, interface, method, field, parameter, or local variable. Use of an identifier to label a statement does not obscure (§6.4.2) a package, class, interface, method, field, parameter, or local variable with the same name. Use of an identifier as a class, interface, method, field, local variable or as the parameter of an exception handler (§14.20) does not obscure a statement label with the same name.

A labeled statement is executed by executing the immediately contained *Statement*. If the statement is labeled by an *Identifier* and the contained *Statement* completes abruptly because of a *break* with the same *Identifier*, then the labeled statement completes normally. In all other cases of abrupt completion of the *Statement*, the labeled statement completes abruptly for the same reason.

**Example 14.7-1. Labels and Identifiers**

The following code was taken from a version of the class `String` and its method `indexOf`, where the label was originally called `test`. Changing the label to have the same name as the local variable `i` does not obscure the label in the scope of the declaration of `i`. Thus, the code is valid.

```java
class Test {
    char[] value;
    int offset, count;
    int indexOf(TestString str, int fromIndex) {
        char[] v1 = value, v2 = str.value;
        int max = offset + (count - str.count);
        int start = offset + ((fromIndex < 0) ? 0 : fromIndex);
        i:
            for (int i = start; i <= max; i++) {
                int n = str.count, j = i, k = str.offset;
                while (n-- != 0) {
                    if (v1[j++] != v2[k++])
                        continue i;
                }
                return i - offset;
            }
        return -1;
    }
}
```
The identifier \texttt{max} could also have been used as the statement label; the label would not obscure the local variable \texttt{max} within the labeled statement.

\section*{14.8 Expression Statements}

Certain kinds of expressions may be used as statements by following them with semicolons.

\begin{quote}
\begin{verbatim}
ExpressionStatement:
  StatementExpression ;
\end{verbatim}
\end{quote}

\begin{quote}
\begin{verbatim}
StatementExpression:
  Assignment
  PreIncrementExpression
  PreDecrementExpression
  PostIncrementExpression
  PostDecrementExpression
  MethodInvocation
  ClassInstanceCreationExpression
\end{verbatim}
\end{quote}

An expression statement is executed by evaluating the expression; if the expression has a value, the value is discarded.

Execution of the expression statement completes normally if and only if evaluation of the expression completes normally.

Unlike C and C++, the Java programming language allows only certain forms of expressions to be used as expression statements. Note that the Java programming language does not allow a "cast to void" - \texttt{void} is not a type - so the traditional C trick of writing an expression statement such as:

\begin{verbatim}
(void)... ;  // incorrect!
\end{verbatim}

does not work. On the other hand, the Java programming language allows all the most useful kinds of expressions in expression statements, and it does not require a method invocation used as an expression statement to invoke a \texttt{void} method, so such a trick is almost never needed. If a trick is needed, either an assignment statement (§15.26) or a local variable declaration statement (§14.4) can be used instead.
14.9 The if Statement

The if statement allows conditional execution of a statement or a conditional choice of two statements, executing one or the other but not both.

\[
\text{IfThenStatement:} \\
\text{if ( Expression ) Statement}
\]

\[
\text{IfThenElseStatement:} \\
\text{if ( Expression ) StatementNoShortIf else Statement}
\]

\[
\text{IfThenElseStatementNoShortIf:} \\
\text{if ( Expression ) StatementNoShortIf else StatementNoShortIf}
\]

The Expression must have type boolean or Boolean, or a compile-time error occurs.

14.9.1 The if-then Statement

An if-then statement is executed by first evaluating the Expression. If the result is of type Boolean, it is subject to unboxing conversion (§5.1.8).

If evaluation of the Expression or the subsequent unboxing conversion (if any) completes abruptly for some reason, the if-then statement completes abruptly for the same reason.

Otherwise, execution continues by making a choice based on the resulting value:

• If the value is true, then the contained Statement is executed; the if-then statement completes normally if and only if execution of the Statement completes normally.

• If the value is false, no further action is taken and the if-then statement completes normally.

14.9.2 The if-then-else Statement

An if-then-else statement is executed by first evaluating the Expression. If the result is of type Boolean, it is subject to unboxing conversion (§5.1.8).

If evaluation of the Expression or the subsequent unboxing conversion (if any) completes abruptly for some reason, then the if-then-else statement completes abruptly for the same reason.
Otherwise, execution continues by making a choice based on the resulting value:

- If the value is true, then the first contained Statement (the one before the else keyword) is executed; the if-then-else statement completes normally if and only if execution of that statement completes normally.

- If the value is false, then the second contained Statement (the one after the else keyword) is executed; the if-then-else statement completes normally if and only if execution of that statement completes normally.

14.10 The assert Statement

An assertion is an assert statement containing a boolean expression. An assertion is either enabled or disabled. If an assertion is enabled, execution of the assertion causes evaluation of the boolean expression and an error is reported if the expression evaluates to false. If the assertion is disabled, execution of the assertion has no effect whatsoever.

\[ \text{AssertStatement:} \]
\[ \text{assert Expression} ; \]
\[ \text{assert Expression : Expression ;} \]

To ease the presentation, the first Expression in both forms of the assert statement is referred to as Expression1. In the second form of the assert statement, the second Expression is referred to as Expression2.

It is a compile-time error if Expression1 does not have type boolean or Boolean. In the second form of the assert statement, it is a compile-time error if Expression2 is void (§15.1).

An assert statement that is executed after its class has completed initialization is enabled if and only if the host system has determined that the top level class that lexically contains the assert statement enables assertions.

Whether or not a top level class enables assertions is determined no later than the earliest of the initialization of the top level class and the initialization of any class nested in the top level class, and cannot be changed after it has been determined.

An assert statement that is executed before its class has completed initialization is enabled.

This rule is motivated by a case that demands special treatment. Recall that the assertion status of a class is set no later than the time it is initialized. It is possible, though generally
not desirable, to execute methods or constructors prior to initialization. This can happen when a class hierarchy contains a circularity in its static initialization, as in the following example:

```java
public class Foo {
    public static void main(String[] args) {
        Baz.testAsserts();
        // Will execute after Baz is initialized.
    }
}
class Bar {
    static {
        Baz.testAsserts();
        // Will execute before Baz is initialized!
    }
}
class Baz extends Bar {
    static void testAsserts() {
        boolean enabled = false;
        assert enabled = true;
        System.out.println("Asserts " +
            (enabled ? "enabled" : "disabled");
    }
}
```

Invoking `Baz.testAsserts()` causes `Baz` to be initialized. Before this can happen, `Bar` must be initialized. `Bar`'s static initializer again invokes `Baz.testAsserts()`. Because initialization of `Baz` is already in progress by the current thread, the second invocation executes immediately, though `Baz` is not initialized (§12.4.2).

Because of the rule above, if the program above is executed without enabling assertions, it must print:

```
Asserts enabled
Asserts disabled
```

A disabled `assert` statement does nothing. In particular, neither `Expression1` nor `Expression2` (if it is present) are evaluated. Execution of a disabled `assert` statement always completes normally.

An enabled `assert` statement is executed by first evaluating `Expression1`. If the result is of type `Boolean`, it is subject to unboxing conversion (§5.1.8).

If evaluation of `Expression1` or the subsequent unboxing conversion (if any) completes abruptly for some reason, the `assert` statement completes abruptly for the same reason.

Otherwise, execution continues by making a choice based on the value of `Expression1`: 
• If the value is `true`, no further action is taken and the `assert` statement completes normally.

• If the value is `false`, the execution behavior depends on whether `Expression2` is present:
  – If `Expression2` is present, it is evaluated. Then:
    › If the evaluation completes abruptly for some reason, the `assert` statement completes abruptly for the same reason.
    › If the evaluation completes normally, an `AssertionError` instance whose "detail message" is the resulting value of `Expression2` is created. Then:
      » If the instance creation completes abruptly for some reason, the `assert` statement completes abruptly for the same reason.
      » If the instance creation completes normally, the `assert` statement completes abruptly by throwing the newly created `AssertionError` object.
  – If `Expression2` is not present, an `AssertionError` instance with no "detail message" is created. Then:
    › If the instance creation completes abruptly for some reason, the `assert` statement completes abruptly for the same reason.
    › If the instance creation completes normally, the `assert` statement completes abruptly by throwing the newly created `AssertionError` object.

Typically, assertion-checking is enabled during program development and testing, and disabled for deployment, to improve performance.

Because assertions may be disabled, programs must not assume that the expressions contained in assertions will be evaluated. Thus, these boolean expressions should generally be free of side effects. Evaluating such a boolean expression should not affect any state that is visible after the evaluation is complete. It is not illegal for a boolean expression contained in an assertion to have a side effect, but it is generally inappropriate, as it could cause program behavior to vary depending on whether assertions were enabled or disabled.

In light of this, assertions should not be used for argument checking in public methods. Argument checking is typically part of the contract of a method, and this contract must be upheld whether assertions are enabled or disabled.

A secondary problem with using assertions for argument checking is that erroneous arguments should result in an appropriate run-time exception (such as `IllegalArgumentException`, `ArrayIndexOutOfBoundsException`, or `NullPointerException`). An assertion failure will not throw an appropriate exception. Again, it is not illegal to use assertions for argument checking on public methods, but it is generally inappropriate. It is intended that `AssertionError` never be caught, but it is
possible to do so, thus the rules for try statements should treat assertions appearing in a try block similarly to the current treatment of throw statements.

14.11 The switch Statement

The switch statement transfers control to one of several statements depending on the value of an expression.

SwitchStatement:
   switch ( Expression ) SwitchBlock

SwitchBlock:
   { [SwitchBlockStatementGroup] [SwitchLabel] }

SwitchBlockStatementGroup:
   SwitchLabels BlockStatements

SwitchLabels:
   SwitchLabel {SwitchLabel}

SwitchLabel:
   case ConstantExpression :
   case EnumConstantName :
   default :

EnumConstantName:
   Identifier

The type of the Expression must be char, byte, short, int, Character, Byte, Short, Integer, String, or an enum type (§8.9), or a compile-time error occurs.

The body of a switch statement is known as a switch block. Any statement immediately contained by the switch block may be labeled with one or more switch labels, which are case or default labels. Every case label has a case constant, which is either a constant expression or the name of an enum constant. Switch labels and their case constants are said to be associated with the switch statement.

Given a switch statement, all of the following must be true or a compile-time error occurs:

- Every case constant associated with the switch statement must be assignment compatible with the type of the switch statement's Expression (§5.2).
• If the type of the `switch` statement's `Expression` is an enum type, then every case constant associated with the `switch` statement must be an enum constant of that type.

• No two of the case constants associated with the `switch` statement have the same value.

• No case constant associated with the `switch` statement is null.

• At most one default label is associated with the `switch` statement.

The prohibition against using null as a case constant prevents code being written that can never be executed. If the `switch` statement's `Expression` is of a reference type, that is, `String` or a boxed primitive type or an enum type, then an exception will be thrown will occur if the `Expression` evaluates to null at run time. In the judgment of the designers of the Java programming language, this is a better outcome than silently skipping the entire `switch` statement or choosing to execute the statements (if any) after the default label (if any).

A Java compiler is encouraged (but not required) to provide a warning if a `switch` on an enum-valued expression lacks a default label and lacks case labels for one or more of the enum's constants. Such a `switch` will silently do nothing if the expression evaluates to one of the missing constants.

In C and C++ the body of a `switch` statement can be a statement and statements with case labels do not have to be immediately contained by that statement. Consider the simple loop:

```java
for (i = 0; i < n; ++i) foo();
```

where `n` is known to be positive. A trick known as Duff's device can be used in C or C++ to unroll the loop, but this is not valid code in the Java programming language:

```java
int q = (n+7)/8;
switch (n%8) {
    case 0: do { foo(); } while (--q > 0);
    case 7:   foo();   // but it's not valid here.
    case 6:   foo();
    case 5:   foo();
    case 4:   foo();
    case 3:   foo();
    case 2:   foo();
    case 1:   foo();
}
```

Fortunately, this trick does not seem to be widely known or used. Moreover, it is less needed nowadays; this sort of code transformation is properly in the province of state-of-the-art optimizing compilers.
When the `switch` statement is executed, first the `Expression` is evaluated. If the `Expression` evaluates to null, a `NullPointerException` is thrown and the entire `switch` statement completes abruptly for that reason. Otherwise, if the result is of a reference type, it is subject to unboxing conversion (§5.1.8).

If evaluation of the `Expression` or the subsequent unboxing conversion (if any) completes abruptly for some reason, the `switch` statement completes abruptly for the same reason.

Otherwise, execution continues by comparing the value of the `Expression` with each `case` constant, and there is a choice:

- If one of the `case` constants is equal to the value of the expression, then we say that the `case` label matches. All statements after the matching `case` label in the `switch` block, if any, are executed in sequence.

  If all these statements complete normally, or if there are no statements after the matching `case` label, then the entire `switch` statement completes normally.

- If no `case` label matches but there is a `default` label, then all statements after the `default` label in the `switch` block, if any, are executed in sequence.

  If all these statements complete normally, or if there are no statements after the `default` label, then the entire `switch` statement completes normally.

- If no `case` label matches and there is no `default` label, then no further action is taken and the `switch` statement completes normally.

If any statement immediately contained by the `Block` body of the `switch` statement completes abruptly, it is handled as follows:

- If execution of the `Statement` completes abruptly because of a `break` with no label, no further action is taken and the `switch` statement completes normally.

- If execution of the `Statement` completes abruptly for any other reason, the `switch` statement completes abruptly for the same reason.

  The case of abrupt completion because of a `break` with a label is handled by the general rule for labeled statements (§14.7).

**Example 14.11-1. Fall-Through in the `switch` Statement**

As in C and C++, execution of statements in a `switch` block "falls through labels."

For example, the program:

```java
class TooMany {
    static void howMany(int k) {
```
contains a switch block in which the code for each case falls through into the code for the next case. As a result, the program prints:

    many
too many
one too many

If code is not to fall through case to case in this manner, then break statements should be used, as in this example:

class TwoMany {
    static void howMany(int k) {
        switch (k) {
            case 1: System.out.println("one");
                break; // exit the switch
            case 2: System.out.println("two");
                break; // exit the switch
            case 3: System.out.println("many");
                break; // not needed, but good style
        }
    }
    public static void main(String[] args) {
        howMany(1);
        howMany(2);
        howMany(3);
    }
}

This program prints:

    one
two
many
14.12 The while Statement

The while statement executes an Expression and a Statement repeatedly until the value of the Expression is false.

WhileStatement:
while (Expression) Statement

WhileStatementNoShortIf:
while (Expression) StatementNoShortIf

The Expression must have type boolean or Boolean, or a compile-time error occurs.

A while statement is executed by first evaluating the Expression. If the result is of type Boolean, it is subject to unboxing conversion (§5.1.8).

If evaluation of the Expression or the subsequent unboxing conversion (if any) completes abruptly for some reason, the while statement completes abruptly for the same reason.

Otherwise, execution continues by making a choice based on the resulting value:

- If the value is true, then the contained Statement is executed. Then there is a choice:
  - If execution of the Statement completes normally, then the entire while statement is executed again, beginning by re-evaluating the Expression.
  - If execution of the Statement completes abruptly, see §14.12.1.
- If the (possibly unboxed) value of the Expression is false, no further action is taken and the while statement completes normally.

  If the (possibly unboxed) value of the Expression is false the first time it is evaluated, then the Statement is not executed.

14.12.1 Abrupt Completion of while Statement

Abrupt completion of the contained Statement is handled in the following manner:

- If execution of the Statement completes abruptly because of a break with no label, no further action is taken and the while statement completes normally.
- If execution of the Statement completes abruptly because of a continue with no label, then the entire while statement is executed again.
• If execution of the Statement completes abruptly because of a continue with label L, then there is a choice:
  – If the while statement has label L, then the entire while statement is executed again.
  – If the while statement does not have label L, the while statement completes abruptly because of a continue with label L.
• If execution of the Statement completes abruptly for any other reason, the while statement completes abruptly for the same reason.

The case of abrupt completion because of a break with a label is handled by the general rule for labeled statements (§14.7).

14.13 The do Statement

The do statement executes a Statement and an Expression repeatedly until the value of the Expression is false.

DoStatement:
   do Statement while ( Expression ) ;

The Expression must have type boolean or Boolean, or a compile-time error occurs.

A do statement is executed by first executing the Statement. Then there is a choice:
• If execution of the Statement completes normally, then the Expression is evaluated. If the result is of type Boolean, it is subject to unboxing conversion (§5.1.8).

If evaluation of the Expression or the subsequent unboxing conversion (if any) completes abruptly for some reason, the do statement completes abruptly for the same reason.

Otherwise, there is a choice based on the resulting value:
  – If the value is true, then the entire do statement is executed again.
  – If the value is false, no further action is taken and the do statement completes normally.
• If execution of the Statement completes abruptly, see §14.13.1.

Executing a do statement always executes the contained Statement at least once.
14.13.1 Abrupt Completion of do Statement

Abrupt completion of the contained Statement is handled in the following manner:

- If execution of the Statement completes abruptly because of a break with no label, then no further action is taken and the do statement completes normally.

- If execution of the Statement completes abruptly because of a continue with no label, then the Expression is evaluated. Then there is a choice based on the resulting value:
  - If the value is true, then the entire do statement is executed again.
  - If the value is false, no further action is taken and the do statement completes normally.

- If execution of the Statement completes abruptly because of a continue with label L, then there is a choice:
  - If the do statement has label L, then the Expression is evaluated. Then there is a choice:
    - If the value of the Expression is true, then the entire do statement is executed again.
    - If the value of the Expression is false, no further action is taken and the do statement completes normally.
  - If the do statement does not have label L, the do statement completes abruptly because of a continue with label L.

- If execution of the Statement completes abruptly for any other reason, the do statement completes abruptly for the same reason.

The case of abrupt completion because of a break with a label is handled by the general rule for labeled statements (§14.7).

Example 14.13-1. The do Statement

The following code is one possible implementation of the toHexString method of class Integer:

```java
public static String toHexString(int i) {
    StringBuffer buf = new StringBuffer(8);
    do {
        buf.append(Character.forDigit(i & 0xF, 16));
        i >>>= 4;
    } while (i != 0);
    return buf.reverse().toString();
}
```
Because at least one digit must be generated, the do statement is an appropriate control structure.

14.14 The for Statement

The for statement has two forms:

- The basic for statement.
- The enhanced for statement

ForStatement:

- BasicForStatement
- EnhancedForStatement

ForStatementNoShortIf:

- BasicForStatementNoShortIf
- EnhancedForStatementNoShortIf

14.14.1 The basic for Statement

The basic for statement executes some initialization code, then executes an Expression, a Statement, and some update code repeatedly until the value of the Expression is false.

BasicForStatement:

for ([ForInit]; [Expression]; [ForUpdate]) Statement

BasicForStatementNoShortIf:

for ([ForInit]; [Expression]; [ForUpdate]) StatementNoShortIf

ForInit:

- StatementExpressionList
- LocalVariableDeclaration

ForUpdate:

- StatementExpressionList

StatementExpressionList:

- StatementExpression {, StatementExpression}
The *Expression* must have type `boolean` or `Boolean`, or a compile-time error occurs.

The scope and shadowing of a local variable declared in the *ForInit* part of a basic *for* statement is specified in §6.3 and §6.4.

14.14.1.1 *Initialization of for Statement*

A *for* statement is executed by first executing the *ForInit* code:

- If the *ForInit* code is a list of statement expressions (§14.8), the expressions are evaluated in sequence from left to right; their values, if any, are discarded.
  
  If evaluation of any expression completes abruptly for some reason, the *for* statement completes abruptly for the same reason; any *ForInit* statement expressions to the right of the one that completed abruptly are not evaluated.

- If the *ForInit* code is a local variable declaration (§14.4), it is executed as if it were a local variable declaration statement appearing in a block.
  
  If execution of the local variable declaration completes abruptly for any reason, the *for* statement completes abruptly for the same reason.

- If the *ForInit* part is not present, no action is taken.

14.14.1.2 *Iteration of for Statement*

Next, a *for* iteration step is performed, as follows:

- If the *Expression* is present, it is evaluated. If the result is of type `Boolean`, it is subject to unboxing conversion (§5.1.8).
  
  If evaluation of the *Expression* or the subsequent unboxing conversion (if any) completes abruptly, the *for* statement completes abruptly for the same reason.

  Otherwise, there is then a choice based on the presence or absence of the *Expression* and the resulting value if the *Expression* is present; see next bullet.

- If the *Expression* is not present, or it is present and the value resulting from its evaluation (including any possible unboxing) is `true`, then the contained *Statement* is executed. Then there is a choice:

  - If execution of the *Statement* completes normally, then the following two steps are performed in sequence:

    1. First, if the *ForUpdate* part is present, the expressions are evaluated in sequence from left to right; their values, if any, are discarded. If evaluation of any expression completes abruptly for some reason, the
for statement completes abruptly for the same reason; any ForUpdate statement expressions to the right of the one that completed abruptly are not evaluated.

If the ForUpdate part is not present, no action is taken.

2. Second, another for iteration step is performed.
   – If execution of the Statement completes abruptly, see §14.14.1.3.

• If the Expression is present and the value resulting from its evaluation (including any possible unboxing) is false, no further action is taken and the for statement completes normally.

   If the (possibly unboxed) value of the Expression is false the first time it is evaluated, then the Statement is not executed.

If the Expression is not present, then the only way a for statement can complete normally is by use of a break statement.

14.14.1.3 Abrupt Completion of for Statement

Abrupt completion of the contained Statement is handled in the following manner:

• If execution of the Statement completes abruptly because of a break with no label, no further action is taken and the for statement completes normally.

• If execution of the Statement completes abruptly because of a continue with no label, then the following two steps are performed in sequence:
  1. First, if the ForUpdate part is present, the expressions are evaluated in sequence from left to right; their values, if any, are discarded.

     If the ForUpdate part is not present, no action is taken.
  2. Second, another for iteration step is performed.

• If execution of the Statement completes abruptly because of a continue with label L, then there is a choice:
  – If the for statement has label L, then the following two steps are performed in sequence:
    1. First, if the ForUpdate part is present, the expressions are evaluated in sequence from left to right; their values, if any, are discarded.

       If the ForUpdate is not present, no action is taken.
    2. Second, another for iteration step is performed.
– If the for statement does not have label L, the for statement completes abruptly because of a continue with label L.

• If execution of the Statement completes abruptly for any other reason, the for statement completes abruptly for the same reason.

Note that the case of abrupt completion because of a break with a label is handled by the general rule for labeled statements (§14.7).

14.14.2 The enhanced for statement

The enhanced for statement has the form:

```
EnhancedForStatement:
  for ( {VariableModifier} UnannType VariableDeclaratorId
       : Expression )
     Statement

EnhancedForStatementNoShortIf:
  for ( {VariableModifier} UnannType VariableDeclaratorId
       : Expression )
     StatementNoShortIf
```

See §8.3 for UnannType. The following productions from §8.4.1 and §8.3 are repeated here for convenience:

```
VariableModifier: one of
  Annotation final

VariableDeclaratorId:
  Identifier { {Annotation} [ ]}
```

The type of the Expression must be Iterable or an array type (§10.1), or a compile-time error occurs.

The scope and shadowing of the local variable declared in the header of an enhanced for statement is specified in §6.3 and §6.4.

The meaning of the enhanced for statement is given by translation into a basic for statement, as follows:

• If the type of Expression is a subtype of Iterable, then the translation is as follows.
If the type of \textit{Expression} is a subtype of \texttt{Iterable\<\textless X\textgreater\>} for some type argument \(X\), then let \(I\) be the type \texttt{java.util.Iterator\<\textless X\textgreater\>}; otherwise, let \(I\) be the raw type \texttt{java.util.Iterator}.

The enhanced \texttt{for} statement is equivalent to a basic \texttt{for} statement of the form:

\[
\text{for (}\ I\ \#i = \text{Expression}.iterator(); \ #i.hasNext(); \ )\ { \\
\phantom{\{} \{\text{VariableModifier}\} \text{TargetType} \text{Identifier} = \ \\
\phantom{\{} (\text{TargetType}) \#i.next(); \\
\phantom{\{} \text{Statement} \\
\} \\
\]

\#i is an automatically generated identifier that is distinct from any other identifiers (automatically generated or otherwise) that are in scope (§6.3) at the point where the enhanced \texttt{for} statement occurs.

If the \texttt{UnannType} of the local variable in the header of the enhanced \texttt{for} statement is a reference type, then \texttt{TargetType} is the \texttt{UnannType}; otherwise, \texttt{TargetType} is the upper bound of the capture conversion (§5.1.10) of the type argument of \(I\), or \texttt{Object} if \(I\) is raw.

For example, this code:

\begin{verbatim}
List<? extends Integer> l = ...
for (float i : l) ...
\end{verbatim}

will be translated to:

\begin{verbatim}
for (Iterator<Integer> \#i = l.iterator(); \#i.hasNext(); ) { \\
\phantom{\{} float \#i0 = (Integer)\#i.next(); \\
\phantom{\{} ...
\}
\end{verbatim}

• Otherwise, the \textit{Expression} necessarily has an array type, \(T[\].\)

Let \(L_1, \ldots, L_m\) be the (possibly empty) sequence of labels immediately preceding the enhanced \texttt{for} statement.

The enhanced \texttt{for} statement is equivalent to a basic \texttt{for} statement of the form:

\begin{verbatim}
T[] \#a = \text{Expression};
L_1: \ L_2: \ldots \ L_m:
for (int \#i = 0; \#i < \#a.length; \#i++) { \\
\phantom{\{} \{\text{VariableModifier}\} \text{TargetType} \text{Identifier} = \#a[\#i]; \\
\phantom{\{} \text{Statement} \\
\}
\end{verbatim}
#a and #i are automatically generated identifiers that are distinct from any other identifiers (automatically generated or otherwise) that are in scope at the point where the enhanced for statement occurs.

\textit{TargetType} is the type of the local variable denoted by \textit{UnannType} in the header of the enhanced for statement, followed by any bracket pairs that follow the \textit{Identifier} (§10.2).

**Example 14.14-1. Enhanced for And Arrays**

The following program, which calculates the sum of an integer array, shows how enhanced for works for arrays:

```java
int sum(int[] a) {
    int sum = 0;
    for (int i : a) sum += i;
    return sum;
}
```

**Example 14.14-2. Enhanced for And Unboxing Conversion**

The following program combines the enhanced for statement with auto-unboxing to translate a histogram into a frequency table:

```java
Map<String, Integer> histogram = ...;
double total = 0;
for (int i : histogram.values())
    total += i;
for (Map.Entry<String, Integer> e : histogram.entrySet())
    System.out.println(e.getKey() + " " + e.getValue() / total);
```

### 14.15 The \textit{break} Statement

A \textit{break} statement transfers control out of an enclosing statement.

\textit{BreakStatement}:

\begin{verbatim}
break [Identifier];
\end{verbatim}

A \textit{break} statement with no label attempts to transfer control to the innermost enclosing \textit{switch}, \textit{while}, \textit{do}, or \textit{for} statement of the immediately enclosing method or initializer; this statement, which is called the \textit{break target}, then immediately completes normally.
To be precise, a break statement with no label always completes abruptly, the reason being a break with no label.

If no switch, while, do, or for statement in the immediately enclosing method, constructor, or initializer contains the break statement, a compile-time error occurs.

A break statement with label Identifier attempts to transfer control to the enclosing labeled statement (§14.7) that has the same Identifier as its label; this statement, which is called the break target, then immediately completes normally. In this case, the break target need not be a switch, while, do, or for statement.

To be precise, a break statement with label Identifier always completes abruptly, the reason being a break with label Identifier.

A break statement must refer to a label within the immediately enclosing method, constructor, initializer, or lambda body. There are no non-local jumps. If no labeled statement with Identifier as its label in the immediately enclosing method, constructor, initializer, or lambda body contains the break statement, a compile-time error occurs.

It can be seen, then, that a break statement always completes abruptly.

The preceding descriptions say "attempts to transfer control" rather than just "transfers control" because if there are any try statements (§14.20) within the break target whose try blocks or catch clauses contain the break statement, then any finally clauses of those try statements are executed, in order, innermost to outermost, before control is transferred to the break target. Abrupt completion of a finally clause can disrupt the transfer of control initiated by a break statement.

**Example 14.15-1. The break Statement**

In the following example, a mathematical graph is represented by an array of arrays. A graph consists of a set of nodes and a set of edges; each edge is an arrow that points from some node to some other node, or from a node to itself. In this example it is assumed that there are no redundant edges; that is, for any two nodes \( P \) and \( Q \), where \( Q \) may be the same as \( P \), there is at most one edge from \( P \) to \( Q \).

Nodes are represented by integers, and there is an edge from node \( i \) to node \( j \) for every \( i \) and \( j \) for which the array reference `edges[i][j]` does not throw an ArrayIndexOutOfBoundsException.

The task of the method `loseEdges`, given integers \( i \) and \( j \), is to construct a new graph by copying a given graph but omitting the edge from node \( i \) to node \( j \), if any, and the edge from node \( j \) to node \( i \), if any:

```java
class Graph {
    int edges[][];
```
public Graph(int[][] edges) { this.edges = edges; }

public Graph loseEdges(int i, int j) {
    int n = edges.length;
    int[][] newedges = new int[n][];
    for (int k = 0; k < n; ++k) {
        edgelist:
        {
            int z;
        search:
        {
            if (k == i) {
                for (z = 0; z < edges[k].length; ++z) {
                    if (edges[k][z] == j) break search;
                }
            } else if (k == j) {
                for (z = 0; z < edges[k].length; ++z) {
                    if (edges[k][z] == i) break search;
                }
            }
            // No edge to be deleted; share this list.
            newedges[k] = edges[k];
            break edgelist;
        } //search
        // Copy the list, omitting the edge at position z.
        int m = edges[k].length - 1;
        int ne[] = new int[m];
        System.arraycopy(edges[k], 0, ne, 0, z);
        System.arraycopy(edges[k], z+1, ne, z, m-z);
        newedges[k] = ne;
    } //edgelist
}

return new Graph(newedges);
}

Note the use of two statement labels, edgelist and search, and the use of break statements. This allows the code that copies a list, omitting one edge, to be shared between two separate tests, the test for an edge from node $i$ to node $j$, and the test for an edge from node $j$ to node $i$.

14.16 The continue Statement

A continue statement may occur only in a while, do, or for statement; statements of these three kinds are called iteration statements. Control passes to the loop-continuation point of an iteration statement.
**ContinueStatement**:  
\[
\text{continue [Identifier] ;}
\]

A `continue` statement with no label attempts to transfer control to the innermost enclosing `while`, `do`, or `for` statement of the immediately enclosing method, constructor, or initializer; this statement, which is called the `continue target`, then immediately ends the current iteration and begins a new one.

To be precise, such a `continue` statement always completes abruptly, the reason being a `continue with no label`.

If no `while`, `do`, or `for` statement of the immediately enclosing method, constructor, or initializer contains the `continue` statement, a compile-time error occurs.

A `continue` statement with label `Identifier` attempts to transfer control to the enclosing labeled statement (§14.7) that has the same `Identifier` as its label; that statement, which is called the `continue target`, then immediately ends the current iteration and begins a new one.

To be precise, a `continue` statement with label `Identifier` always completes abruptly, the reason being a `continue with label Identifier`.

The `continue` target must be a `while`, `do`, or `for` statement, or a compile-time error occurs.

A `continue` statement must refer to a label within the immediately enclosing method, constructor, initializer, or lambda body. There are no non-local jumps. If no labeled statement with `Identifier` as its label in the immediately enclosing method, constructor, initializer, or lambda body contains the `continue` statement, a compile-time error occurs.

It can be seen, then, that a `continue` statement always completes abruptly.

See the descriptions of the `while` statement (§14.12), `do` statement (§14.13), and `for` statement (§14.14) for a discussion of the handling of abrupt termination because of `continue`.

The preceding descriptions say "attempts to transfer control" rather than just "transfers control" because if there are any `try` statements (§14.20) within the continue target whose `try` blocks or `catch` clauses contain the `continue` statement, then any `finally` clauses of those `try` statements are executed, in order, innermost to outermost, before control is transferred to the continue target. Abrupt completion of a `finally` clause can disrupt the transfer of control initiated by a `continue` statement.
Example 14.16-1. The `continue` Statement

In the `Graph` class in §14.15, one of the `break` statements is used to finish execution of the entire body of the outermost `for` loop. This break can be replaced by a `continue` if the `for` loop itself is labeled:

```java
class Graph {
    int edges[][];
    public Graph(int[][] edges) { this.edges = edges; }

    public Graph loseEdges(int i, int j) {
        int n = edges.length;
        int[][] newedges = new int[n][];
        edgelists:
            for (int k = 0; k < n; ++k) {
                int z;
                search:
                    { 
                        if (k == i) {
                            for (z = 0; z < edges[k].length; ++z) {
                                if (edges[k][z] == j) break search;
                            }
                        } else if (k == j) {
                            for (z = 0; z < edges[k].length; ++z) {
                                if (edges[k][z] == i) break search;
                            }
                        }
                    }

                    // No edge to be deleted; share this list.
                    newedges[k] = edges[k];
                    continue edgelists;
                } //search

                // Copy the list, omitting the edge at position z.
                int m = edges[k].length - 1;
                int ne[] = new int[m];
                System.arraycopy(edges[k], 0, ne, 0, z);
                System.arraycopy(edges[k], z+1, ne, z, m-z);
                newedges[k] = ne;
            } //edgelists

        return new Graph(newedges);
    }
}
```

Which to use, if either, is largely a matter of programming style.
14.17 The return Statement

A return statement returns control to the invoker of a method (§8.4, §15.12) or constructor (§8.8, §15.9).

\[
\text{ReturnStatement:}\quad \text{return} \ [\text{Expression}] \ ;
\]

A return statement is contained in the innermost constructor, method, initializer, or lambda expression whose body encloses the return statement.

It is a compile-time error if a return statement is contained in an instance initializer or a static initializer (§8.6, §8.7).

A return statement with no Expression must be contained in one of the following, or a compile-time error occurs:

- A method that is declared, using the keyword void, not to return a value (§8.4.5)
- A constructor (§8.8.7)
- A lambda expression (§15.27)

A return statement with no Expression attempts to transfer control to the invoker of the method, constructor, or lambda body that contains it. To be precise, a return statement with no Expression always completes abruptly, the reason being a return with no value.

A return statement with an Expression must be contained in one of the following, or a compile-time error occurs:

- A method that is declared to return a value
- A lambda expression

The Expression must denote a variable or a value, or a compile-time error occurs.

When a return statement with an Expression appears in a method declaration, the Expression must be assignable (§5.2) to the declared return type of the method, or a compile-time error occurs.

A return statement with an Expression attempts to transfer control to the invoker of the method or lambda body that contains it; the value of the Expression becomes the value of the method invocation. More precisely, execution of such a return statement first evaluates the Expression. If the evaluation of the Expression completes abruptly for some reason, then the return statement completes abruptly for that reason. If evaluation of the Expression completes normally, producing a
value \( v \), then the return statement completes abruptly, the reason being a return with value \( v \).

If the expression is of type float and is not FP-strict (§15.4), then the value may be an element of either the float value set or the float-extended-exponent value set (§4.2.3). If the expression is of type double and is not FP-strict, then the value may be an element of either the double value set or the double-extended-exponent value set.

It can be seen, then, that a return statement always completes abruptly.

The preceding descriptions say "attempts to transfer control" rather than just "transfers control" because if there are any try statements (§14.20) within the method or constructor whose try blocks or catch clauses contain the return statement, then any finally clauses of those try statements will be executed, in order, innermost to outermost, before control is transferred to the invoker of the method or constructor. Abrupt completion of a finally clause can disrupt the transfer of control initiated by a return statement.

14.18 The throw Statement

A throw statement causes an exception (§11 (Exceptions)) to be thrown. The result is an immediate transfer of control (§11.3) that may exit multiple statements and multiple constructor, instance initializer, static initializer and field initializer evaluations, and method invocations until a try statement (§14.20) is found that catches the thrown value. If no such try statement is found, then execution of the thread (§17 (Threads and Locks)) that executed the throw is terminated (§11.3) after invocation of the uncaughtException method for the thread group to which the thread belongs.

\[
\text{ThrowStatement:} \\
\text{throw Expression ;}
\]

The Expression in a throw statement must either denote a variable or value of a reference type which is assignable (§5.2) to the type Throwable, or denote the null reference, or a compile-time error occurs.

The reference type of the Expression will always be a class type (since no interface types are assignable to Throwable) which is not parameterized (since a subclass of Throwable cannot be generic (§8.1.2)).

At least one of the following three conditions must be true, or a compile-time error occurs:

---

The text is extracted from a source that discusses the Java language, focusing on the `throw` statement. It explains the conditions under which a return statement completes abruptly and the implications of control transfer when throw statements are involved in try-finally blocks. The section concludes by describing the syntax and conditions for a throw statement, including the requirements for the `Expression` to denote a suitable type and the conditions under which a compile-time error occurs.
The type of the Expression is an unchecked exception class (§11.1.1) or the null type (§4.1).

The throw statement is contained in the try block of a try statement (§14.20) and it is not the case that the try statement can throw an exception of the type of the Expression. (In this case we say the thrown value is caught by the try statement.)

The throw statement is contained in a method or constructor declaration and the type of the Expression is assignable (§5.2) to at least one type listed in the throws clause (§8.4.6, §8.8.5) of the declaration.

The exception types that a throw statement can throw are specified in §11.2.2.

A throw statement first evaluates the Expression. Then:

- If evaluation of the Expression completes abruptly for some reason, then the throw completes abruptly for that reason.
- If evaluation of the Expression completes normally, producing a non-null value \( V \), then the throw statement completes abruptly, the reason being a throw with value \( V \).
- If evaluation of the Expression completes normally, producing a null value, then an instance \( V' \) of class NullPointerException is created and thrown instead of null. The throw statement then completes abruptly, the reason being a throw with value \( V' \).

It can be seen, then, that a throw statement always completes abruptly.

If there are any enclosing try statements (§14.20) whose try blocks contain the throw statement, then any finally clauses of those try statements are executed as control is transferred outward, until the thrown value is caught. Note that abrupt completion of a finally clause can disrupt the transfer of control initiated by a throw statement.

If a throw statement is contained in a method declaration or a lambda expression, but its value is not caught by some try statement that contains it, then the invocation of the method completes abruptly because of the throw.

If a throw statement is contained in a constructor declaration, but its value is not caught by some try statement that contains it, then the class instance creation expression that invoked the constructor will complete abruptly because of the throw (§15.9.4).
If a `throw` statement is contained in a static initializer (§8.7), then a compile-time check (§11.2.3) ensures that either its value is always an unchecked exception or its value is always caught by some `try` statement that contains it. If at run time, despite this check, the value is not caught by some `try` statement that contains the `throw` statement, then the value is rethrown if it is an instance of class `Error` or one of its subclasses; otherwise, it is wrapped in an `ExceptionInInitializerError` object, which is then thrown (§12.4.2).

If a `throw` statement is contained in an instance initializer (§8.6), then a compile-time check (§11.2.3) ensures that either its value is always an unchecked exception or its value is always caught by some `try` statement that contains it, or the type of the thrown exception (or one of its superclasses) occurs in the `throws` clause of every constructor of the class.

By convention, user-declared throwable types should usually be declared to be subclasses of class `Exception`, which is a subclass of class `Throwable` (§11.1.1).

### 14.19 The `synchronized` Statement

A `synchronized` statement acquires a mutual-exclusion lock (§17.1) on behalf of the executing thread, executes a block, then releases the lock. While the executing thread owns the lock, no other thread may acquire the lock.

\[
\text{SynchronizedStatement:} \\
\quad \text{synchronized (} \text{Expression} \text{) Block}
\]

The type of `Expression` must be a reference type, or a compile-time error occurs.

A `synchronized` statement is executed by first evaluating the `Expression`. Then:

- If evaluation of the `Expression` completes abruptly for some reason, then the `synchronized` statement completes abruptly for the same reason.

- Otherwise, if the value of the `Expression` is `null`, a `NullPointerException` is thrown.

- Otherwise, let the non-null value of the `Expression` be `v`. The executing thread locks the monitor associated with `v`. Then the `Block` is executed, and then there is a choice:
  - If execution of the `Block` completes normally, then the monitor is unlocked and the `synchronized` statement completes normally.
– If execution of the Block completes abruptly for any reason, then the monitor is unlocked and the synchronized statement completes abruptly for the same reason.

The locks acquired by synchronized statements are the same as the locks that are acquired implicitly by synchronized methods (§8.4.3.6). A single thread may acquire a lock more than once.

Acquiring the lock associated with an object does not in itself prevent other threads from accessing fields of the object or invoking un-synchronized methods on the object. Other threads can also use synchronized methods or the synchronized statement in a conventional manner to achieve mutual exclusion.

Example 14.19-1. The synchronized Statement

```java
class Test {
    public static void main(String[] args) {
        Test t = new Test();
        synchronized(t) {
            synchronized(t) {
                System.out.println("made it!");
            }
            System.out.println("made it!");
        }
    }
}
```

This program produces the output:

```
made it!
```

Note that this program would deadlock if a single thread were not permitted to lock a monitor more than once.

14.20 The try statement

A try statement executes a block. If a value is thrown and the try statement has one or more catch clauses that can catch it, then control will be transferred to the first such catch clause. If the try statement has a finally clause, then another block of code is executed, no matter whether the try block completes normally or abruptly, and no matter whether a catch clause is first given control.
The `try` statement

```
TryStatement:  
   try Block Catches 
   try Block [Catches] Finally  
TryWithResourcesStatement

Catches:  
   CatchClause {CatchClause}

CatchClause:  
   catch ( CatchFormalParameter ) Block

CatchFormalParameter:  
   {VariableModifier} CatchType VariableDeclaratorId

CatchType:  
   UnannClassType | ClassType

Finally:  
   finally Block
```

See §8.3 for `UnannClassType`. The following production from §8.3 is repeated here for convenience:

```
VariableDeclaratorId:  
   Identifier {Annotation} []
```

The `Block` immediately after the keyword `try` is called the `try block` of the `try` statement.

The `Block` immediately after the keyword `finally` is called the `finally block` of the `try` statement.

A `try` statement may have `catch` clauses, also called `exception handlers`.

A `catch` clause declares exactly one parameter, which is called an `exception parameter`.

It is a compile-time error if `final` appears more than once as a modifier for an exception parameter declaration.

The scope and shadowing of an exception parameter is specified in §6.3 and §6.4.

An exception parameter may denote its type as either a single class type or a union of two or more class types (called `alternatives`). The alternatives of a union are syntactically separated by `|`. 
A catch clause whose exception parameter is denoted as a single class type is called a uni-catch clause.

A catch clause whose exception parameter is denoted as a union of types is called a multi-catch clause.

Each class type used in the denotation of the type of an exception parameter must be the class Throwable or a subclass of Throwable, or a compile-time error occurs.

It is a compile-time error if a type variable is used in the denotation of the type of an exception parameter.

It is a compile-time error if a union of types contains two alternatives $D_i$ and $D_j$ ($i \neq j$) where $D_i$ is a subtype of $D_j$ (§4.10.2).

The declared type of an exception parameter that denotes its type with a single class type is that class type.

The declared type of an exception parameter that denotes its type as a union with alternatives $D_1 \mid D_2 \mid \ldots \mid D_n$ is lub($D_1, D_2, \ldots, D_n$).

An exception parameter of a multi-catch clause is implicitly declared final if it is not explicitly declared final.

It is a compile-time error if an exception parameter that is implicitly or explicitly declared final is assigned to within the body of the catch clause.

An exception parameter of a uni-catch clause is never implicitly declared final, but it may be explicitly declared final or be effectively final (§4.12.4).

An implicitly final exception parameter is final by virtue of its declaration, while an effectively final exception parameter is (as it were) final by virtue of how it is used. An exception parameter of a multi-catch clause is implicitly declared final, so will never occur as the left-hand operand of an assignment operator, but it is not considered effectively final.

If an exception parameter is effectively final (in a uni-catch clause) or implicitly final (in a multi-catch clause), then adding an explicit final modifier to its declaration will not introduce any compile-time errors. On the other hand, if the exception parameter of a uni-catch clause is explicitly declared final, then removing the final modifier may introduce compile-time errors because the exception parameter, now considered to be effectively final, can no longer longer be referenced by anonymous and local class declarations in the body of the catch clause. If there are no compile-time errors, it is possible to further change the program so that the exception parameter is re-assigned in the body of the catch clause and thus will no longer be considered effectively final.

The exception types that a try statement can throw are specified in §11.2.2.
The relationship of the exceptions thrown by the `try` block of a `try` statement and caught by the `catch` clauses (if any) of the `try` statement is specified in §11.2.3.

Exception handlers are considered in left-to-right order: the earliest possible `catch` clause accepts the exception, receiving as its argument the thrown exception object, as specified in §11.3.

A multi-`catch` clause can be thought of as a sequence of uni-`catch` clauses. That is, a `catch` clause where the type of the exception parameter is denoted as a union \( D_1 | D_2 | ... | D_n \) is equivalent to a sequence of \( n \) `catch` clauses where the types of the exception parameters are class types \( D_1, D_2, ..., D_n \) respectively. In the `Block` of each of the \( n \) `catch` clauses, the declared type of the exception parameter is \( \text{lub}(D_1, D_2, ..., D_n) \). For example, the following code:

```java
try {
    ... throws ReflectiveOperationException ... 
} 
catch (ClassNotFoundException | IllegalAccessException ex) {
    ... body ...
}
```

is semantically equivalent to the following code:

```java
try {
    ... throws ReflectiveOperationException ... 
} 
catch (final ClassNotFoundException ex1) {
    final ReflectiveOperationException ex = ex1;
    ... body ...
}
catch (final IllegalAccessException ex2) {
    final ReflectiveOperationException ex = ex2;
    ... body ...
}
```

where the multi-`catch` clause with two alternatives has been translated into two uni-`catch` clauses, one for each alternative. A Java compiler is neither required nor recommended to compile a multi-`catch` clause by duplicating code in this manner, since it is possible to represent the multi-`catch` clause in a class file without duplication.

A `finally` clause ensures that the `finally` block is executed after the `try` block and any `catch` block that might be executed, no matter how control leaves the `try` block or `catch` block. Handling of the `finally` block is rather complex, so the two cases of a `try` statement with and without a `finally` block are described separately (§14.20.1, §14.20.2).

A `try` statement is permitted to omit `catch` clauses and a `finally` clause if it is a `try-with-resources` statement (§14.20.3).
14.20.1 Execution of try-catch

A try statement without a finally block is executed by first executing the try block. Then there is a choice:

- If execution of the try block completes normally, then no further action is taken and the try statement completes normally.

- If execution of the try block completes abruptly because of a throw of a value \( V \), then there is a choice:
  - If the run-time type of \( V \) is assignment compatible with (§5.2) a catchable exception class of any catch clause of the try statement, then the first (leftmost) such catch clause is selected. The value \( V \) is assigned to the parameter of the selected catch clause, and the Block of that catch clause is executed, and then there is a choice:
    - If that block completes normally, then the try statement completes normally.
    - If that block completes abruptly for any reason, then the try statement completes abruptly for the same reason.
  - If the run-time type of \( V \) is not assignment compatible with a catchable exception class of any catch clause of the try statement, then the try statement completes abruptly because of a throw of the value \( V \).

- If execution of the try block completes abruptly for any other reason, then the try statement completes abruptly for the same reason.

Example 14.20.1-1. Catching An Exception

```java
class BlewIt extends Exception {
    BlewIt() { }
    BlewIt(String s) { super(s); }
}
class Test {
    static void blowUp() throws BlewIt { throw new BlewIt(); }

    public static void main(String[] args) {
        try {
            blowUp();
        } catch (RuntimeException r) {
            System.out.println("Caught RuntimeException");
        } catch (BlewIt b) {
            System.out.println("Caught BlewIt");
        }
    }
}
```
Here, the exception `BlewIt` is thrown by the method `blowUp`. The `try-catch` statement in the body of `main` has two `catch` clauses. The run-time type of the exception is `BlewIt` which is not assignable to a variable of type `RuntimeException`, but is assignable to a variable of type `BlewIt`, so the output of the example is:

Caught `BlewIt`

### 14.20.2 Execution of `try-finally` and `try-catch-finally`

A `try` statement with a `finally` block is executed by first executing the `try` block. Then there is a choice:

- If execution of the `try` block completes normally, then the `finally` block is executed, and then there is a choice:
  - If the `finally` block completes normally, then the `try` statement completes normally.
  - If the `finally` block completes abruptly for reason `S`, then the `try` statement completes abruptly for reason `S`.

- If execution of the `try` block completes abruptly because of a `throw` of a value `V`, then there is a choice:
  - If the run-time type of `V` is assignment compatible with a catchable exception class of any `catch` clause of the `try` statement, then the first (leftmost) such `catch` clause is selected. The value `V` is assigned to the parameter of the selected `catch` clause, and the `Block` of that `catch` clause is executed. Then there is a choice:
    - If the `catch` block completes normally, then the `finally` block is executed. Then there is a choice:
      - If the `finally` block completes normally, then the `try` statement completes normally.
      - If the `finally` block completes abruptly for any reason, then the `try` statement completes abruptly for the same reason.
    - If the `catch` block completes abruptly for reason `R`, then the `finally` block is executed. Then there is a choice:
      - If the `finally` block completes normally, then the `try` statement completes abruptly for reason `R`.
      - If the `finally` block completes abruptly for reason `S`, then the `try` statement completes abruptly for reason `S` (and reason `R` is discarded).
– If the run-time type of \( V \) is not assignment compatible with a catchable exception class of any \texttt{catch} clause of the \texttt{try} statement, then the \texttt{finally} block is executed. Then there is a choice:

  › If the \texttt{finally} block completes normally, then the \texttt{try} statement completes abruptly because of a \texttt{throw} of the value \( V \).

  › If the \texttt{finally} block completes abruptly for reason \( S \), then the \texttt{try} statement completes abruptly for reason \( S \) (and the \texttt{throw} of value \( V \) is discarded and forgotten).

• If execution of the \texttt{try} block completes abruptly for any other reason \( R \), then the \texttt{finally} block is executed, and then there is a choice:

  – If the \texttt{finally} block completes normally, then the \texttt{try} statement completes abruptly for reason \( R \).

  – If the \texttt{finally} block completes abruptly for reason \( S \), then the \texttt{try} statement completes abruptly for reason \( S \) (and reason \( R \) is discarded).

\textbf{Example 14.20.2-1. Handling An Uncaught Exception With} \texttt{finally}

```java
class BlewIt extends Exception {
    BlewIt() { }
    BlewIt(String s) { super(s); }
}
class Test {
    static void blowUp() throws BlewIt {
        throw new NullPointerException();
    }
    public static void main(String[] args) {
        try {
            blowUp();
        } catch (BlewIt b) {
            System.out.println("Caught BlewIt");
        } finally {
            System.out.println("Uncaught Exception");
        }
    }
}
```

This program produces the output:

```
Uncaught Exception
Exception in thread "main" java.lang.NullPointerException
    at Test.blowUp(Test.java:7)
    at Test.main(Test.java:11)
```

The \texttt{NullPointerException} (which is a kind of \texttt{RuntimeException}) that is thrown by method \texttt{blowUp} is not caught by the \texttt{try} statement in \texttt{main}, because a
NullPointerException is not assignable to a variable of type BlewIt. This causes the finally clause to execute, after which the thread executing main, which is the only thread of the test program, terminates because of an uncaught exception, which typically results in printing the exception name and a simple backtrace. However, a backtrace is not required by this specification.

The problem with mandating a backtrace is that an exception can be created at one point in the program and thrown at a later one. It is prohibitively expensive to store a stack trace in an exception unless it is actually thrown (in which case the trace may be generated while unwinding the stack). Hence we do not mandate a back trace in every exception.

14.20.3 try-with-resources

A try-with-resources statement is parameterized with variables (known as resources) that are initialized before execution of the try block and closed automatically, in the reverse order from which they were initialized, after execution of the try block. catch clauses and a finally clause are often unnecessary when resources are closed automatically.

TryWithResourcesStatement:
  try ResourceSpecification Block [Catches] [Finally]

ResourceSpecification:
  ( ResourceList [; ] )

ResourceList:
  Resource { ; Resource }

Resource:
  [VariableModifier] UnannType VariableDeclaratorId = Expression

See §8.3 for UnannType. The following productions from §8.4.1 and §8.3 are repeated here for convenience:

VariableModifier: one of
  Annotation final

VariableDeclaratorId:
  Identifier { { Annotation } [ ] }

A resource specification declares one or more local variables with initializer expressions to act as resources for the try statement.

It is a compile-time error for a resource specification to declare two variables with the same name.
It is a compile-time error if `final` appears more than once as a modifier for each variable declared in a resource specification.

A variable declared in a resource specification is implicitly declared `final` (§4.12.4) if it is not explicitly declared `final`.

The type of a variable declared in a resource specification must be a subtype of `AutoCloseable`, or a compile-time error occurs.

The scope and shadowing of a variable declared in a resource specification is specified in §6.3 and §6.4.

Resources are initialized in left-to-right order. If a resource fails to initialize (that is, its initializer expression throws an exception), then all resources initialized so far by the `try`-with-resources statement are closed. If all resources initialize successfully, the `try` block executes as normal and then all non-null resources of the `try`-with-resources statement are closed.

Resources are closed in the reverse order from that in which they were initialized. A resource is closed only if it initialized to a non-null value. An exception from the closing of one resource does not prevent the closing of other resources. Such an exception is `suppressed` if an exception was thrown previously by an initializer, the `try` block, or the closing of a resource.

A `try`-with-resources statement whose resource specification declares multiple resources is treated as if it were multiple `try`-with-resources statements, each of which has a resource specification that declares a single resource. When a `try`-with-resources statement with \( n \) resources \((n > 1)\) is translated, the result is a `try`-with-resources statement with \( n-1 \) resources. After \( n \) such translations, there are \( n \) nested `try-catch-finally` statements, and the overall translation is complete.

### 14.20.3.1 Basic `try`-with-resources

A `try`-with-resources statement with no `catch` clauses or `finally` clause is called a basic `try`-with-resources statement.

The meaning of a basic `try`-with-resources statement:

```
    try (VariableModifier) R Identifier = Expression ...
    Block
```

is given by the following translation to a local variable declaration and a `try-catch-finally` statement:
 BLOCKS AND STATEMENTS

```java
{ final {VariableModifierNoFinal} R Identifier = Expression;
  Throwable #primaryExc = null;

try ResourceSpecification_tail
  Block
  catch (Throwable #t) {
    #primaryExc = #t;
    throw #t;
  }
  finally {
    if (Identifier != null) {
      if (#primaryExc != null) {
        try {
          Identifier.close();
        } catch (Throwable #suppressedExc) {
          #primaryExc.addSuppressed(#suppressedExc);
        }
      } else {
        Identifier.close();
      }
    }
  }
}

{VariableModifierNoFinal} is defined as {VariableModifier} without final, if present.

#t, #primaryExc, and #suppressedExc are automatically generated identifiers that are distinct from any other identifiers (automatically generated or otherwise) that are in scope at the point where the try-with-resources statement occurs.

If the resource specification declares one resource, then ResourceSpecification_tail is empty (and the try-catch-finally statement is not itself a try-with-resources statement).

If the resource specification declares $n > 1$ resources, then ResourceSpecification_tail consists of the 2nd, 3rd, ..., $n$'th resources declared in resource specification, in the same order (and the try-catch-finally statement is itself a try-with-resources statement).

Reachability and definite assignment rules for the basic try-with-resources statement are implicitly specified by the translation above.

In a basic try-with-resources statement that manages a single resource:

- If the initialization of the resource completes abruptly because of a throw of a value $V$, then the try-with-resources statement completes abruptly because of a throw of the value $V$.

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• If the initialization of the resource completes normally, and the `try` block completes abruptly because of a `throw` of a value `V`, then:
  
  – If the automatic closing of the resource completes normally, then the `try-with-resources` statement completes abruptly because of a `throw` of the value `V`.
  
  – If the automatic closing of the resource completes abruptly because of a `throw` of a value `V2`, then the `try-with-resources` statement completes abruptly because of a `throw` of value `V` with `V2` added to the suppressed exception list of `V`.

• If the initialization of the resource completes normally, and the `try` block completes normally, and the automatic closing of the resource completes abruptly because of a `throw` of a value `V`, then the `try-with-resources` statement completes abruptly because of a `throw` of the value `V`.

In a basic `try-with-resources` statement that manages multiple resources:

• If the initialization of a resource completes abruptly because of a `throw` of a value `V`, then:
  
  – If the automatic closings of all successfully initialized resources (possibly zero) complete normally, then the `try-with-resources` statement completes abruptly because of a `throw` of the value `V`.
  
  – If the automatic closings of all successfully initialized resources (possibly zero) complete abruptly because of `throws` of values `V1...Vn`, then the `try-with-resources` statement completes abruptly because of a `throw` of the value `V` with any remaining values `V1...Vn` added to the suppressed exception list of `V`.

• If the initialization of all resources completes normally, and the `try` block completes abruptly because of a `throw` of a value `V`, then:
  
  – If the automatic closings of all initialized resources complete normally, then the `try-with-resources` statement completes abruptly because of a `throw` of the value `V`.
  
  – If the automatic closings of one or more initialized resources complete abruptly because of `throws` of values `V1...Vn`, then the `try-with-resources` statement completes abruptly because of a `throw` of the value `V` with any remaining values `V1...Vn` added to the suppressed exception list of `V`.

• If the initialization of every resource completes normally, and the `try` block completes normally, then:
  
  – If one automatic closing of an initialized resource completes abruptly because of a `throw` of value `V`, and all other automatic closings of initialized resources
complete normally, then the try-with-resources statement completes abruptly because of a throw of the value V.

– If more than one automatic closing of an initialized resource completes abruptly because of throws of values V1...Vn, then the try-with-resources statement completes abruptly because of a throw of the value V1 with any remaining values V2...Vn added to the suppressed exception list of V1 (where V1 is the exception from the rightmost resource failing to close and Vn is the exception from the leftmost resource failing to close).

14.20.3.2 Extended try-with-resources

A try-with-resources statement with at least one catch clause and/or a finally clause is called an extended try-with-resources statement.

The meaning of an extended try-with-resources statement:

```java
try ResourceSpecification
    Block
[Catches]
[Finally]
```

is given by the following translation to a basic try-with-resources statement nested inside a try-catch or try-finally or try-catch-finally statement:

```java
try {
    try ResourceSpecification
        Block
} [Catches] [Finally]
```

The effect of the translation is to put the resource specification "inside" the try statement. This allows a catch clause of an extended try-with-resources statement to catch an exception due to the automatic initialization or closing of any resource. Furthermore, all resources will have been closed (or attempted to be closed) by the time the finally block is executed, in keeping with the intent of the finally keyword.

14.21 Unreachable Statements

It is a compile-time error if a statement cannot be executed because it is unreachable.
This section is devoted to a precise explanation of the word "reachable." The idea is that there must be some possible execution path from the beginning of the constructor, method, instance initializer, or static initializer that contains the statement to the statement itself. The analysis takes into account the structure of statements. Except for the special treatment of while, do, and for statements whose condition expression has the constant value true, the values of expressions are not taken into account in the flow analysis.

For example, a Java compiler will accept the code:

```java
{
    int n = 5;
    while (n > 7) k = 2;
}
```

even though the value of n is known at compile time and in principle it can be known at compile time that the assignment to k can never be executed.

The rules in this section define two technical terms:

- whether a statement is reachable
- whether a statement can complete normally

The definitions here allow a statement to complete normally only if it is reachable. To shorten the description of the rules, the customary abbreviation "iff" is used to mean "if and only if."

A reachable break statement exits a statement if, within the break target, either there are no try statements whose try blocks contain the break statement, or there are try statements whose try blocks contain the break statement and all finally clauses of those try statements can complete normally.

This definition is based on the logic around "attempts to transfer control" in §14.15.

A continue statement continues a do statement if, within the do statement, either there are no try statements whose try blocks contain the continue statement, or there are try statements whose try blocks contain the continue statement and all finally clauses of those try statements can complete normally.

The rules are as follows:

- The block that is the body of a constructor, method, instance initializer, or static initializer is reachable.
- An empty block that is not a switch block can complete normally iff it is reachable.
A non-empty block that is not a switch block can complete normally iff the last statement in it can complete normally.

The first statement in a non-empty block that is not a switch block is reachable iff the block is reachable.

Every other statement $s$ in a non-empty block that is not a switch block is reachable iff the statement preceding $s$ can complete normally.

- A local class declaration statement can complete normally iff it is reachable.
- A local variable declaration statement can complete normally iff it is reachable.
- An empty statement can complete normally iff it is reachable.
- A labeled statement can complete normally if at least one of the following is true:
  - The contained statement can complete normally.
  - There is a reachable break statement that exits the labeled statement.

The contained statement is reachable iff the labeled statement is reachable.

- An expression statement can complete normally iff it is reachable.
- An if-then statement can complete normally iff it is reachable.
  
  The then-statement is reachable iff the if-then statement is reachable.

An if-then-else statement can complete normally iff the then-statement can complete normally or the else-statement can complete normally.

The then-statement is reachable iff the if-then-else statement is reachable.

The else-statement is reachable iff the if-then-else statement is reachable.

This handling of an if statement, whether or not it has an else part, is rather unusual. The rationale is given at the end of this section.

- An assert statement can complete normally iff it is reachable.
- A switch statement can complete normally iff at least one of the following is true:
  - The switch block is empty or contains only switch labels.
  - The last statement in the switch block can complete normally.
  - There is at least one switch label after the last switch block statement group.
  - The switch block does not contain a default label.
  - There is a reachable break statement that exits the switch statement.
• A switch block is reachable iff its `switch` statement is reachable.

• A statement in a switch block is reachable iff its `switch` statement is reachable and at least one of the following is true:
  – It bears a `case` or `default` label.
  – There is a statement preceding it in the switch block and that preceding statement can complete normally.

• A `while` statement can complete normally iff at least one of the following is true:
  – The `while` statement is reachable and the condition expression is not a constant expression (§15.28) with value `true`.
  – There is a reachable `break` statement that exits the `while` statement.

The contained statement is reachable iff the `while` statement is reachable and the condition expression is not a constant expression whose value is `false`.

• A `do` statement can complete normally iff at least one of the following is true:
  – The contained statement can complete normally and the condition expression is not a constant expression (§15.28) with value `true`.
  – The `do` statement contains a reachable `continue` statement with no label, and the `do` statement is the innermost `while`, `do`, or `for` statement that contains that `continue` statement, and the `continue` statement continues that `do` statement, and the condition expression is not a constant expression with value `true`.
  – The `do` statement contains a reachable `continue` statement with a label \( L \), and the `do` statement has label \( L \), and the `continue` statement continues that `do` statement, and the condition expression is not a constant expression with value `true`.
  – There is a reachable `break` statement that exits the `do` statement.

The contained statement is reachable iff the `do` statement is reachable.

• A basic `for` statement can complete normally iff at least one of the following is true:
  – The `for` statement is reachable, there is a condition expression, and the condition expression is not a constant expression (§15.28) with value `true`.
  – There is a reachable `break` statement that exits the `for` statement.

The contained statement is reachable iff the `for` statement is reachable and the condition expression is not a constant expression whose value is `false.`
• An enhanced for statement can complete normally iff it is reachable.
• A break, continue, return, or throw statement cannot complete normally.
• A synchronized statement can complete normally iff the contained statement can complete normally.

  The contained statement is reachable iff the synchronized statement is reachable.
• A try statement can complete normally iff both of the following are true:
  – The try block can complete normally or any catch block can complete normally.
  – If the try statement has a finally block, then the finally block can complete normally.
• The try block is reachable iff the try statement is reachable.
• A catch block C is reachable iff both of the following are true:
  – Either the type of C's parameter is an unchecked exception type or Exception or a superclass of Exception, or some expression or throw statement in the try block is reachable and can throw a checked exception whose type is assignable to the type of C's parameter. (An expression is reachable iff the innermost statement containing it is reachable.)

  See §15.6 for normal and abrupt completion of expressions.
  – There is no earlier catch block A in the try statement such that the type of C's parameter is the same as or a subclass of the type of A's parameter.
• The Block of a catch block is reachable iff the catch block is reachable.
• If a finally block is present, it is reachable iff the try statement is reachable.

One might expect the if statement to be handled in the following manner:

• An if-then statement can complete normally iff at least one of the following is true:
  – The if-then statement is reachable and the condition expression is not a constant expression whose value is true.
  – The then-statement can complete normally.

  The then-statement is reachable iff the if-then statement is reachable and the condition expression is not a constant expression whose value is false.
• An if-then-else statement can complete normally iff the then-statement can complete normally or the else-statement can complete normally.
The then-statement is reachable iff the if-then-else statement is reachable and the condition expression is not a constant expression whose value is false.

The else-statement is reachable iff the if-then-else statement is reachable and the condition expression is not a constant expression whose value is true.

This approach would be consistent with the treatment of other control structures. However, in order to allow the if statement to be used conveniently for "conditional compilation" purposes, the actual rules differ.

As an example, the following statement results in a compile-time error:

```
while (false) { x=3; }
```

because the statement x=3; is not reachable; but the superficially similar case:

```
if (false) { x=3; }
```

does not result in a compile-time error. An optimizing compiler may realize that the statement x=3; will never be executed and may choose to omit the code for that statement from the generated class file, but the statement x=3; is not regarded as "unreachable" in the technical sense specified here.

The rationale for this differing treatment is to allow programmers to define "flag variables" such as:

```
static final boolean DEBUG = false;
```

and then write code such as:

```
if (DEBUG) { x=3; }
```

The idea is that it should be possible to change the value of DEBUG from false to true or from true to false and then compile the code correctly with no other changes to the program text.

This ability to "conditionally compile" has a significant impact on, and relationship to, binary compatibility (§13 (Binary Compatibility)). If a set of classes that use such a "flag" variable are compiled and conditional code is omitted, it does not suffice later to distribute just a new version of the class or interface that contains the definition of the flag. A change to the value of a flag is, therefore, not binary compatible with pre-existing binaries. (There are other reasons for such incompatibility as well, such as the use of constants in case labels in switch statements; see §13.4.9.)

This ability to "conditionally compile" has no relationship to binary compatibility (§13 (Binary Compatibility)). If a set of classes that use such a "flag" variable are compiled and conditional code is omitted, it does not suffice later to distribute just a new version of the class or interface that contains the definition of the flag. The classes that use the flag will not see its new value, so their behavior may be surprising, but no LinkageError will occur.
A change to the value of a flag is, therefore, binary compatible with pre-existing binaries, but not behaviorally compatible.
Much of the work in a program is done by evaluating expressions, either for their side effects, such as assignments to variables, or for their values, which can be used as arguments or operands in larger expressions, or to affect the execution sequence in statements, or both.

This chapter specifies the meanings of expressions and the rules for their evaluation.

15.1 Evaluation, Denotation, and Result

When an expression in a program is evaluated (executed), the result denotes one of three things:

- A variable (§4.12) (in C, this would be called an lvalue)
- A value (§4.2, §4.3)
- Nothing (the expression is said to be void)

If an expression denotes a variable, and a value is required for use in further evaluation, then the value of that variable is used. In this context, if the expression denotes a variable or a value, we may speak simply of the value of the expression.

Value set conversion (§5.1.13) is applied to the result of every expression that produces a value, including when the value of a variable of type float or double is used.

An expression denotes nothing if and only if it is a method invocation (§15.12) that invokes a method that does not return a value, that is, a method declared void (§8.4). Such an expression can be used only as an expression statement (§14.8), because every other context in which an expression can appear requires the expression to denote something. An expression statement that is a method
invocation may also invoke a method that produces a result; in this case the value returned by the method is quietly discarded.

Evaluation of an expression can also produce side effects, because expressions may contain embedded assignments, increment operators, decrement operators, and method invocations.

Each expression occurs in either:

• The declaration of some (class or interface) type that is being declared: in a field initializer, in a static initializer, in an instance initializer, in a constructor declaration, in a method declaration, or in an annotation.

• An annotation on a package declaration or on a top level type declaration.

### 15.2 Forms of Expressions

Expressions can be broadly categorized into one of the following syntactic forms:

• Expression names (§6.5.6)

• Primary expressions (§15.8 - §15.13)

• Unary operator expressions (§15.14 - §15.16)

• Binary operator expressions (§15.17 - §15.24, and §15.26)

• Ternary operator expressions (§15.25)

• Lambda expressions (§15.27)

Precedence among operators is managed by a hierarchy of grammar productions. The lowest precedence operator is the arrow of a lambda expression (\(\rightarrow\)), followed by the assignment operators. Thus, all expressions are syntactically included in the `LambdaExpression` and `AssignmentExpression` nonterminals:

\[
\text{Expression:} \\
\text{LambdaExpression} \\
\text{AssignmentExpression}
\]

When some expressions appear in certain contexts (§5 (*Conversions and Contexts*)), they are considered *poly expressions*. The following forms of expressions may be poly expressions:

• Parenthesized expressions (§15.8.5)
• Class instance creation expressions (§15.9)
• Method invocation expressions (§15.12)
• Method reference expressions (§15.13)
• Conditional expressions (§15.25)
• Lambda expressions (§15.27)

The rules determining whether an expression of one of these forms is a poly expression are explained separately below for each form of expression.

Expressions that are not poly expressions are standalone expressions. Standalone expressions are expressions of the forms above when determined not to be poly expressions, as well as all expressions of all other forms. Expressions of all other forms are said to have a standalone form.

Some expressions have a value that can be determined at compile time. These are constant expressions (§15.28).

### 15.3 Type of an Expression

If an expression denotes a variable or a value, then the expression has a type known at compile time. The type of a standalone expression can be determined entirely from the contents of the expression; in contrast, the type of a poly expression may be influenced by the expression's target type (§5 (Conversions and Contexts)). The rules for determining the type of an expression are explained separately below for each kind of expression.

The value of an expression is assignment compatible (§5.2) with the type of the expression, unless heap pollution occurs (§4.12.2).

Likewise, the value stored in a variable is always compatible with the type of the variable, unless heap pollution occurs.

In other words, the value of an expression whose type is $T$ is always suitable for assignment to a variable of type $T$.

Note that an expression whose type is a class type $F$ that is declared final is guaranteed to have a value that is either a null reference or an object whose class is $F$ itself, because final types have no subclasses.
15.4 FP-strict Expressions

If the type of an expression is float or double, then there is a question as to what value set (§4.2.3) the value of the expression is drawn from. This is governed by the rules of value set conversion (§5.1.13); these rules in turn depend on whether or not the expression is *FP-strict*.

Every constant expression (§15.28) is FP-strict.

If an expression is not a constant expression, then consider all the class declarations, interface declarations, and method declarations that contain the expression. If any such declaration bears the strictfp modifier (§8.1.1.3, §8.4.3.5, §9.1.1.2), then the expression is FP-strict.

If a class, interface, or method, x, is declared strictfp, then x and any class, interface, method, constructor, instance initializer, static initializer, or variable initializer within x is said to be *FP-strict*.

Note that an annotation's element value (§9.7) is always FP-strict, because it is always a constant expression.

It follows that an expression is not FP-strict if and only if it is not a constant expression and it does not appear within any declaration that has the strictfp modifier.

Within an FP-strict expression, all intermediate values must be elements of the float value set or the double value set, implying that the results of all FP-strict expressions must be those predicted by IEEE 754 arithmetic on operands represented using single and double formats.

Within an expression that is not FP-strict, some leeway is granted for an implementation to use an extended exponent range to represent intermediate results; the net effect, roughly speaking, is that a calculation might produce "the correct answer" in situations where exclusive use of the float value set or double value set might result in overflow or underflow.

15.5 Expressions and Run-Time Checks

If the type of an expression is a primitive type, then the value of the expression is of that same primitive type.
If the type of an expression is a reference type, then the class of the referenced object, or even whether the value is a reference to an object rather than null, is not necessarily known at compile time. There are a few places in the Java programming language where the actual class of a referenced object affects program execution in a manner that cannot be deduced from the type of the expression. They are as follows:

- **Method invocation** (§15.12). The particular method used for an invocation `o.m(...)` is chosen based on the methods that are part of the class or interface that is the type of `o`. For instance methods, the class of the object referenced by the run-time value of `o` participates because a subclass may override a specific method already declared in a parent class so that this overriding method is invoked. (The overriding method may or may not choose to further invoke the original overridden `m` method.)

- **The instanceof operator** (§15.20.2). An expression whose type is a reference type may be tested using `instanceof` to find out whether the class of the object referenced by the run-time value of the expression is assignment compatible (§5.2) with some other reference type.

- **Casting** (§5.5, §15.16). The class of the object referenced by the run-time value of the operand expression might not be compatible with the type specified by the cast. For reference types, this may require a run-time check that throws an exception if the class of the referenced object, as determined at run time, is not assignment compatible (§5.2) with the target type.

- **Assignment to an array component of reference type** (§10.5, §15.13, §15.26.1). The type-checking rules allow the array type `S[]` to be treated as a subtype of `T[]` if `S` is a subtype of `T`, but this requires a run-time check for assignment to an array component, similar to the check performed for a cast.

- **Exception handling** (§14.20). An exception is caught by a `catch` clause only if the class of the thrown exception object is an `instanceof` the type of the formal parameter of the `catch` clause.

Situations where the class of an object is not statically known may lead to run-time type errors.

In addition, there are situations where the statically known type may not be accurate at run time. Such situations can arise in a program that gives rise to compile-time unchecked warnings. Such warnings are given in response to operations that cannot be statically guaranteed to be safe, and cannot immediately be subjected to dynamic checking because they involve non-reifiable types (§4.7). As a result, dynamic
checks later in the course of program execution may detect inconsistencies and result in run-time type errors.

A run-time type error can occur only in these situations:

- In a cast, when the actual class of the object referenced by the value of the operand expression is not compatible with the target type specified by the cast operator (§5.5, §15.16); in this case a `ClassCastException` is thrown.
- In an automatically generated cast introduced to ensure the validity of an operation on a non-reifiable type (§4.7).
- In an assignment to an array component of reference type, when the actual class of the object referenced by the value to be assigned is not compatible with the actual run-time component type of the array (§10.5, §15.13, §15.26.1); in this case an `ArrayStoreException` is thrown.
- When an exception is not caught by any `catch` clause of a `try` statement (§14.20); in this case the thread of control that encountered the exception first attempts to invoke an uncaught exception handler (§11.3) and then terminates.

### 15.6 Normal and Abrupt Completion of Evaluation

Every expression has a normal mode of evaluation in which certain computational steps are carried out. The following sections describe the normal mode of evaluation for each kind of expression.

If all the steps are carried out without an exception being thrown, the expression is said to **complete normally**.

If, however, evaluation of an expression throws an exception, then the expression is said to **complete abruptly**. An abrupt completion always has an associated reason, which is always a `throw` with a given value.

Run-time exceptions are thrown by the predefined operators as follows:

- A class instance creation expression (§15.9.4), array creation expression (§15.10.2), method reference expression (§15.13.3), array initializer expression (§10.6), string concatenation operator expression (§15.18.1), or lambda expression (§15.27.4) throws an `OutOfMemoryError` if there is insufficient memory available.
• An array creation expression (§15.10.2) throws a NegativeArraySizeException if the value of any dimension expression is less than zero.

• An array access expression (§15.10.4) throws a NullPointerException if the value of the array reference expression is null.

• An array access expression (§15.10.4) throws an ArrayIndexOutOfBoundsException if the value of the array index expression is negative or greater than or equal to the length of the array.

• A field access expression (§15.11) throws a NullPointerException if the value of the object reference expression is null.

• A method invocation expression (§15.12) that invokes an instance method throws a NullPointerException if the target reference is null.

• A cast expression (§15.16) throws a ClassCastException if a cast is found to be impermissible at run time.

• An integer division (§15.17.2) or integer remainder (§15.17.3) operator throws an ArithmeticException if the value of the right-hand operand expression is zero.

• An assignment to an array component of reference type (§15.26.1), a method invocation expression (§15.12), or a prefix or postfix increment (§15.14.2, §15.15.1) or decrement operator (§15.14.3, §15.15.2) may all throw an OutOfMemoryError as a result of boxing conversion (§5.1.7).

• An assignment to an array component of reference type (§15.26.1) throws an ArrayStoreException when the value to be assigned is not compatible with the component type of the array (§10.5).

A method invocation expression can also result in an exception being thrown if an exception occurs that causes execution of the method body to complete abruptly.

A class instance creation expression can also result in an exception being thrown if an exception occurs that causes execution of the constructor to complete abruptly.

Various linkage and virtual machine errors may also occur during the evaluation of an expression. By their nature, such errors are difficult to predict and difficult to handle.

If an exception occurs, then evaluation of one or more expressions may be terminated before all steps of their normal mode of evaluation are complete; such expressions are said to complete abruptly.
If evaluation of an expression requires evaluation of a subexpression, then abrupt completion of the subexpression always causes the immediate abrupt completion of the expression itself, with the same reason, and all succeeding steps in the normal mode of evaluation are not performed.

The terms "complete normally" and "complete abruptly" are also applied to the execution of statements (§14.1). A statement may complete abruptly for a variety of reasons, not just because an exception is thrown.

### 15.7 Evaluation Order

The Java programming language guarantees that the operands of operators appear to be evaluated in a specific *evaluation order*, namely, from left to right.

It is recommended that code not rely crucially on this specification. Code is usually clearer when each expression contains at most one side effect, as its outermost operation, and when code does not depend on exactly which exception arises as a consequence of the left-to-right evaluation of expressions.

#### 15.7.1 Evaluate Left-Hand Operand First

The left-hand operand of a binary operator appears to be fully evaluated before any part of the right-hand operand is evaluated.

If the operator is a compound-assignment operator (§15.26.2), then evaluation of the left-hand operand includes both remembering the variable that the left-hand operand denotes and fetching and saving that variable's value for use in the implied binary operation.

If evaluation of the left-hand operand of a binary operator completes abruptly, no part of the right-hand operand appears to have been evaluated.

**Example 15.7.1-1. Left-Hand Operand Is Evaluated First**

In the following program, the * operator has a left-hand operand that contains an assignment to a variable and a right-hand operand that contains a reference to the same variable. The value produced by the reference will reflect the fact that the assignment occurred first.

```java
class Test1 {
    public static void main(String[] args) {
        int i = 2;
        int j = (i=3) * i;
        System.out.println(j);
    }
}
```
This program produces the output:

9

It is not permitted for evaluation of the * operator to produce 6 instead of 9.

**Example 15.7.1-2. Implicit Left-Hand Operand In Operator Of Compound Assignment**

In the following program, the two assignment statements both fetch and remember the value of the left-hand operand, which is 9, before the right-hand operand of the addition operator is evaluated, at which point the variable is set to 3.

```java
class Test2 {
    public static void main(String[] args) {
        int a = 9;
        a += (a = 3); // first example
        System.out.println(a);
        int b = 9;
        b = b + (b = 3); // second example
        System.out.println(b);
    }
}
```

This program produces the output:

12
12

It is not permitted for either assignment (compound for a, simple for b) to produce the result 6.

See also the example in §15.26.2.

**Example 15.7.1-3. Abrupt Completion of Evaluation of the Left-Hand Operand**

```java
class Test3 {
    public static void main(String[] args) {
        int j = 1;
        try {
            int i = forgetIt() / (j = 2);
        } catch (Exception e) {
            System.out.println(e);
            System.out.println("Now j = " + j);
        }
    }
    static int forgetIt() throws Exception {
        throw new Exception("I'm outta here!");
    }
}
```
This program produces the output:

```
java.lang.Exception: I'm outta here!
Now j = 1
```

That is, the left-hand operand `forgetIt()` of the operator `/` throws an exception before the right-hand operand is evaluated and its embedded assignment of 2 to `j` occurs.

### 15.7.2 Evaluate Operands before Operation

The Java programming language guarantees that every operand of an operator (except the conditional operators `&&`, `||`, and `?:`) appears to be fully evaluated before any part of the operation itself is performed.

If the binary operator is an integer division `/` (§15.17.2) or integer remainder `%` (§15.17.3), then its execution may raise an `ArithmeticException`, but this exception is thrown only after both operands of the binary operator have been evaluated and only if these evaluations completed normally.

**Example 15.7.2-1. Evaluation of Operands Before Operation**

```java
class Test {
    public static void main(String[] args) {
        int divisor = 0;
        try {
            int i = 1 / (divisor * loseBig());
        } catch (Exception e) {
            System.out.println(e);
        }
        static int loseBig() throws Exception {
            throw new Exception("Shuffle off to Buffalo!");
        }
    }
}
```

This program produces the output:

```
java.lang.Exception: Shuffle off to Buffalo!
```

and not:

```
java.lang.ArithmeticException: / by zero
```

since no part of the division operation, including signaling of a divide-by-zero exception, may appear to occur before the invocation of `loseBig` completes, even though the implementation may be able to detect or infer that the division operation would certainly result in a divide-by-zero exception.
15.7.3 Evaluation Respects Parentheses and Precedence

The Java programming language respects the order of evaluation indicated explicitly by parentheses and implicitly by operator precedence.

An implementation of the Java programming language may not take advantage of algebraic identities such as the associative law to rewrite expressions into a more convenient computational order unless it can be proven that the replacement expression is equivalent in value and in its observable side effects, even in the presence of multiple threads of execution (using the thread execution model in §17 (Threads and Locks)), for all possible computational values that might be involved.

In the case of floating-point calculations, this rule applies also for infinity and not-a-number (NaN) values.

For example, !(x<y) may not be rewritten as x>=y, because these expressions have different values if either x or y is NaN or both are NaN.

Specifically, floating-point calculations that appear to be mathematically associative are unlikely to be computationally associative. Such computations must not be naively reordered.

For example, it is not correct for a Java compiler to rewrite 4.0*x*0.5 as 2.0*x; while roundoff happens not to be an issue here, there are large values of x for which the first expression produces infinity (because of overflow) but the second expression produces a finite result.

So, for example, the test program:

```java
strictfp class Test {
    public static void main(String[] args) {
        double d = 8e+307;
        System.out.println(4.0 * d * 0.5);
        System.out.println(2.0 * d);
    }
}
```

prints:

```
Infinity
1.6e+308
```

because the first expression overflows and the second does not.

In contrast, integer addition and multiplication are provably associative in the Java programming language.
For example $a+b+c$, where $a$, $b$, and $c$ are local variables (this simplifying assumption avoids issues involving multiple threads and volatile variables), will always produce the same answer whether evaluated as $(a+b)+c$ or $a+(b+c)$; if the expression $b+c$ occurs nearby in the code, a smart Java compiler may be able to use this common subexpression.

15.7.4 Argument Lists are Evaluated Left-to-Right

In a method or constructor invocation or class instance creation expression, argument expressions may appear within the parentheses, separated by commas. Each argument expression appears to be fully evaluated before any part of any argument expression to its right.

If evaluation of an argument expression completes abruptly, no part of any argument expression to its right appears to have been evaluated.

Example 15.7.4-1. Evaluation Order At Method Invocation

```java
class Test1 {
    public static void main(String[] args) {
        String s = "going, ";
        print3(s, s, s = "gone");
    }
    static void print3(String a, String b, String c) {
        System.out.println(a + b + c);
    }
}
```

This program produces the output:

going, going, gone

because the assignment of the string "gone" to $s$ occurs after the first two arguments to $\text{print3}$ have been evaluated.

Example 15.7.4-2. Abrupt Completion of Argument Expression

```java
class Test2 {
    static int id;
    public static void main(String[] args) {
        try {
            test(id = 1, oops(), id = 3);
        } catch (Exception e) {
            System.out.println(e + ", id=", id);
        }
    }
    static int test(int a, int b, int c) {
        return a + b + c;
    }
    static int oops() throws Exception {
        throw new Exception("oops");
    }
}
```
This program produces the output:

```java
java.lang.Exception: oops, id=1
```

because the assignment of 3 to `id` is not executed.

### 15.7.5 Evaluation Order for Other Expressions

The order of evaluation for some expressions is not completely covered by these general rules, because these expressions may raise exceptional conditions at times that must be specified. See the detailed explanations of evaluation order for the following kinds of expressions:

- class instance creation expressions (§15.9.4)
- array creation expressions (§15.10.2)
- array access expressions (§15.10.4)
- method invocation expressions (§15.12.4)
- method reference expressions (§15.13.3)
- assignments involving array components (§15.26)
- lambda expressions (§15.27.4)

### 15.8 Primary Expressions

Primary expressions include most of the simplest kinds of expressions, from which all others are constructed: literals, class literals, field accesses, method invocations, and array accesses. A parenthesized expression is also treated syntactically as a primary expression.

```
Primary:
  PrimaryNoNewArray
  ArrayCreationExpression
```
PrimaryNoNewArray:
  Literal
  TypeName [ ] . class
  void . class
  this
  TypeName . this
   ( Expression )
ClassInstanceCreationExpression
FieldAccess
ArrayAccess
MethodInvocation
MethodReference

This part of the grammar of the Java programming language is unusual, in two ways. First, one might expect simple names, such as names of local variables and method parameters, to be primary expressions. For technical reasons, names are grouped together with primary expressions a little later when postfix expressions are introduced (§15.14).

The technical reasons have to do with allowing left-to-right parsing of Java programs with only one-token lookahead. Consider the expressions \( (z[3]) \) and \( (z[]) \). The first is a parenthesized array access (§15.10.3) and the second is the start of a cast (§15.16). At the point that the look-ahead symbol is \([\) a left-to-right parse will have reduced the \( z \) to the nonterminal \( Name \). In the context of a cast we prefer not to have to reduce the name to a \( Primary \), but if \( Name \) were one of the alternatives for \( Primary \), then we could not tell whether to do the reduction (that is, we could not determine whether the current situation would turn out to be a parenthesized array access or a cast) without looking ahead two tokens, to the token following the \([\). The grammar presented here avoids the problem by keeping \( Name \) and \( Primary \) separate and allowing either in certain other syntax rules (those for \( ClassInstanceCreationExpression, MethodInvocation, ArrayAccess, and PostfixExpression \), but not for \( FieldAccess \) because this uses an identifier directly). This strategy effectively defers the question of whether a \( Name \) should be treated as a \( Primary \) until more context can be examined.

The second unusual feature avoids a potential grammatical ambiguity in the expression "new int[3][3]" which in Java always means a single creation of a multidimensional array, but which, without appropriate grammatical finesse, might also be interpreted as meaning the same as "(new int[3])[3]."

This ambiguity is eliminated by splitting the expected definition of \( Primary \) into \( Primary \) and \( PrimaryNoNewArray \). (This may be compared to the splitting of \( Statement \) into \( Statement \) and \( StatementNoShortIf \) (§14.5) to avoid the "dangling else" problem.)

15.8.1 Lexical Literals

A literal (§3.10) denotes a fixed, unchanging value.

The following production from §3.10 is repeated here for convenience:
**Literal:**
- IntegerLiteral
- FloatingPointLiteral
- BooleanLiteral
- CharacterLiteral
- StringLiteral
- NullLiteral

The type of a literal is determined as follows:

- The type of an integer literal ($\S 3.10.1$) that ends with `L` or `l` is `long` ($\S 4.2.1$).
  The type of any other integer literal is `int` ($\S 4.2.1$).
- The type of a floating-point literal ($\S 3.10.2$) that ends with `F` or `f` is `float` and its value must be an element of the float value set ($\S 4.2.3$).
  The type of any other floating-point literal is `double` and its value must be an element of the double value set ($\S 4.2.3$).
- The type of a boolean literal ($\S 3.10.3$) is `boolean` ($\S 4.2.5$).
- The type of a character literal ($\S 3.10.4$) is `char` ($\S 4.2.1$).
- The type of a string literal ($\S 3.10.5$) is `String` ($\S 4.3.3$).
- The type of the null literal `null` ($\S 3.10.7$) is the null type ($\S 4.1$); its value is the null reference.

Evaluation of a lexical literal always completes normally.

### 15.8.2 Class Literals

A *class literal* is an expression consisting of the name of a class, interface, array, or primitive type, or the pseudo-type `void`, followed by a `'.'` and the token `class`.

The type of `C.class`, where $C$ is the name of a class, interface, or array type ($\S 4.3$), is `Class<C>`.

The type of `p.class`, where $p$ is the name of a primitive type ($\S 4.2$), is `Class<B>`, where $B$ is the type of an expression of type $p$ after boxing conversion ($\S 5.1.7$).

The type of `void.class` ($\S 8.4.5$) is `Class<Void>`.

It is a compile-time error if the named type is a type variable ($\S 4.4$) or a parameterized type ($\S 4.5$) or an array whose element type is a type variable or parameterized type.

It is a compile-time error if the named type does not denote a type that is accessible ($\S 6.6$) and in scope ($\S 6.3$) at the point where the class literal appears.
A class literal evaluates to the \texttt{Class} object for the named type (or for \texttt{void}) as defined by the defining class loader (§12.2) of the class of the current instance.

### 15.8.3 this

The keyword \texttt{this} may be used only in the body of an instance method, default method, instance initializer, or constructor of a class, or in the initializer of an instance variable of a class. If it appears anywhere else, a compile-time error occurs.

The keyword \texttt{this} is only allowed in a lambda expression if it is allowed in the context in which the lambda expression appears.

When used as a primary expression, the keyword \texttt{this} denotes a value that is a reference to the object for which the instance method or default method was invoked (§15.12), or to the object being constructed. The value denoted by \texttt{this} in a lambda body is the same as the value denoted by \texttt{this} in the surrounding context.

The keyword \texttt{this} is also used in explicit constructor invocation statements (§8.8.7.1).

The type of \texttt{this} is the class or interface type \( T \) within which the keyword \texttt{this} occurs.

At run time, the class of the actual object referred to may be \( T \), if \( T \) is a class type, or a class that is a subtype of \( T \), if \( T \) is an interface type.

Default methods provide the unique ability to access \texttt{this} inside an interface. (All other interface members are either \texttt{abstract} or \texttt{static}, so provide no access to \texttt{this}.) As a result, it is possible for \texttt{this} to have an interface type.

#### Example 15.8.3-1. The this Expression

```java
class IntVector {
    int[] v;
    boolean equals(IntVector other) {
        if (this == other)
            return true;
        if (v.length != other.v.length)
            return false;
        for (int i = 0; i < v.length; i++) {
            if (v[i] != other.v[i]) return false;
        }
        return true;
    }
}
```

Here, the class \texttt{IntVector} implements a method \texttt{equals}, which compares two vectors. If the other vector is the same vector object as the one for which the \texttt{equals} method was
invoked, then the check can skip the length and value comparisons. The equals method implements this check by comparing the reference to the other object to this.

15.8.4 Qualified this

Any lexically enclosing instance (§8.1.3) can be referred to by explicitly qualifying the keyword this.

Let \( \tau \) be the type denoted by \( \text{TypeName} \). Let \( n \) be an integer such that \( \tau \) is the \( n \)'th lexically enclosing type declaration of the class or interface in which the qualified this expression appears.

The value of an expression of the form \( \text{TypeName}.\text{this} \) is the \( n \)'th lexically enclosing instance of this.

The type of the expression is \( \tau \).

It is a compile-time error if the expression occurs in a class or interface which is not an inner class of class \( \tau \) or \( \tau \) itself.

15.8.5 Parenthesized Expressions

A parenthesized expression is a primary expression whose type is the type of the contained expression and whose value at run time is the value of the contained expression. If the contained expression denotes a variable then the parenthesized expression also denotes that variable.

The use of parentheses affects only the order of evaluation, except for a corner case whereby \((-2147483648)\) and \((-9223372036854775808L)\) are legal but \((2147483648)\) and \(-(9223372036854775808L)\) are illegal.

This is because the decimal literals \(2147483648\) and \(9223372036854775808L\) are allowed only as an operand of the unary minus operator (§3.10.1).

In particular, the presence or absence of parentheses around an expression does not (except for the case noted above) affect in any way:

- the choice of value set (§4.2.3) for the value of an expression of type float or double.
- whether a variable is definitely assigned, definitely assigned when true, definitely assigned when false, definitely unassigned, definitely unassigned when true, or definitely unassigned when false (§16 (Definite Assignment)).
If a parenthesized expression appears in a context of a particular kind with target type \( \tau \) (§5 (Conversions and Contexts)), its contained expression similarly appears in a context of the same kind with target type \( \tau \).

If the contained expression is a poly expression (§15.2), the parenthesized expression is also a poly expression. Otherwise, it is a standalone expression.

### 15.9 Class Instance Creation Expressions

A class instance creation expression is used to create new objects that are instances of classes.

**ClassInstanceCreationExpression:**

\[
\text{new} \ [\text{TypeArguments}] \ [\text{Annotation}] \ \text{Identifier}
\]

\[
[\text{TypeArgumentsOrDiamond}] \ ( [\text{ArgumentList}] ) \ [\text{ClassBody}]
\]

\[
\text{ExpressionName} \ \text{new} \ [\text{TypeArguments}] \ [\text{Annotation}] \ \text{Identifier}
\]

\[
[\text{TypeArgumentsOrDiamond}] \ ( [\text{ArgumentList}] ) \ [\text{ClassBody}]
\]

\[
\text{Primary} \ \text{new} \ [\text{TypeArguments}] \ [\text{Annotation}] \ \text{Identifier}
\]

\[
[\text{TypeArgumentsOrDiamond}] \ ( [\text{ArgumentList}] ) \ [\text{ClassBody}]
\]

**TypeArgumentsOrDiamond:**

\[
\text{TypeArguments}
\]

\[
<>
\]

The following production from §15.12 is shown here for convenience:

**ArgumentList:**

\[
\text{Expression} \ , \ \text{Expression}
\]

A class instance creation expression specifies a class to be instantiated, possibly followed by type arguments (§4.5.1) or a diamond \(<>\) if the class being instantiated is generic (§8.1.2), followed by (a possibly empty) list of actual value arguments to the constructor.

If the type argument list to the class is empty — the diamond form \(<>\) — the type arguments of the class are inferred. It is legal, though strongly discouraged as a matter of style, to have white space between the "<" and ">" of a diamond.

If the constructor is generic (§8.8.4), the type arguments to the constructor may similarly either be inferred or passed explicitly. If passed explicitly, the type arguments to the constructor immediately follow the keyword `new`.
It is a compile-time error if a class instance creation expression provides type arguments to a constructor but uses the diamond form for type arguments to the class.

This rule is introduced because inference of a generic class's type arguments may influence the constraints on a generic constructor's type arguments.

If $TypeArguments$ is present between `new` and `Identifier`, or between `Identifier` and `,`, then it is a compile-time error if any of the type arguments are wildcards (§4.5.1).

The exception types that a class instance creation expression can throw are specified in §11.2.1.

Class instance creation expressions have two forms:

- **Unqualified class instance creation expressions** begin with the keyword `new`.
  
  An unqualified class instance creation expression may be used to create an instance of a class, regardless of whether the class is a top level (§7.6), member (§8.5, §9.5), local (§14.3), or anonymous class (§15.9.5).

- **Qualified class instance creation expressions** begin with a `Primary` expression or an `ExpressionName`.
  
  A qualified class instance creation expression enables the creation of instances of inner member classes and their anonymous subclasses.

Both unqualified and qualified class instance creation expressions may optionally end with a class body. Such a class instance creation expression declares an anonymous class (§15.9.5) and creates an instance of it.

A class instance creation expression is a poly expression (§15.2) if it uses the diamond form for type arguments to the class, and it appears in an assignment context or an invocation context (§5.2, §5.3). Otherwise, it is a standalone expression.

We say that a class is *instantiated* when an instance of the class is created by a class instance creation expression. Class instantiation involves determining the class to be instantiated (§15.9.1), the enclosing instances (if any) of the newly created instance (§15.9.2), and the constructor to be invoked to create the new instance (§15.9.3).

### 15.9.1 Determining the Class being Instantiated

If the class instance creation expression ends in a class body, then the class being instantiated is an anonymous class. Then:
• If the class instance creation expression is unqualified:

The Identifier after the new token must denote a class that is accessible, non-final, and not an enum type; or denote an interface that is accessible. Otherwise a compile-time error occurs.

If TypeArgumentsOrDiamond is present after the Identifier, and denotes <>\textit{, then a compile-time error occurs.}

Let \( \tau \) be the type denoted by Identifier [TypeArgumentsOrDiamond] after the new token. If TypeArguments is present after the Identifier, then \( \tau \) must denote a well-formed parameterized type (§4.5), or a compile-time error occurs.

If \( \tau \) denotes a class, then an anonymous direct subclass of \( \tau \) is declared. If \( \tau \) denotes an interface, then an anonymous direct subclass of Object that implements \( \tau \) is declared. In either case, the body of the subclass is the ClassBody given in the class instance creation expression.

The class being instantiated is the anonymous subclass.

• If the class instance creation expression is qualified:

The Identifier after the new token must unambiguously denote an inner class that is accessible, non-final, not an enum type, and a member of the compile-time type of the Primary expression or the ExpressionName. Otherwise, a compile-time error occurs.

If TypeArgumentsOrDiamond is present after the Identifier, and denotes <>, then a compile-time error occurs.

Let \( \tau \) be the type denoted by Identifier [TypeArgumentsOrDiamond] after the new token. If TypeArguments is present after the Identifier, then \( \tau \) must denote a well-formed parameterized type, or a compile-time error occurs.

An anonymous direct subclass of \( \tau \) is declared. The body of the subclass is the ClassBody given in the class instance creation expression.

The class being instantiated is the anonymous subclass.

If a class instance creation expression does not declare an anonymous class, then:

• If the class instance creation expression is unqualified:

The Identifier after the new token must denote a class that is accessible, non-abstract, and not an enum type. Otherwise, a compile-time error occurs.

It TypeArgumentsOrDiamond is present after the Identifier, and denotes <>, and the class denoted by Identifier is not generic, then a compile-time error occurs.
Let $\tau$ be the type denoted by $\text{Identifier \ [TypeArgumentsOrDiamond]}$ after the `new` token. If `TypeArguments` is present after the `Identifier`, then $\tau$ must denote a well-formed parameterized type, or a compile-time error occurs.

The class being instantiated is the class denoted by `Identifier`.

- If the class instance creation expression is qualified:
  
The `Identifier` after the `new` token must unambiguously denote an inner class that is accessible, non-abstract, not an enum type, and a member of the compile-time type of the `Primary` expression or the `ExpressionName`.

  If `TypeArgumentsOrDiamond` is present after the `Identifier`, and denotes $<>$, and the class denoted by `Identifier` is not generic, then a compile-time error occurs.

  Let $\tau$ be the type denoted by $\text{Identifier \ [TypeArgumentsOrDiamond]}$ after the `new` token. If `TypeArguments` is present after the `Identifier`, then $\tau$ must denote a well-formed parameterized type, or a compile-time error occurs.

  The class being instantiated is the class denoted by `Identifier`.

15.9.2 Determining Enclosing Instances

Let $c$ be the class being instantiated, and let $i$ be the instance being created. If $c$ is an inner class, then $i$ may have an immediately enclosing instance (§8.1.3), determined as follows:

- If $c$ is an anonymous class, then:
  
  - If the class instance creation expression occurs in a static context, then $i$ has no immediately enclosing instance.
  
  - Otherwise, the immediately enclosing instance of $i$ is `this`.

- If $c$ is a local class, then:
  
  - If $c$ occurs in a static context, then $i$ has no immediately enclosing instance.
  
  - Otherwise, if the class instance creation expression occurs in a static context, then a compile-time error occurs.
  
  - Otherwise, let $o$ be the immediately enclosing class of $c$. Let $n$ be an integer such that $o$ is the $n$'th lexically enclosing type declaration of the class in which the class instance creation expression appears.

    The immediately enclosing instance of $i$ is the $n$'th lexically enclosing instance of `this`.
• If \( C \) is an inner member class, then:

  – If the class instance creation expression is unqualified, then:

    › If the class instance creation expression occurs in a static context, then a compile-time error occurs.

    › Otherwise, if \( C \) is a member of a class enclosing the class in which the class instance creation expression appears, then let \( o \) be the immediately enclosing class of which \( C \) is a member. Let \( n \) be an integer such that \( o \) is the \( n \)'th lexically enclosing type declaration of the class in which the class instance creation expression appears.

      The immediately enclosing instance of \( i \) is the \( n \)'th lexically enclosing instance of \texttt{this}.

    › Otherwise, a compile-time error occurs.

  – If the class instance creation expression is qualified, then the immediately enclosing instance of \( i \) is the object that is the value of the \textit{Primary} expression or the \textit{ExpressionName}.

If \( C \) is an anonymous class, and its direct superclass \( S \) is an inner class, then \( i \) may have an \textit{immediately enclosing instance with respect to} \( S \), determined as follows:

• If \( S \) is a local class, then:

  – If \( S \) occurs in a static context, then \( i \) has no immediately enclosing instance with respect to \( S \).

  – Otherwise, if the class instance creation expression occurs in a static context, then a compile-time error occurs.

  – Otherwise, let \( o \) be the immediately enclosing class of \( S \). Let \( n \) be an integer such that \( o \) is the \( n \)'th lexically enclosing type declaration of the class in which the class instance creation expression appears.

      The immediately enclosing instance of \( i \) with respect to \( S \) is the \( n \)'th lexically enclosing instance of \texttt{this}.

• If \( S \) is an inner member class, then:

  – If the class instance creation expression is unqualified, then:

    › If the class instance creation expression occurs in a static context, then a compile-time error occurs.

    › Otherwise, if \( S \) is a member of a class enclosing the class in which the class instance creation expression appears, then let \( o \) be the immediately enclosing
class of which $S$ is a member. Let $n$ be an integer such that $o$ is the $n$'th lexically enclosing type declaration of the class in which the class instance creation expression appears.

The immediately enclosing instance of $i$ with respect to $S$ is the $n$'th lexically enclosing instance of this.

→ Otherwise, a compile-time error occurs.

– If the class instance creation expression is qualified, then the immediately enclosing instance of $i$ with respect to $S$ is the object that is the value of the Primary expression or the ExpressionName.

### 15.9.3 Choosing the Constructor and its Arguments

Let $c$ be the class being instantiated. To create an instance of $c$, $i$, a constructor of $c$ is chosen at compile time by the following rules:

First, the actual arguments to the constructor invocation are determined:

- **If** $c$ **is an anonymous class with direct superclass** $S$, **then**:
  
  – If $S$ is not an inner class, or if $S$ is a local class that occurs in a static context, then the arguments to the constructor are the arguments in the argument list of the class instance creation expression, if any, in the order they appear in the expression.
  
  – Otherwise, the first argument to the constructor is the immediately enclosing instance of $i$ with respect to $S$ (§15.9.2), and the subsequent arguments to the constructor are the arguments in the argument list of the class instance creation expression, if any, in the order they appear in the class instance creation expression.

- **If** $c$ **is a local class or a private inner member class**, then the arguments to the constructor are the arguments in the argument list of the class instance creation expression, if any, in the order they appear in the class instance creation expression.

- **If** $c$ **is a non-private inner member class**, then the first argument to the constructor is the immediately enclosing instance of $i$ (§8.8.1, §15.9.2), and the subsequent arguments to its constructor are the arguments in the argument list of the class instance creation expression, if any, in the order they appear in the class instance creation expression.
• Otherwise, the arguments to the constructor are the arguments in the argument list of the class instance creation expression, if any, in the order they appear in the expression.

Second, a constructor of \( C \) and corresponding return type and `throws` clause are determined:

• If the class instance creation expression uses `<>` to elide class type arguments, a list of methods \( m_1 \ldots m_n \) is defined for the purpose of overload resolution and type argument inference.

Let \( c_1 \ldots c_n \) be the constructors of class \( C \). Let \( \#m \) be an automatically generated name that is distinct from all constructor and method names in \( C \). For all \( j (1 \leq j \leq n) \), \( m_j \) is defined in terms of \( c_j \) as follows:

- A substitution \( \theta_j \) is first defined to instantiate the types in \( c_j \).

Let \( F_1 \ldots F_p \) be the type parameters of \( C \), and let \( G_1 \ldots G_q \) be the type parameters (if any) of \( c_j \). Let \( X_1 \ldots X_p \) and \( Y_1 \ldots Y_q \) be type variables with distinct names that are not in scope in the body of \( C \).

\[
\theta_j = \{ F_1 := X_1, \ldots, F_p := X_p, G_1 := Y_1, \ldots, G_q := Y_q \}.
\]

- The modifiers of \( m_j \) are those of \( c_j \).

- The type parameters of \( m_j \) are \( X_1 \ldots X_p, Y_1 \ldots Y_q \). The bound of each parameter, if any, is \( \theta_j \) applied to the corresponding parameter bound in \( C \) or \( c_j \).

- The return type of \( m_j \) is \( \theta_j \) applied to \( C< F_1, \ldots, F_p > \).

- The name of \( m_j \) is \( \#m \).

- The (possibly empty) list of argument types of \( m_j \) is \( \theta_j \) applied to the argument types of \( c_j \).

- The (possibly empty) list of thrown types of \( m_j \) is \( \theta_j \) applied to the thrown types of \( c_j \).

- The body of \( m_j \) is irrelevant.

To choose a constructor, we temporarily consider \( m_1 \ldots m_n \) to be members of \( C \). Then one of \( m_1 \ldots m_n \) is selected, as determined by the class instance creation's argument expressions, using the process described in §15.12.2.

If there is no unique most specific method that is both applicable and accessible, then a compile-time error occurs.
Otherwise, where \( m_j \) is the selected method, \( c_j \) is the chosen constructor. The return type and \texttt{throws} clause of \( c_j \) are the same as the return type and \texttt{throws} clause determined for \( m_j \) (§15.12.2.6).

- Otherwise, the class instance creation expression does not use \texttt{<>} to elide class type arguments.

Let \( T \) be the type denoted by \( c \) followed by any class type arguments in the expression. The process described in §15.12.2, modified to handle constructors, is used to select one of the constructors of \( T \) and determine its \texttt{throws} clause.

If there is no unique most-specific constructor that is both applicable and accessible, then a compile-time error occurs (as in method invocations).

Otherwise, the return type is \( T \).

It is a compile-time error if an argument to a class instance creation expression is not compatible with its target type, as derived from the invocation type (§15.12.2.6).

If the compile-time declaration is applicable by variable arity invocation (§15.12.2.4), then where the last formal parameter type of the invocation type of the constructor is \( F_n[] \), it is a compile-time error if the type which is the erasure of \( F_n \) is not accessible at the point of invocation.

The type of the class instance creation expression is the return type of the chosen constructor, as defined above.

Note that the type of the class instance creation expression may be an anonymous class type, in which case the constructor being invoked is an anonymous constructor (§15.9.5.1).

### 15.9.4 Run-Time Evaluation of Class Instance Creation Expressions

At run time, evaluation of a class instance creation expression is as follows.

First, if the class instance creation expression is a qualified class instance creation expression, the qualifying primary expression is evaluated. If the qualifying expression evaluates to \texttt{null}, a \texttt{NullPointerException} is raised, and the class instance creation expression completes abruptly. If the qualifying expression completes abruptly, the class instance creation expression completes abruptly for the same reason.

Next, space is allocated for the new class instance. If there is insufficient space to allocate the object, evaluation of the class instance creation expression completes abruptly by throwing an \texttt{OutOfMemoryError}. 
The new object contains new instances of all the fields declared in the specified class type and all its superclasses. As each new field instance is created, it is initialized to its default value (§4.12.5).

Next, the actual arguments to the constructor are evaluated, left-to-right. If any of the argument evaluations completes abruptly, any argument expressions to its right are not evaluated, and the class instance creation expression completes abruptly for the same reason.

Next, the selected constructor of the specified class type is invoked. This results in invoking at least one constructor for each superclass of the class type. This process can be directed by explicit constructor invocation statements (§8.8) and is described in detail in §12.5.

The value of a class instance creation expression is a reference to the newly created object of the specified class. Every time the expression is evaluated, a fresh object is created.

**Example 15.9.4-1. Evaluation Order and Out-Of-Memory Detection**

If evaluation of a class instance creation expression finds there is insufficient memory to perform the creation operation, then an `OutOfMemoryError` is thrown. This check occurs before any argument expressions are evaluated.

So, for example, the test program:

```java
class List {
    int value;
    List next;
    static List head = new List(0);
    List(int n) { value = n; next = head; head = this; }
}
class Test {
    public static void main(String[] args) {
        int id = 0, oldid = 0;
        try {
            for (;;) {
                ++id;
                new List(oldid = id);
            }
        } catch (Error e) {
            List.head = null;
            System.out.println(e.getClass() + ", " + (oldid==id));
        }
    }
}
```

prints:
class java.lang.OutOfMemoryError, false

because the out-of-memory condition is detected before the argument expression oldid = id is evaluated.

Compare this to the treatment of array creation expressions, for which the out-of-memory condition is detected after evaluation of the dimension expressions (§15.10.2).

15.9.5 Anonymous Class Declarations

An anonymous class declaration is automatically derived from a class instance creation expression by the Java compiler.

An anonymous class is never abstract (§8.1.1.1).

An anonymous class is always implicitly final (§8.1.1.2).

An anonymous class is always an inner class (§8.1.3); it is never static (§8.1.1, §8.5.1).

15.9.5.1 Anonymous Constructors

An anonymous class cannot have an explicitly declared constructor. Instead, an anonymous constructor is implicitly declared for an anonymous class. The form of the anonymous constructor for an anonymous class C with direct superclass S is as follows:

- If S is not an inner class, or if S is a local class that occurs in a static context, then the anonymous constructor has one formal parameter for each actual argument to the class instance creation expression in which C is declared.

  The actual arguments to the class instance creation expression are used to determine a constructor cs of S, using the same rules as for method invocations (§15.12). The type of each formal parameter of the anonymous constructor must be identical to the corresponding formal parameter of cs.

  The constructor body consists of an explicit constructor invocation (§8.8.7.1) of the form super(...), where the actual arguments are the formal parameters of the constructor, in the order they were declared.

- Otherwise, the first formal parameter of the constructor of C represents the value of the immediately enclosing instance of i with respect to S (§15.9.2, §15.9.3). The type of this parameter is the class type that immediately encloses the declaration of S.
The constructor has an additional formal parameter for each actual argument to the class instance creation expression that declared the anonymous class. The \( n \)’th formal parameter \( e \) corresponds to the \( n-1 \)’th actual argument.

The actual arguments to the class instance creation expression are used to determine a constructor \( cs \) of \( S \), using the same rules as for method invocations (§15.12). The type of each formal parameter of the anonymous constructor must be identical to the corresponding formal parameter of \( cs \).

The constructor body consists of an explicit constructor invocation (§8.8.7.1) of the form \( o.super(...) \), where \( o \) is the first formal parameter of the constructor, and the actual arguments are the subsequent formal parameters of the constructor, in the order they were declared.

In all cases, the \texttt{throws} clause of an anonymous constructor must list all the checked exceptions thrown by the explicit superclass constructor invocation statement contained within the anonymous constructor, and all checked exceptions thrown by any instance initializers or instance variable initializers of the anonymous class.

Note that it is possible for the signature of the anonymous constructor to refer to an inaccessible type (for example, if such a type occurred in the signature of the superclass constructor \( cs \)). This does not, in itself, cause any errors at either compile-time or run-time.

### 15.10 Array Creation and Access Expressions

#### 15.10.1 Array Creation Expressions

An array creation expression is used to create new arrays (§10 (Arrays)).

\[
\text{ArrayCreationExpression:} \\
\text{  \texttt{new PrimitiveType DimExprs [Dims]}} \\
\text{  \texttt{new ClassOrInterfaceType DimExprs [Dims]}} \\
\text{  \texttt{new PrimitiveType Dims ArrayInitializer}} \\
\text{  \texttt{new ClassOrInterfaceType Dims ArrayInitializer}} \\
\]

\[
\text{DimExprs:} \\
\text{  DimExpr \{DimExpr\}}
\]
An array creation expression creates an object that is a new array whose elements are of the type specified by the `PrimitiveType` or `ClassOrInterfaceType`.

It is a compile-time error if the `ClassOrInterfaceType` does not denote a reifiable type (§4.7). Otherwise, the `ClassOrInterfaceType` may name any named reference type, even an `abstract` class type (§8.1.1.1) or an interface type.

The rules above imply that the element type in an array creation expression cannot be a parameterized type, unless all type arguments to the parameterized type are unbounded wildcards.

The type of each dimension expression within a `DimExpr` must be a type that is convertible (§5.1.8) to an integral type, or a compile-time error occurs.

Each dimension expression undergoes unary numeric promotion (§5.6.1). The promoted type must be `int`, or a compile-time error occurs.

The type of the array creation expression is an array type that can denoted by a copy of the array creation expression from which the `new` keyword and every `DimExpr` expression and array initializer have been deleted.

For example, the type of the creation expression:

```java
new double[3][3][]
```

is:

```java
double[][][]
```
First, the dimension expressions are evaluated, left-to-right. If any of the expression evaluations completes abruptly, the expressions to the right of it are not evaluated.

Next, the values of the dimension expressions are checked. If the value of any DimExpr expression is less than zero, then a NegativeArraySizeException is thrown.

Next, space is allocated for the new array. If there is insufficient space to allocate the array, evaluation of the array creation expression completes abruptly by throwing an OutOfMemoryError.

Then, if a single DimExpr appears, a one-dimensional array is created of the specified length, and each component of the array is initialized to its default value (§4.12.5).

Otherwise, if n DimExpr expressions appear, then array creation effectively executes a set of nested loops of depth n-1 to create the implied arrays of arrays.

A multidimensional array need not have arrays of the same length at each level.

Example 15.10.2-1. Array Creation Evaluation

In an array creation expression with one or more dimension expressions, each dimension expression is fully evaluated before any part of any dimension expression to its right. Thus:

```java
class Test1 {
    public static void main(String[] args) {
        int i = 4;
        int ia[][] = new int[i][i=3];
        System.out.println(
            "[" + ia.length + "," + ia[0].length + "]");
    }
}
```

prints:

```
[4,3]
```

because the first dimension is calculated as 4 before the second dimension expression sets i to 3.

If evaluation of a dimension expression completes abruptly, no part of any dimension expression to its right will appear to have been evaluated. Thus:

```java
class Test2 {
    public static void main(String[] args) {
```
int[][] a = { { 00, 01 }, { 10, 11 } };  
int i = 99;  
try {  
a[val()][i = 1]++;  
} catch (Exception e) {  
    System.out.println(e + ", i=" + i);  
}  

static int val() throws Exception {  
    throw new Exception("unimplemented");  
}

prints:

```
java.lang.Exception: unimplemented, i=99
```

because the embedded assignment that sets \( i \) to 1 is never executed.

**Example 15.10.2-2. Multi-Dimensional Array Creation**

The declaration:

```
float[][] matrix = new float[3][3];
```

is equivalent in behavior to:

```
float[][] matrix = new float[3][3];
for (int \( d \) = 0; \( d \) < matrix.length; \( d++ \))  
    matrix[\( d \)] = new float[3];
```

and:

```
Age[][][][] Aquarius = new Age[6][10][8][12][];
```

is equivalent to:

```
Age[][][][] Aquarius = new Age[6][10][8][12][];
for (int \( d1 \) = 0; \( d1 \) < Aquarius.length; \( d1++ \)) {  
    Aquarius[\( d1 \)] = new Age[10][][][];  
    for (int \( d2 \) = 0; \( d2 \) < Aquarius[\( d1 \)].length; \( d2++ \)) {  
        Aquarius[\( d1 \)][\( d2 \)] = new Age[8][][];  
        for (int \( d3 \) = 0; \( d3 \) < Aquarius[\( d1 \)][\( d2 \)].length; \( d3++ \)) {  
            Aquarius[\( d1 \)][\( d2 \)][\( d3 \)] = new Age[12][];  
        }  
    }  
}
```

with \( d, d1, d2, \) and \( d3 \) replaced by names that are not already locally declared. Thus, a single `new` expression actually creates one array of length 6, 6 arrays of length 10, 6x10
= 60 arrays of length 8, and 6x10x8 = 480 arrays of length 12. This example leaves the fifth dimension, which would be arrays containing the actual array elements (references to Age objects), initialized only to null references. These arrays can be filled in later by other code, such as:

```java
Age[] Hair = { new Age("quartz"), new Age("topaz") };
Aquarius[1][9][6][9] = Hair;
```

A triangular matrix may be created by:

```java
float triang[][] = new float[100][];
for (int i = 0; i < triang.length; i++)
    triang[i] = new float[i+1];
```

If evaluation of an array creation expression finds there is insufficient memory to perform the creation operation, then an OutOfMemoryError is thrown. If the array creation expression does not have an array initializer, then this check occurs only after evaluation of all dimension expressions has completed normally. If the array creation expression does have an array initializer, then an OutOfMemoryError can occur when an object of reference type is allocated during evaluation of a variable initializer expression, or when space is allocated for an array to hold the values of a (possibly nested) array initializer.

**Example 15.10.2-3. OutOfMemoryError and Dimension Expression Evaluation**

```java
class Test3 {
    public static void main(String[] args) {
        int len = 0, oldlen = 0;
        Object[] a = new Object[0];
        try {
            for (;;) {
                ++len;
                Object[] temp = new Object[oldlen = len];
                temp[0] = a;
                a = temp;
            }
        } catch (Error e) {
            System.out.println(e + " , " + (oldlen==len));
        }
    }
}
```

This program produces the output:

```java
java.lang.OutOfMemoryError, true
```

because the out-of-memory condition is detected after the dimension expression `oldlen = len` is evaluated.
Compare this to class instance creation expressions (§15.9), which detect the out-of-memory condition before evaluating argument expressions (§15.9.4).

### 15.10.3 Array Access Expressions

An array access expression refers to a variable that is a component of an array.

\[
\text{ArrayAccess:} \\
\text{ExpressionName [ Expression ]} \\
\text{PrimaryNoNewArray [ Expression ]}
\]

An array access expression contains two subexpressions, the *array reference expression* (before the left bracket) and the *index expression* (within the brackets).

Note that the array reference expression may be a name or any primary expression that is not an array creation expression (§15.10).

The type of the array reference expression must be an array type (call it $\tau[\ ]$, an array whose components are of type $\tau$), or a compile-time error occurs.

The index expression undergoes unary numeric promotion (§5.6.1). The promoted type must be `int`, or a compile-time error occurs.

The type of the array access expression is the result of applying capture conversion (§5.1.10) to $\tau$.

The result of an array access expression is a variable of type $\tau$, namely the variable within the array selected by the value of the index expression.

This resulting variable, which is a component of the array, is never considered `final`, even if the array reference expression denoted a `final` variable.

### 15.10.4 Run-Time Evaluation of Array Access Expressions

At run time, evaluation of an array access expression behaves as follows:

- First, the array reference expression is evaluated. If this evaluation completes abruptly, then the array access completes abruptly for the same reason and the index expression is not evaluated.

- Otherwise, the index expression is evaluated. If this evaluation completes abruptly, then the array access completes abruptly for the same reason.

- Otherwise, if the value of the array reference expression is `null`, then a `NullPointerException` is thrown.
• Otherwise, the value of the array reference expression indeed refers to an array. If the value of the index expression is less than zero, or greater than or equal to the array's length, then an `ArrayIndexOutOfBoundsException` is thrown.

• Otherwise, the result of the array access is the variable of type $\tau$, within the array, selected by the value of the index expression.

**Example 15.10.4-1. Array Reference Is Evaluated First**

In an array access, the expression to the left of the brackets appears to be fully evaluated before any part of the expression within the brackets is evaluated. For example, in the (admittedly monstrous) expression $a[(a=b)[3]]$, the expression $a$ is fully evaluated before the expression $(a=b)[3]$; this means that the original value of $a$ is fetched and remembered while the expression $(a=b)[3]$ is evaluated. This array referenced by the original value of $a$ is then subscripted by a value that is element 3 of another array (possibly the same array) that was referenced by $b$ and is now also referenced by $a$.

Thus, the program:

```java
class Test1 {
    public static void main(String[] args) {
        int[] a = { 11, 12, 13, 14 };
        int[] b = { 0, 1, 2, 3 };
        System.out.println(a[(a=b)[3]]);
    }
}
```

prints:

```
14
```

because the monstrous expression's value is equivalent to $a[b[3]]$ or $a[3]$ or 14.

**Example 15.10.4-2. Abrupt Completion of Array Reference Evaluation**

If evaluation of the expression to the left of the brackets completes abruptly, no part of the expression within the brackets will appear to have been evaluated. Thus, the program:

```java
class Test2 {
    public static void main(String[] args) {
        int index = 1;
        try {
            skedaddle()[index=2]++;
        } catch (Exception e) {
            System.out.println(e +", index=" + index);
        }
    }
    static int[] skedaddle() throws Exception {
        throw new Exception("Ciao");
    }
}
```

Example 15.10.4-3. **null Array Reference**

If the array reference expression produces `null` instead of a reference to an array, then a `NullPointerException` is thrown at run time, but only after all parts of the array access expression have been evaluated and only if these evaluations completed normally. Thus, the program:

```java
class Test3 {
    public static void main(String[] args) {
        int index = 1;
        try {
            nada()[index=2]++;
        } catch (Exception e) {
            System.out.println(e + ", index=", index);
        }
        static int[] nada() { return null; }
    }
}
```

prints:

`java.lang.NullPointerException, index=2`

because the embedded assignment of 2 to `index` occurs before the check for a `null` array reference expression. As a related example, the program:

```java
class Test4 {
    public static void main(String[] args) {
        int[] a = null;
        try {
            int i = a[vamoose()];
            System.out.println(i);
        } catch (Exception e) {
            System.out.println(e);
        }
        static int vamoose() throws Exception {
            throw new Exception("Twenty-three skidoo!");
        }
    }
}
```

always prints:
15.11 Field Access Expressions

A field access expression may access a field of an object or array, a reference to which is the value of either an expression or the special keyword `super`.

FieldAccess:
- Primary . Identifier
- super . Identifier
- TypeName . super . Identifier

The meaning of a field access expression is determined using the same rules as for qualified names (§6.5.6.2), but limited by the fact that an expression cannot denote a package, class type, or interface type.

It is also possible to refer to a field of the current instance or current class by using a simple name (§6.5.6.1).

15.11.1 Field Access Using a Primary

The type of the `Primary` must be a reference type `T`, or a compile-time error occurs.

The meaning of the field access expression is determined as follows:

- If the identifier names several accessible (§6.6) member fields in type `T`, then the field access is ambiguous and a compile-time error occurs.
- If the identifier does not name an accessible member field in type `T`, then the field access is undefined and a compile-time error occurs.
- Otherwise, the identifier names a single accessible member field in type `T`, and the type of the field access expression is the type of the member field after capture conversion (§5.1.10).

At run time, the result of the field access expression is computed as follows:
(assuming that the program is correct with respect to definite assignment analysis, i.e. every blank `final` variable is definitely assigned before access)

- If the field is static:
The Primary expression is evaluated, and the result is discarded. If evaluation of the Primary expression completes abruptly, the field access expression completes abruptly for the same reason.

If the field is a non-blank final field, then the result is the value of the specified class variable in the class or interface that is the type of the Primary expression.

If the field is not final, or is a blank final and the field access occurs in a static initializer or class variable initializer, then the result is a variable, namely, the specified class variable in the class that is the type of the Primary expression.

If the field is not static:

The Primary expression is evaluated. If evaluation of the Primary expression completes abruptly, the field access expression completes abruptly for the same reason.

If the value of the Primary is null, then a NullPointerException is thrown.

If the field is a non-blank final, then the result is the value of the named member field in type T found in the object referenced by the value of the Primary.

If the field is not final, or is a blank final and the field access occurs in a constructor or instance variable initializer, then the result is a variable, namely the named member field in type T found in the object referenced by the value of the Primary.

Note that only the type of the Primary expression, not the class of the actual object referred to at run time, is used in determining which field to use.

Example 15.11.1-1. Static Binding for Field Access

class S { int x = 0; }
class T extends S { int x = 1; }
class Test1 {
    public static void main(String[] args) {
        T t = new T();
        System.out.println("t.x=" + t.x + when("t", t));
        S s = new S();
        System.out.println("s.x=" + s.x + when("s", s));
        s = t;
        System.out.println("s.x=" + s.x + when("s", s));
    }
    static String when(String name, Object t) {
        return " when " + name + " holds a " + t.getClass() + " at run time.";
    }
}
This program produces the output:

\[
\begin{align*}
t.x &= 1 \text{ when } t \text{ holds a class } T \text{ at run time.} \\
s.x &= 0 \text{ when } s \text{ holds a class } S \text{ at run time.} \\
s.x &= 0 \text{ when } s \text{ holds a class } T \text{ at run time.}
\end{align*}
\]

The last line shows that, indeed, the field that is accessed does not depend on the runtime class of the referenced object; even if \( s \) holds a reference to an object of class \( T \), the expression \( s.x \) refers to the \( x \) field of class \( S \), because the type of the expression \( s \) is \( S \). Objects of class \( T \) contain two fields named \( x \), one for class \( T \) and one for its superclass \( S \).

This lack of dynamic lookup for field accesses allows programs to be run efficiently with straightforward implementations. The power of late binding and overriding is available, but only when instance methods are used. Consider the same example using instance methods to access the fields:

```
class S           { int x = 0; int z() { return x; } }
class T extends S { int x = 1; int z() { return x; } }

class Test2 {
    public static void main(String[] args) {
        T t = new T();
        System.out.println("t.z()=" + t.z() + when("t", t));
        S s = new S();
        System.out.println("s.z()=" + s.z() + when("s", s));
        s = t;
        System.out.println("s.z()=" + s.z() + when("s", s));
    }
    static String when(String name, Object t) {
        return " when " + name + " holds a "
        + t.getClass() + " at run time.";
    }
}
```

Now the output is:

```
t.z()=1 when t holds a class T at run time.
 s.z()=0 when s holds a class S at run time.
 s.z()=1 when s holds a class T at run time.
```

The last line shows that, indeed, the method that is accessed does depend on the runtime class of the referenced object; when \( s \) holds a reference to an object of class \( T \), the expression \( s.z() \) refers to the \( z \) method of class \( T \), despite the fact that the type of the expression \( s \) is \( S \). Method \( z \) of class \( T \) overrides method \( z \) of class \( S \).

**Example 15.11.1-2. Receiver Variable Is Irrelevant For static Field Access**

The following program demonstrates that a null reference may be used to access a class (static) variable without causing an exception:
class Test3 {
    static String mountain = "Chocorua";
    static Test3 favorite(){
        System.out.print("Mount ");
        return null;
    }
    public static void main(String[] args) {
        System.out.println(favorite().mountain);
    }
}

It compiles, executes, and prints:

Mount Chocorua

Even though the result of favorite() is null, a NullPointerException is not thrown. That "Mount " is printed demonstrates that the Primary expression is indeed fully evaluated at run time, despite the fact that only its type, not its value, is used to determine which field to access (because the field mountain is static).

15.11.2 Accessing Superclass Members using super

The form `super.Identifer` refers to the field named `Identifer` of the current object, but with the current object viewed as an instance of the superclass of the current class.

The form `T.super.Identifer` refers to the field named `Identifer` of the lexically enclosing instance corresponding to `T`, but with that instance viewed as an instance of the superclass of `T`.

The forms using the keyword `super` are valid only in an instance method, instance initializer, or constructor of a class, or in the initializer of an instance variable of a class. If they appear anywhere else, a compile-time error occurs.

These are exactly the same situations in which the keyword `this` may be used in a class declaration (§15.8.3).

It is a compile-time error if the forms using the keyword `super` appear in the declaration of class `Object`, since `Object` has no superclass.

If a field access expression `super.f` appears within class `C`, and the immediate superclass of `C` is class `S`, then `super.f` is treated exactly as if it had been the expression `this.f` in the body of class `S`. Thus it can access the field `f` that is visible in class `S`, even if that field is hidden by a declaration of a field `f` in class `C`.

If a field access expression `T.super.f` appears within class `C`, and the immediate superclass of the class denoted by `T` is a class whose fully qualified name is `S`, then...
**Example 15.11.2-1. The super Expression**

```
interface I           { int x = 0; }
class T1 implements I { int x = 1; }
class T2 extends T1   { int x = 2; }
class T3 extends T2   {
  int x = 3;
  void test() {
    System.out.println("x=	" + x);
    System.out.println("super.x=	" + super.x);
    System.out.println("((T2)this).x=	" + ((T2)this).x);
    System.out.println("((T1)this).x=	" + ((T1)this).x);
    System.out.println("((I)this).x=	" + ((I)this).x);
  }
}
class Test {
  public static void main(String[] args) {
    new T3().test();
  }
}
```

This program produces the output:
Within class T3, the expression super.x has the same effect as ((T2)this).x when x has package access. Note that super.x is not specified in terms of a cast, due to difficulties around access to protected members of the superclass.

15.12 Method Invocation Expressions

A method invocation expression is used to invoke a class or instance method.

\[
\text{MethodInvocation:} \\
\text{MethodName ( [ArgumentList] )} \\
\text{TypeName . [TypeArguments] Identifier ( [ArgumentList] )} \\
\text{ExpressionName . [TypeArguments] Identifier ( [ArgumentList] )} \\
\text{Primary . [TypeArguments] Identifier ( [ArgumentList] )} \\
\text{super . [TypeArguments] Identifier ( [ArgumentList] )} \\
\text{TypeName . super . [TypeArguments] Identifier ( [ArgumentList] )} \\
\]

\[
\text{ArgumentList:} \\
\text{Expression , Expression} \\
\]

Resolving a method name at compile time is more complicated than resolving a field name because of the possibility of method overloading. Invoking a method at run time is also more complicated than accessing a field because of the possibility of instance method overriding.

Determining the method that will be invoked by a method invocation expression involves several steps. The following three sections describe the compile-time processing of a method invocation. The determination of the type of the method invocation expression is described in §15.12.3.

It is a compile-time error if the name to the left of the leftmost "." in a MethodInvocation cannot be classified as a TypeName or an ExpressionName (§6.5.2).

If TypeArguments is present to the left of Identifier, then it is a compile-time error if any of the type arguments are wildcards (§4.5.1).

A method invocation expression is a poly expression if all of the following are true:
• The invocation appears in an assignment context or an invocation context (§5.2, §5.3).
• The method to be invoked, as determined by the following subsections, is generic (§8.4.4).
• The invocation elides TypeArguments to the left of the Identifier.
• The return type of the method to be invoked mentions at least one of the method's type parameters.

Otherwise, the method invocation expression is a standalone expression.

15.12.1 Compile-Time Step 1: Determine Class or Interface to Search

The first step in processing a method invocation at compile time is to figure out the name of the method to be invoked and which class or interface to search for definitions of methods of that name.

The name of the method is specified by the MethodName or Identifier which immediately precedes the left parenthesis of the MethodInvocation.

For the class or interface to search, there are six cases to consider, depending on the form that precedes the left parenthesis of the MethodInvocation:

• If the form is MethodName, that is, just an Identifier, then:
  If the Identifier appears in the scope of a visible method declaration with that name (§6.3, §6.4.1), then:
  – If there is an enclosing type declaration of which that method is a member, let \( \tau \) be the innermost such type declaration. The class or interface to search is \( \tau \).

  This search policy is called the "comb rule". It effectively looks for methods in a nested class's superclass hierarchy before looking for methods in an enclosing class and its superclass hierarchy. See §6.5.7.1 for an example.

  – Otherwise, the visible method declaration may be in scope due to one or more single-static-import or static-import-on-demand declarations. There is no class or interface to search, as the method to be invoked is determined later (§15.12.2.1).

• If the form is TypeName. [TypeArguments] Identifier, then the type to search is the type denoted by TypeName.

  It is a compile-time error if TypeName is the name of an interface rather than a class, because this form can invoke only static methods and interfaces have no static methods.
• If the form is \textit{ExpressionName \ . \ [TypeArguments]} \textit{Identifier}, then the class or interface to search is the declared type \( \tau \) of the variable denoted by \textit{ExpressionName} if \( \tau \) is a class or interface type, or the upper bound of \( \tau \) if \( \tau \) is a type variable.

• If the form is \textit{Primary \ . \ [TypeArguments]} \textit{Identifier}, then let \( \tau \) be the type of the \textit{Primary} expression. The class or interface to search is \( \tau \) if \( \tau \) is a class or interface type, or the upper bound of \( \tau \) if \( \tau \) is a type variable.

It is a compile-time error if \( \tau \) is not a reference type.

• If the form is \textit{super \ . \ [TypeArguments]} \textit{Identifier}, then the class to search is the superclass of the class whose declaration contains the method invocation.

Let \( \tau \) be the type declaration immediately enclosing the method invocation. It is a compile-time error if \( \tau \) is the class \texttt{Object} or \( \tau \) is an interface.

• If the form is \textit{TypeName \ . \ super \ . \ [TypeArguments]} \textit{Identifier}, then:
  
  – It is a compile-time error if \textit{TypeName} denotes neither a class nor an interface.
  
  – If \textit{TypeName} denote a class, \( \mathcal{C} \), then the class to search is the superclass of \( \mathcal{C} \).

  It is a compile-time error if \( \mathcal{C} \) is not a lexically enclosing type declaration of the current class, or if \( \mathcal{C} \) is the class \texttt{Object}.

  Let \( \tau \) be the type declaration immediately enclosing the method invocation. It is a compile-time error if \( \tau \) is the class \texttt{Object}.

  – Otherwise, \textit{TypeName} denotes the interface to be searched, \( \mathcal{I} \).

  Let \( \tau \) be the type declaration immediately enclosing the method invocation. It is a compile-time error if \( \mathcal{I} \) is not a direct superinterface of \( \tau \), or if there exists some other direct superclass or direct superinterface of \( \tau \), \( \mathcal{J} \), such that \( \mathcal{J} \) is a subtype of \( \mathcal{I} \).

The \textit{TypeName \ . \ super} syntax is overloaded: traditionally, the \textit{TypeName} refers to a lexically enclosing type declaration which is a class, and the target is the superclass of this class, as if the invocation were an unqualified \texttt{super} in the lexically enclosing type declaration.
class Superclass {
    void foo() { System.out.println("Hi"); }
}

class Subclass1 extends Superclass {
    void foo() { throw new UnsupportedOperationException(); }
    Runnable tweak = new Runnable() {
        void run() {
            Subclass1.super.foo(); // Gets the 'println' behavior
        }
    };
}

To support invocation of default methods in superinterfaces, the TypeName may also refer to a direct superinterface of the current class or interface, and the target is that superinterface.

interface Superinterface {
    default void foo() { System.out.println("Hi"); }
}

class Subclass2 implements Superinterface {
    void foo() { throw new UnsupportedOperationException(); }
    void tweak() {
        Superinterface.super.foo(); // Gets the 'println' behavior
    }
}

No syntax supports a combination of these forms, that is, invoking a superinterface method of a lexically enclosing type declaration which is a class, as if the invocation were of the form InterfaceName.super in the lexically enclosing type declaration.

class Subclass3 implements Superinterface {
    void foo() { throw new UnsupportedOperationException(); }
    Runnable tweak = new Runnable() {
        void run() {
            Subclass3.Superinterface.super.foo(); // Illegal
        }
    };
}

A workaround is to introduce a private method in the lexically enclosing type declaration, that performs the interface super call.
15.12.2 Compile-Time Step 2: Determine Method Signature

The second step searches the type determined in the previous step for member methods. This step uses the name of the method and the argument expressions to locate methods that are both accessible and applicable, that is, declarations that can be correctly invoked on the given arguments.

There may be more than one such method, in which case the most specific one is chosen. The descriptor (signature plus return type) of the most specific method is the one used at run time to perform the method dispatch.

A method is applicable if it is applicable by one of strict invocation (§15.12.2.2), loose invocation (§15.12.2.3), or variable arity invocation (§15.12.2.4).

Certain argument expressions that contain implicitly typed lambda expressions (§15.27.1) or inexact method references (§15.13.1) are ignored by the applicability tests, because their meaning cannot be determined until a target type is selected.

Although the method invocation may be a poly expression, only its argument expressions - not the invocation's target type - influence the selection of applicable methods.

The process of determining applicability begins by determining the potentially applicable methods (§15.12.2.1).

The remainder of the process is split into three phases, to ensure compatibility with versions of the Java programming language prior to Java SE 5.0. The phases are:

1. The first phase (§15.12.2.2) performs overload resolution without permitting boxing or unboxing conversion, or the use of variable arity method invocation. If no applicable method is found during this phase then processing continues to the second phase.

   This guarantees that any calls that were valid in the Java programming language before Java SE 5.0 are not considered ambiguous as the result of the introduction of variable arity methods, implicit boxing and/or unboxing. However, the declaration of a variable arity method (§8.4.1) can change the method chosen for a given method method invocation expression, because a variable arity method is treated as a fixed arity method in the first phase. For example, declaring \texttt{m(Object...)} in a class which already declares \texttt{m(Object)} causes \texttt{m(Object)} to no longer be chosen for some invocation expressions (such as \texttt{m(null)}), as \texttt{m(Object[])} is more specific.

2. The second phase (§15.12.2.3) performs overload resolution while allowing boxing and unboxing, but still precludes the use of variable arity method invocation. If no applicable method is found during this phase then processing continues to the third phase.
This ensures that a method is never chosen through variable arity method invocation if it is applicable through fixed arity method invocation.

3. The third phase (§15.12.2.4) allows overloading to be combined with variable arity methods, boxing, and unboxing.

Deciding whether a method is applicable will, in the case of generic methods (§8.4.4), require an analysis of the type arguments. Type arguments may be passed explicitly or implicitly. If they are passed implicitly, bounds of the type arguments must be inferred (§18 (Type Inference)) from the argument expressions.

If several applicable methods have been identified during one of the three phases of applicability testing, then the most specific one is chosen, as specified in section §15.12.2.5.

To check for applicability, the types of an invocation's arguments cannot, in general, be inputs to the analysis. This is because:

- The arguments to a method invocation may be poly expressions
- Poly expressions cannot be typed in the absence of a target type
- Overload resolution has to be completed before the arguments' target types will be known

Instead, the input to the applicability check is a list of argument expressions, which can be checked for compatibility with potential target types, even if the ultimate types of the expressions are unknown.

Note that overload resolution is independent of a target type. This is for two reasons:

- First, it makes the user model more accessible and less error-prone. The meaning of a method name (i.e., the declaration corresponding to the name) is too fundamental to the meaning of a program to depend on subtle contextual hints. (In contrast, other poly expressions may have different behavior depending on a target type; but the variation in behavior is always limited and essentially equivalent, while no such guarantees can be made about the behavior of an arbitrary set of methods that share a name and arity.)
- Second, it allows other properties - such as whether or not the method is a poly expression (§15.12) or how to categorize a conditional expression (§15.25) - to depend on the meaning of the method name, even before a target type is known.

Example 15.12.2-1. Method Applicability

class Doubler {
    static int two() { return two(1); }
    private static int two(int i) { return 2*i; }
}
class Test extends Doubler {
    static long two(long j) { return j+j; }
}
public static void main(String[] args) {
    System.out.println(two(3));
    System.out.println(Doubler.two(3)); // compile-time error
}

For the method invocation `two(1)` within class `Doubler`, there are two accessible methods named `two`, but only the second one is applicable, and so that is the one invoked at run time.

For the method invocation `two(3)` within class `Test`, there are two applicable methods, but only the one in class `Test` is accessible, and so that is the one to be invoked at run time (the argument 3 is converted to type `long`).

For the method invocation `Doubler.two(3)`, the class `Doubler`, not class `Test`, is searched for methods named `two`; the only applicable method is not accessible, and so this method invocation causes a compile-time error.

Another example is:

class ColoredPoint {
    int x, y;
    byte color;
    void setColor(byte color) { this.color = color; }
}

class Test {
    public static void main(String[] args) {
        ColoredPoint cp = new ColoredPoint();
        byte color = 37;
        cp.setColor(color);
        cp.setColor(37); // compile-time error
    }
}

Here, a compile-time error occurs for the second invocation of `setColor`, because no applicable method can be found at compile time. The type of the literal `37` is `int`, and `int` cannot be converted to `byte` by invocation conversion. Assignment conversion, which is used in the initialization of the variable `color`, performs an implicit conversion of the constant from type `int` to `byte`, which is permitted because the value `37` is small enough to be represented in type `byte`; but such a conversion is not allowed for invocation conversion.

If the method `setColor` had, however, been declared to take an `int` instead of a `byte`, then both method invocations would be correct; the first invocation would be allowed because invocation conversion does permit a widening conversion from `byte` to `int`. However, a narrowing cast would then be required in the body of `setColor`:

    void setColor(int color) { this.color = (byte)color; }

Here is an example of overloading ambiguity. Consider the program:

class Point { int x, y; }
class ColoredPoint extends Point { int color; }

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15.12 Method Invocation Expressions

```java
class Test {
    static void test(ColoredPoint p, Point q) {
        System.out.println("(ColoredPoint, Point)");
    }
    static void test(Point p, ColoredPoint q) {
        System.out.println("(Point, ColoredPoint)");
    }
    public static void main(String[] args) {
        ColoredPoint cp = new ColoredPoint();
        test(cp, cp);  // compile-time error
    }
}
```

This example produces an error at compile time. The problem is that there are two declarations of `test` that are applicable and accessible, and neither is more specific than the other. Therefore, the method invocation is ambiguous.

If a third definition of `test` were added:

```java
static void test(ColoredPoint p, ColoredPoint q) {
    System.out.println("(ColoredPoint, ColoredPoint)");
}
```

then it would be more specific than the other two, and the method invocation would no longer be ambiguous.

**Example 15.12.2-2. Return Type Not Considered During Method Selection**

```java
class Point { int x, y; }
class ColoredPoint extends Point { int color; }
class Test {
    static int test(ColoredPoint p) {
        return p.color;
    }
    static String test(Point p) {
        return "Point";
    }
    public static void main(String[] args) {
        ColoredPoint cp = new ColoredPoint();
        String s = test(cp);  // compile-time error
    }
}
```

Here, the most specific declaration of method `test` is the one taking a parameter of type `ColoredPoint`. Because the result type of the method is `int`, a compile-time error occurs because an `int` cannot be converted to a `String` by assignment conversion. This example shows that the result types of methods do not participate in resolving overloaded methods, so that the second `test` method, which returns a `String`, is not chosen, even though it has a result type that would allow the example program to compile without error.
Example 15.12.2-3. Choosing The Most Specific Method

The most specific method is chosen at compile time; its descriptor determines what method is actually executed at run time. If a new method is added to a class, then source code that was compiled with the old definition of the class might not use the new method, even if a recompilation would cause this method to be chosen.

So, for example, consider two compilation units, one for class Point:

```java
package points;
public class Point {
    public int x, y;
    public Point(int x, int y) { this.x = x; this.y = y; }
    public String toString() { return toString(" "); }
    public String toString(String s) {
        return "(" + x + "," + y + s + ")";
    }
}
```

and one for class ColoredPoint:

```java
package points;
public class ColoredPoint extends Point {
    public static final int RED = 0, GREEN = 1, BLUE = 2;
    public static String[] COLORS = {
        "red", "green", "blue" }

    public byte color;
    public ColoredPoint(int x, int y, int color) {
        super(x, y);
        this.color = (byte)color;
    }

    /** Copy all relevant fields of the argument into
     * this ColoredPoint object. */
    public void adopt(Point p) { x = p.x; y = p.y; }

    public String toString() {
        String s = "," + COLORS[color];
        return super.toString(s);
    }
}
```

Now consider a third compilation unit that uses ColoredPoint:

```java
import points.*;
class Test {
    public static void main(String[] args) {
        ColoredPoint cp =
            new ColoredPoint(6, 6, ColoredPoint.RED);
    }
}
ColoredPoint cp2 = 
    new ColoredPoint(3, 3, ColoredPoint.GREEN);
    cp.adopt(cp2);
    System.out.println("cp: " + cp);
}
}

The output is:

cp: (3,3,red)

The programmer who coded class Test has expected to see the word green, because the actual argument, a ColoredPoint, has a color field, and color would seem to be a "relevant field". (Of course, the documentation for the package points ought to have been much more precise!)

Notice, by the way, that the most specific method (indeed, the only applicable method) for the method invocation of adopt has a signature that indicates a method of one parameter, and the parameter is of type Point. This signature becomes part of the binary representation of class Test produced by the Java compiler and is used by the method invocation at run time.

Suppose the programmer reported this software error and the maintainer of the points package decided, after due deliberation, to correct it by adding a method to class ColoredPoint:

    public void adopt(ColoredPoint p) {
        adopt((Point)p);
        color = p.color;
    }

If the programmer then runs the old binary file for Test with the new binary file for ColoredPoint, the output is still:

    cp: (3,3,red)

because the old binary file for Test still has the descriptor "one parameter, whose type is Point; void" associated with the method call cp.adopt(cp2). If the source code for Test is recompiled, the Java compiler will then discover that there are now two applicable adopt methods, and that the signature for the more specific one is "one parameter, whose type is ColoredPoint; void"; running the program will then produce the desired output:

    cp: (3,3,green)

With forethought about such problems, the maintainer of the points package could fix the ColoredPoint class to work with both newly compiled and old code, by adding defensive code to the old adopt method for the sake of old code that still invokes it on ColoredPoint arguments:

    public void adopt(Point p) {
        if (p instanceof ColoredPoint)
color = ((ColoredPoint)p).color;
x = p.x; y = p.y;
}

Ideally, source code should be recompiled whenever code that it depends on is changed. However, in an environment where different classes are maintained by different organizations, this is not always feasible. Defensive programming with careful attention to the problems of class evolution can make upgraded code much more robust. See §13 (Binary Compatibility) for a detailed discussion of binary compatibility and type evolution.

15.12.2.1 Identify Potentially Applicable Methods

The class or interface determined by compile-time step 1 (§15.12.1) is searched for all member methods that are potentially applicable to this method invocation; members inherited from superclasses and superinterfaces are included in this search.

In addition, if the form of the method invocation is MethodName - that is, a single Identifier - then the search for potentially applicable methods also examines all member methods that are imported by single-static-import declarations and static-import-on-demand declarations of the compilation unit where the method invocation occurs (§7.5.3, §7.5.4) and that are not shadowed at the point where the method invocation appears.

A member method is potentially applicable to a method invocation if and only if all of the following are true:

- The name of the member is identical to the name of the method in the method invocation.
- The member is accessible (§6.6) to the class or interface in which the method invocation appears.

Whether a member method is accessible at a method invocation depends on the access modifier (public, protected, no modifier (package access), or private) in the member's declaration and on where the method invocation appears.

- If the member is a fixed arity method with arity \( n \), the arity of the method invocation is equal to \( n \), and for all \( i \ (1 \leq i \leq n) \), the \( i \)’th argument of the method invocation is potentially compatible, as defined below, with the type of the \( i \)’th parameter of the method.

- If the member is a variable arity method with arity \( n \), then for all \( i \ (1 \leq i \leq n-1) \), the \( i \)’th argument of the method invocation is potentially compatible with the type of the \( i \)’th parameter of the method; and, where the \( n \)th parameter of the method has type \( \tau[1] \), one of the following is true:
- The arity of the method invocation is equal to \( n-1 \).
- The arity of the method invocation is equal to \( n \), and the \( n \)th argument of the method invocation is potentially compatible with either \( \tau \) or \( \tau[] \).
- The arity of the method invocation is \( m \), where \( m > n \), and for all \( i \) \( (n \leq i \leq m) \), the \( i \)th argument of the method invocation is potentially compatible with \( \tau \).

If the method invocation includes explicit type arguments, and the member is a generic method, then the number of type arguments is equal to the number of type parameters of the method.

This clause implies that a non-generic method may be potentially applicable to an invocation that supplies explicit type arguments. Indeed, it may turn out to be applicable. In such a case, the type arguments will simply be ignored.

This rule stems from issues of compatibility and principles of substitutability. Since interfaces or superclasses may be generified independently of their subtypes, we may override a generic method with a non-generic one. However, the overriding (non-generic) method must be applicable to calls to the generic method, including calls that explicitly pass type arguments. Otherwise the subtype would not be substitutable for its generified supertype.

If the search does not yield at least one method that is potentially applicable, then a compile-time error occurs.

An expression is potentially compatible with a target type according to the following rules:

- A lambda expression (§15.27) is potentially compatible with a functional interface type (§9.8) if all of the following are true:
  - The arity of the targeted type's function type is the same as the arity of the lambda expression.
  - If the targeted type's function type has a \texttt{void} return, then the lambda body is either a statement expression (§14.8) or a \texttt{void}-compatible block (§15.27.2).
  - If the targeted type's function type has a (non-\texttt{void}) return type, then the lambda body is either an expression or a value-compatible block (§15.27.2).

- A method reference expression (§15.13) is potentially compatible with a functional interface type if, where the type's function type arity is \( n \), there exists at least one potentially applicable method for the method reference at arity \( n \) (§15.13.1), and one of the following is true:
  - The method reference expression has the form \texttt{ReferenceType :: [TypeArguments] Identifier} and at least one potentially applicable method
either i) is declared static and supports arity \( n \), or ii) is not declared static and supports arity \( n-1 \).

- The method reference expression has some other form and at least one potentially applicable method is not declared static.

- A lambda expression or a method reference expression is potentially compatible with a type variable if the type variable is a type parameter of the candidate method.

- A parenthesized expression (§15.8.5) is potentially compatible with a type if its contained expression is potentially compatible with that type.

- A poly conditional expression (§15.25.3) is potentially compatible with a type if each of its second and third operand expressions are potentially compatible with that type.

- A class instance creation expression (§15.9), a method invocation expression, or an expression of a standalone form (§15.2) is potentially compatible with any type.

The definition of potential applicability goes beyond a basic arity check to also take into account the presence and "shape" of functional interface target types. In some cases involving type argument inference, a lambda expression appearing as a method invocation argument cannot be properly typed until after overload resolution. These rules allow the form of the lambda expression to still be taken into account, discarding obviously incorrect target types that might otherwise cause ambiguity errors.

15.12.2.2 Phase 1: Identify Matching Arity Methods Applicable by Strict Invocation

An argument expression is considered pertinent to applicability for a potentially applicable method \( m \) unless it has one of the following forms:

- An implicitly typed lambda expression (§15.27.1).


- If \( m \) is a generic method and the method invocation does not provide explicit type arguments, an explicitly typed lambda expression or an exact method reference expression for which the corresponding target type (as derived from the signature of \( m \)) is a type parameter of \( m \).

- An explicitly typed lambda expression whose body is an expression that is not pertinent to applicability.

- An explicitly typed lambda expression whose body is a block, where at least one result expression is not pertinent to applicability.
• A parenthesized expression (§15.8.5) whose contained expression is not pertinent to applicability.

• A poly conditional expression (§15.25.3) whose second or third operand is not pertinent to applicability.

Let \( m \) be a potentially applicable method (§15.12.2.1), let \( e_1, \ldots, e_n \) be the actual argument expressions of the method invocation, and let \( F_1 \ldots F_n \) be the types of the formal parameters of \( m \). Then:

• If \( m \) is a generic method and the method invocation does not provide explicit type arguments, then the applicability of the method is inferred as described in §18.5.1.

• If \( m \) is a generic method and the method invocation provides explicit type arguments, then let \( R_1 \ldots R_p \) \((p \geq 1)\) be the type parameters of \( m \), let \( B_1 \) be the declared bound of \( R_l \) \((1 \leq l \leq p)\), and let \( U_1, \ldots, U_p \) be the explicit type arguments given in the method invocation. Then \( m \) is \textit{applicable by strict invocation} if both of the following conditions hold:
  
  – For \( 1 \leq i \leq n \), if \( e_i \) is pertinent to applicability then \( e_i \) is compatible in a strict invocation context with \( F_i [R_1:=U_1, \ldots, R_p:=U_p] \).
  
  – For \( 1 \leq l \leq p \), \( U_1 <: B_1 [R_1:=U_1, \ldots, R_p:=U_p] \).

• If \( m \) is not a generic method, then \( m \) is \textit{applicable by strict invocation} if, for \( 1 \leq i \leq n \), either \( e_i \) is compatible in a strict invocation context with \( F_i \) or \( e_i \) is not pertinent to applicability.

If no method applicable by strict invocation is found, the search for applicable methods continues with phase 2 (§15.12.2.3).

Otherwise, the most specific method (§15.12.2.5) is chosen among the methods that are applicable by strict invocation.

The meaning of an implicitly typed lambda expression or an inexact method reference expression is sufficiently vague prior to resolving a target type that arguments containing these expressions are not considered \textit{pertinent to applicability}; they are simply ignored (except for their expected arity) until overload resolution is finished.

15.12.2.3 Phase 2: Identify Matching Arity Methods Applicable by Loose Invocation

Let \( m \) be a potentially applicable method (§15.12.2.1), let \( e_1, \ldots, e_n \) be the actual argument expressions of the method invocation, and let \( F_1, \ldots, F_n \) be the types of the formal parameters of \( m \). Then:
• If \( m \) is a generic method and the method invocation does not provide explicit type arguments, then the applicability of the method is inferred as described in §18.5.1.

• If \( m \) is a generic method and the method invocation provides explicit type arguments, then let \( R_1 \ldots R_p \) \((p \geq 1)\) be the type parameters of \( m \), let \( B_l \) be the declared bound of \( R_l \) \((1 \leq l \leq p)\), and let \( U_1 \ldots U_p \) be the explicit type arguments given in the method invocation. Then \( m \) is applicable by loose invocation if both of the following conditions hold:
  
  – For \( 1 \leq i \leq n \), if \( e_i \) is pertinent to applicability (§15.12.2.2) then \( e_i \) is compatible in a loose invocation context with \( F_i[R_1:=U_1, \ldots, R_p:=U_p] \).
  
  – For \( 1 \leq l \leq p \), \( U_l <: B_l[R_1:=U_1, \ldots, R_p:=U_p] \).

• If \( m \) is not a generic method, then \( m \) is applicable by loose invocation if, for \( 1 \leq i \leq n \), either \( e_i \) is compatible in a loose invocation context with \( F_i \) or \( e_i \) is not pertinent to applicability.

If no method applicable by loose invocation is found, the search for applicable methods continues with phase 3 (§15.12.2.4).

Otherwise, the most specific method (§15.12.2.5) is chosen among the methods that are applicable by loose invocation.

15.12.2.4 Phase 3: Identify Methods Applicable by Variable Arity Invocation

Where a variable arity method has formal parameter types \( F_1, \ldots, F_{n-1}, F_n[\] \), define the \( i \)'th variable arity parameter type of the method as follows:

• For \( i \leq n-1 \), the \( i \)'th variable arity parameter type is \( F_i \).

• For \( i \geq n \), the \( i \)'th variable arity parameter type is \( F_n \).

Let \( m \) be a potentially applicable method (§15.12.2.1) with variable arity, let \( e_1, \ldots, e_k \) be the actual argument expressions of the method invocation, and let \( T_1, \ldots, T_k \) be the first \( k \) variable arity parameter types of \( m \). Then:

• If \( m \) is a generic method and the method invocation does not provide explicit type arguments, then the applicability of the method is inferred as described in §18.5.1.

• If \( m \) is a generic method and the method invocation provides explicit type arguments, then let \( R_1 \ldots R_p \) \((p \geq 1)\) be the type parameters of \( m \), let \( B_l \) be the declared bound of \( R_l \) \((1 \leq l \leq p)\), and let \( U_1 \ldots U_p \) be the explicit type arguments given in the method invocation. Then \( m \) is applicable by variable arity invocation if:
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- For \(1 \leq i \leq k\), if \(e_i\) is pertinent to applicability (§15.12.2.2) then \(e_i\) is compatible in a loose invocation context with \(T_i[R_1:=U_1, ..., R_p:=U_p]\).

- For \(1 \leq l \leq p\), \(U_l <: B_1[R_1:=U_1, ..., R_p:=U_p]\).

- If \(m\) is not a generic method, then \(m\) is applicable by variable arity invocation if, for \(1 \leq i \leq k\), either \(e_i\) is compatible in a loose invocation context with \(T_i\) or \(e_i\) is not pertinent to applicability (§15.12.2.2).

If no method applicable by variable arity invocation is found, a compile-time error occurs.

Otherwise, the most specific method (§15.12.2.5) is chosen among the methods applicable by variable arity invocation.

15.12.2.5 Choosing the Most Specific Method

If more than one member method is both accessible and applicable to a method invocation, it is necessary to choose one to provide the descriptor for the runtime method dispatch. The Java programming language uses the rule that the most specific method is chosen.

The informal intuition is that one method is more specific than another if any invocation handled by the first method could be passed on to the other one without a compile-time error. In cases such as an explicitly typed lambda expression argument (§15.27.1) or a variable arity invocation (§15.12.2.4), some flexibility is allowed to adapt one signature to the other.

One applicable method \(m_1\) is more specific than another applicable method \(m_2\), for an invocation with argument expressions \(e_1, ..., e_k\), if any of the following are true:

- \(m_2\) is generic and \(m_1\) is inferred to be more specific than \(m_2\) for argument expressions \(e_1, ..., e_k\) by §18.5.4.

- \(m_2\) is not generic, \(m_1\) and \(m_2\) are applicable by strict or loose invocation, and where \(m_1\) has parameter types \(S_1, ..., S_n\) and \(m_2\) has parameter types \(T_1, ..., T_n\), for all \(i (1 \leq i \leq n)\), the type \(S_i\) is more specific than \(T_i\) for argument \(e_i\).

- \(m_2\) is not generic, \(m_1\) and \(m_2\) are applicable by variable arity invocation, and where the first \(k\) variable arity parameter types of \(m_1\) are \(S_1, ..., S_k\) and the first \(k\) variable arity parameter types of \(m_2\) are \(T_1, ..., T_k\), for all \(i (1 \leq i \leq k)\), the type \(S_i\) is more specific than \(T_i\) for argument \(e_i\). Additionally, if \(m_2\) has \(k+1\) parameters, then the \(k+1\)th variable arity parameter type of \(m_1\) is a subtype of the \(k+1\)th variable arity parameter type of \(m_2\).
The above conditions are the only circumstances under which one method may be more specific than another.

A type $s$ is more specific than a type $\tau$ for any expression if $s <: \tau$.

A functional interface type $s$ is more specific than a functional interface type $\tau$ for an expression $e$ if $\tau <: s$ and one of the following conditions applies (where $U_1 \ldots U_k$ and $R_1$ are the parameter types and return type of the capture of $s$, and $V_1 \ldots V_k$ and $R_2$ are the parameter types and return type of the function type of $\tau$):

- If $e$ is an explicitly typed lambda expression (§15.27.1), then one of the following is true (where result expression is defined in §15.27.2 for a block body, and refers to the body itself for an expression body):
  - $R_2$ is void.
  - $R_1 <: R_2$.
  - $R_1$ and $R_2$ are functional interface types, and $R_1$ is more specific than $R_2$ for each result expression.
  - $R_1$ is a primitive type, $R_2$ is a reference type, and each result expression is a standalone expression (§15.2) of a primitive type.
  - $R_2$ is a reference type, $R_2$ is a primitive type, and each result expression is a reference expression.

For the purpose of this rule, a reference expression is any of: i) a standalone expression of a reference type, ii) a poly method invocation expression (§15.12), iii) a poly class instance creation expression (§15.9), iv) a poly conditional expression (§15.25) with second and third operands that are reference expressions, or v) a parenthesized reference expression.

- If $e$ is an exact method reference expression (§15.13.1), then i) for all $i$ ($1 \leq i \leq k$), $U_i$ is the same as $V_i$, and ii) one of the following is true:
  - $R_2$ is void.
  - $R_1 <: R_2$.
  - $R_1$ is a primitive type, $R_2$ is a reference type, and the compile-time declaration for the method reference has a return type which is a primitive type.
  - $R_1$ is a reference type, $R_2$ is a primitive type, and the compile-time declaration for the method reference has a return type which is a reference type.

- If $e$ is a parenthesized expression, then one of these conditions applies recursively to the wrapped expression.
• If $e$ is a poly conditional expression, then for each of the second and third operands, one of these conditions applies recursively.

A method $m_1$ is **strictly more specific** than another method $m_2$ if and only if $m_1$ is more specific than $m_2$ and $m_2$ is not more specific than $m_1$.

A method is said to be **maximally specific** for a method invocation if it is accessible and applicable and there is no other method that is applicable and accessible that is strictly more specific.

If there is exactly one maximally specific method, then that method is in fact the **most specific method**; it is necessarily more specific than any other accessible method that is applicable. It is then subjected to some further compile-time checks as described in §15.12.3.

It is possible that no method is the most specific, because there are two or more methods that are maximally specific. In this case:

• If all the maximally specific methods have override-equivalent (§8.4.2) signatures, then:
  - If exactly one of the maximally specific methods is concrete (that is, non-abstract or default), it is the most specific method.
  - Otherwise, if all the maximally specific methods are abstract or default, and the signatures of all of the maximally specific methods have the same erasure (§4.6), then the most specific method is chosen arbitrarily among the subset of the maximally specific methods that have the most specific return type.

In this case, the most specific method is considered to be abstract. Also, the most specific method is considered to throw a checked exception if and only if that exception or its erasure is declared in the `throws` clauses of each of the maximally specific methods.

• Otherwise, the method invocation is **ambiguous**, and a compile-time error occurs.

**15.12.2.6 Method Invocation Type**

The **invocation type** of a most specific accessible and applicable method is a method type (§8.2) expressing the target types of the invocation arguments, the result type of the invocation, and the exception types of the invocation. It is determined as follows:

• If the chosen method is generic and the method invocation does not provide explicit type arguments, the invocation type is inferred as described in §18.5.2.
• If the chosen method is generic and the method invocation provides explicit type arguments, then:

For \( 1 \leq i \leq p \), let \( P_i \) be the type parameters of the method and let \( T_i \) be the explicit type arguments provided for the method invocation.

If unchecked conversion was not necessary for the method to be applicable, then the invocation type is obtained by applying the substitution \([P_1 := T_1, \ldots, P_p := T_p]\) to the method's type.

If unchecked conversion was necessary for the method to be applicable, then the invocation type's parameter types are obtained by applying the substitution \([P_1 := T_1, \ldots, P_p := T_p]\) to the parameter types of the method's type, and the invocation type's return type and thrown types are given by the erasure of the return type and thrown types of the method's type.

• If the chosen method is not generic, then:

  – If unchecked conversion was necessary for the method to be applicable, the parameter types of the invocation type are the parameter types of the method's type, and the return type and thrown types are given by the erasures of the return type and thrown types of the method's type.

  – Otherwise, if the chosen method is the `getClass` method of the class Object (§4.3.2), the invocation type is the same as the method's type, except that the return type is `Class<? extends T>`, where \( T \) is the type that was searched, as determined by §15.12.1.

  – Otherwise, the invocation type is the same as the method's type.

The type of the method invocation expression is obtained by applying capture conversion (§5.1.10) to the return type of the invocation type of the chosen method.

The exception types that a method invocation expression can throw are specified in §11.2.1.

15.12.3 Compile-Time Step 3: Is the Chosen Method Appropriate?

If there is a most specific method declaration for a method invocation, it is called the compile-time declaration for the method invocation.

If the compile-time declaration for the method invocation is `void`, then the method invocation must be a top level expression (that is, the `Expression` in an expression statement or in the `ForInit` or `ForUpdate` part of a `for` statement), or a compile-time error occurs.
Such a method invocation produces no value and so must be used only in a situation where a value is not needed.

In addition, whether the compile-time declaration is appropriate may depend on the form of the method invocation before the left parenthesis, as follows:

- If the form is `MethodName` - that is, just an `Identifier` - and the compile-time declaration is an instance method, then:
  - It is a compile-time error if the method invocation occurs in a static context (§8.1.3).
  - Otherwise, let `c` be the immediately enclosing class of which the compile-time declaration is a member. If the method invocation is not directly enclosed by `c` or an inner class of `c`, then a compile-time error occurs.

- If the form is `TypeName . [TypeArguments] Identifier`, then the compile-time declaration must be `static`, or a compile-time error occurs.

- If the form is `ExpressionName . [TypeArguments] Identifier` or `Primary . [TypeArguments] Identifier`, then the compile-time declaration must not be a `static` method declared in an interface, or a compile-time error occurs.

- If the form is `super . [TypeArguments] Identifier`, then:
  - It is a compile-time error if the compile-time declaration is `abstract`.
  - It is a compile-time error if the method invocation occurs in a static context.

- If the form is `TypeName . super . [TypeArguments] Identifier`, then:
  - It is a compile-time error if the compile-time declaration is `abstract`.
  - It is a compile-time error if the method invocation occurs in a static context.
  - If `TypeName` denotes a class `c`, then if the method invocation is not directly enclosed by `c` or an inner class of `c`, a compile-time error occurs.
  - If `TypeName` denotes an interface, let `τ` be the type declaration immediately enclosing the method invocation. A compile-time error occurs if there exists a method, distinct from the compile-time declaration, that overrides (§9.4.1) the compile-time declaration from a direct superclass or direct superinterface of `τ`.

In the case that a superinterface overrides a method declared in a grandparent interface, this rule prevents the child interface from "skipping" the override by simply adding the grandparent to its list of direct superinterfaces. The appropriate way to access functionality of a grandparent is through the direct superinterface, and only if that interface chooses to expose the desired behavior. (Alternately, the developer is free to define his own additional superinterface that exposes the desired behavior with a `super` method invocation.)
It is a compile-time error if an argument to a method invocation is not compatible with its target type, as derived from the invocation type.

If the compile-time declaration is applicable by variable arity invocation, then where the last formal parameter type of the invocation type of the method is $F_n[]$, it is a compile-time error if the type which is the erasure of $F_n$ is not accessible at the point of invocation.

A method is *signature polymorphic* if all of the following conditions hold:

- It is declared in the `java.lang.invoke.MethodHandle` class.
- It takes a single variable arity parameter (§8.4.1) whose declared type is `Object[]`.
- It has a return type of `Object`.
- It is `native`.

In Java SE 8, the only signature polymorphic methods are the `invoke` and `invokeExact` methods of the class `java.lang.invoke.MethodHandle`.

The *compile-time parameter types* and *compile-time result* are determined as follows:

- If the compile-time declaration for the method invocation is *not* a signature polymorphic method, then the compile-time parameter types are the types of the formal parameters of the compile-time declaration, and the compile-time result is the result chosen for the compile-time declaration (§15.12.2.6).

- If the compile-time declaration for the method invocation is a signature polymorphic method, then:
  - The compile-time parameter types are the static types of the actual argument expressions. An argument expression which is the null literal `null` (§3.10.7) is treated as having the static type `Void`.
  - The compile-time result is determined as follows:
    - If the method invocation expression is an expression statement, the compile-time result is `void`.
    - Otherwise, if the method invocation expression is the operand of a cast expression (§15.16), the compile-time result is the erasure of the type of the cast expression (§4.6).
    - Otherwise, the compile-time result is the signature polymorphic method's declared return type, `Object`.  
The following compile-time information is then associated with the method invocation for use at run time:

- The name of the method.
- The qualifying type of the method invocation (§13.1).
- The number of parameters and the compile-time parameter types, in order.
- The compile-time result, or `void`.
- The invocation mode, computed as follows:
  - If the qualifying type of the method declaration is a class, then:
    - If the compile-time declaration has the `static` modifier, then the invocation mode is `static`.
    - Otherwise, if the compile-time declaration has the `private` modifier, then the invocation mode is `nonvirtual`.
    - Otherwise, if the part of the method invocation before the left parenthesis is of the form `super . Identifier` or of the form `ClassName . super . Identifier`, then the invocation mode is `super`.
    - Otherwise, the invocation mode is `virtual`.
  - If the qualifying type of the method invocation is an interface, then the invocation mode is `interface`.

If the compile-time declaration for the method invocation is not `void`, then the type of the method invocation expression is the result chosen for the compile-time declaration.

### 15.12.4 Run-Time Evaluation of Method Invocation

At run time, method invocation requires five steps. First, a `target reference` may be computed. Second, the argument expressions are evaluated. Third, the accessibility of the method to be invoked is checked. Fourth, the actual code for the method to be executed is located. Fifth, a new activation frame is created, synchronization is performed if necessary, and control is transferred to the method code.

#### 15.12.4.1 Compute Target Reference (If Necessary)

There are six cases to consider, depending on the form of the method invocation:

- If the form is `MethodName` - that is, just an `Identifier` - then:
– If the invocation mode is static, then there is no target reference.

– Otherwise, let τ be the enclosing type declaration of which the method is a member, and let n be an integer such that τ is the n'th lexically enclosing type declaration of the class whose declaration immediately contains the method invocation. The target reference is the n'th lexically enclosing instance of this.

It is a compile-time error if the n'th lexically enclosing instance of this does not exist.

• If the form is TypeName . [TypeArguments] Identifier, then there is no target reference.

• If form is ExpressionName . [TypeArguments] Identifier, then:
  – If the invocation mode is static, then there is no target reference. The ExpressionName is evaluated, but the result is then discarded.
  – Otherwise, the target reference is the value denoted by ExpressionName.

• If the form is Primary . [TypeArguments] Identifier involved, then:
  – If the invocation mode is static, then there is no target reference. The Primary expression is evaluated, but the result is then discarded.
  – Otherwise, the Primary expression is evaluated and the result is used as the target reference.

In either case, if the evaluation of the Primary expression completes abruptly, then no part of any argument expression appears to have been evaluated, and the method invocation completes abruptly for the same reason.

• If the form is super . [TypeArguments] Identifier, then the target reference is the value of this.

• If the form is TypeName . super . [TypeArguments] Identifier, then if TypeName denotes a class, the target reference is the value of TypeName.this; otherwise, the target reference is the value of this.

Example 15.12.4.1-1. Target References and static Methods

When a target reference is computed and then discarded because the invocation mode is static, the reference is not examined to see whether it is null:

class Test1 {
    static void mountain() {
        System.out.println("Monadnock");
    }
    static Test1 favorite(){
System.out.print("Mount ");
return null;
}
public static void main(String[] args) {
    favorite().mountain();
}
}

which prints:

Mount Monadnock

Here \texttt{favorite()} returns \texttt{null}, yet no \texttt{NullPointerException} is thrown.

\textbf{Example 15.12.4.1-2. Evaluation Order During Method Invocation}

As part of an instance method invocation (§15.12), there is an expression that denotes the object to be invoked. This expression appears to be fully evaluated before any part of any argument expression to the method invocation is evaluated.

So, for example, in:

\begin{verbatim}
class Test2 {
    public static void main(String[] args) {
        String s = "one";
        if (s.startsWith(s = "two"))
            System.out.println("oops");
    }
}
\end{verbatim}

the occurrence of \texttt{s} before \texttt{.startsWith} is evaluated first, before the argument expression \texttt{s = "two"}. Therefore, a reference to the string \texttt{"one"} is remembered as the target reference before the local variable \texttt{s} is changed to refer to the string \texttt{"two"}. As a result, the \texttt{startsWith} method is invoked for target object \texttt{"one"} with argument \texttt{"two"}, so the result of the invocation is \texttt{false}, as the string \texttt{"one"} does not start with \texttt{"two"}. It follows that the test program does not print \texttt{"oops"}.

15.12.4.2 \textit{Evaluate Arguments}

The process of evaluating the argument list differs, depending on whether the method being invoked is a fixed arity method or a variable arity method (§8.4.1).

If the method being invoked is a variable arity method \texttt{m}, it necessarily has \( n > 0 \) formal parameters. The final formal parameter of \texttt{m} necessarily has type \( T[\] \) for some \( T \), and \texttt{m} is necessarily being invoked with \( k \geq 0 \) actual argument expressions.

If \texttt{m} is being invoked with \( k \neq n \) actual argument expressions, or, if \texttt{m} is being invoked with \( k = n \) actual argument expressions and the type of the \( k \)'th argument expression is not assignment compatible with \( T[\] \), then the argument list \( \langle e_1, ..., \)
\(e_{n-1}, e_n, \ldots, e_k\) is evaluated as if it were written as \((e_1, \ldots, e_{n-1}, \text{new} |T| \{ e_n, \ldots, e_k \})\), where \(|T|\) denotes the erasure (§4.6) of \(T\).

The preceding paragraphs are crafted to handle the interaction of parameterized types and array types that occurs in a Java Virtual Machine with erased generics. Namely, if the element type \(T\) of the variable array parameter is non-reifiable, e.g. \(\text{List}<\text{String}>\), then special care must be taken with the array creation expression (§15.10) because the created array's element type must be reifiable. By erasing the array type of the final expression in the argument list, we are guaranteed to obtain a reifiable element type. Then, since the array creation expression appears in an invocation context (§5.3), an unchecked conversion is possible from the array type with reifiable element type to an array type with non-reifiable element type, specifically that of the variable arity parameter. A Java compiler is required to give a compile-time unchecked warning at this conversion. Oracle's reference implementation of a Java compiler identifies the unchecked warning here as a more informative unchecked generic array creation.

The argument expressions (possibly rewritten as described above) are now evaluated to yield argument values. Each argument value corresponds to exactly one of the method's \(n\) formal parameters.

The argument expressions, if any, are evaluated in order, from left to right. If the evaluation of any argument expression completes abruptly, then no part of any argument expression to its right appears to have been evaluated, and the method invocation completes abruptly for the same reason. The result of evaluating the \(j\)'th argument expression is the \(j\)'th argument value, for \(1 \leq j \leq n\). Evaluation then continues, using the argument values, as described below.

15.12.4.3 Check Accessibility of Type and Method

Let \(c\) be the class containing the method invocation, and let \(T\) be the qualifying type of the method invocation (§13.1), and let \(m\) be the name of the method as determined at compile time (§15.12.3).

An implementation of the Java programming language must ensure, as part of linkage, that the method \(m\) still exists in the type \(T\). If this is not true, then a \texttt{NoSuchMethodError} (which is a subclass of \texttt{IncompatibleClassChangeError}) occurs.

If the invocation mode is interface, then the implementation must also check that the target reference type still implements the specified interface. If the target reference type does not still implement the interface, then an \texttt{IncompatibleClassChangeError} occurs.

The implementation must also ensure, during linkage, that the type \(T\) and the method \(m\) are accessible:

- For the type \(T\):
- If $T$ is in the same package as $C$, then $T$ is accessible.
- If $T$ is in a different package than $C$, and $T$ is public, then $T$ is accessible.
- If $T$ is in a different package than $C$, and $T$ is protected, then $T$ is accessible if and only if $C$ is a subclass of $T$.

- For the method $m$:
  - If $m$ is public, then $m$ is accessible. (All members of interfaces are public (§9.2).)
  - If $m$ is protected, then $m$ is accessible if and only if either $T$ is in the same package as $C$, or $C$ is $T$ or a subclass of $T$.
  - If $m$ has package access, then $m$ is accessible if and only if $T$ is in the same package as $C$.
  - If $m$ is private, then $m$ is accessible if and only if $C$ is $T$, or $C$ encloses $T$, or $T$ encloses $C$, or $T$ and $C$ are both enclosed by a third class.

If either $T$ or $m$ is not accessible, then an IllegalAccessError occurs (§12.3).

15.12.4.4 Locate Method to Invoke

The strategy for method lookup depends on the invocation mode.

If the invocation mode is static, no target reference is needed and overriding is not allowed. Method $m$ of class $T$ is the one to be invoked.

Otherwise, an instance method is to be invoked and there is a target reference. If the target reference is null, a NullPointerException is thrown at this point. Otherwise, the target reference is said to refer to a target object and will be used as the value of the keyword this in the invoked method. The other four possibilities for the invocation mode are then considered.

If the invocation mode is nonvirtual, overriding is not allowed. Method $m$ of class $T$ is the one to be invoked.

Otherwise, if the invocation mode is virtual, and $T$ and $m$ jointly indicate a signature polymorphic method (§15.12.3), then the target object is an instance of java.lang.invoke.MethodHandle. The method handle encapsulates a type which is matched against the information associated with the method invocation at compile time (§15.12.3). Details of this matching are given in The Java Virtual Machine Specification, Java SE 8 Edition and the Java SE platform API. If matching succeeds, the target method encapsulated by the method handle is directly and immediately invoked, and the procedure in §15.12.4.5 is not executed.
Otherwise, the invocation mode is `interface`, `virtual`, or `super`, and overriding may occur. A dynamic method lookup is used. The dynamic lookup process starts from a class $S$, determined as follows:

- If the invocation mode is `interface` or `virtual`, then $S$ is initially the actual run-time class $R$ of the target object. This is true even if the target object is an array instance. (Note that for invocation mode `interface`, $R$ necessarily implements $T$; for invocation mode `virtual`, $R$ is necessarily either $T$ or a subclass of $T$.)

- If the invocation mode is `super`, then $S$ is initially the qualifying type (§13.1) of the method invocation.

The dynamic method lookup uses the following procedure to search class $S$, and then the superclasses and superinterfaces of class $S$, as necessary, for method $m$.

Let $X$ be the compile-time type of the target reference of the method invocation. Then:

1. If class $S$ contains a declaration for a non-abstract method named $m$ with the same descriptor (same number of parameters, the same parameter types, and the same return type) required by the method invocation as determined at compile time (§15.12.3), then:
   - If the invocation mode is `super` or `interface`, then this is the method to be invoked, and the procedure terminates.
   - If the invocation mode is `virtual`, and the declaration in $S$ overrides $X.m$ (§8.4.8.1), then the method declared in $S$ is the method to be invoked, and the procedure terminates.
   - If the invocation mode is `virtual`, and the declaration in $S$ does not override $X.m$, and moreover $X.m$ is declared abstract, then an `AbstractMethodError` is thrown.

2. Otherwise, if $S$ has a superclass, the lookup procedure of steps 1 and 2 is performed recursively using the direct superclass of $S$ in place of $S$; the method to be invoked, if any, is the result of the recursive invocation of this lookup procedure.

3. If no method is found by the previous two steps, the superinterfaces of $S$ are searched for a suitable method.

A set of candidate methods is considered with the following properties: i) each method is declared in a (direct or indirect) superinterface of $S$; ii) each method has the name and descriptor required by the method invocation; iii)
each method is non-static; iv) for each method, where the method’s declaring interface is \( I \), there is no other method satisfying (i) through (iii) that is declared in a subinterface of \( I \).

If this set contains a default method, one such method is the method to be invoked. Otherwise, an abstract method in the set is selected as the method to be invoked.

Dynamic method lookup may cause the following errors to occur:

- If the method to be invoked is abstract, an AbstractMethodError is thrown.
- If the method to be invoked is default, and more than one default method appears in the set of candidates in step 3 above, an IncompatibleClassChangeError is thrown.
- If the invocation mode is interface and the selected method is not public, an IllegalAccessException is thrown.

The above procedure (if it terminates without error) will find a non-abstract, accessible method to invoke, provided that all classes and interfaces in the program have been consistently compiled. However, if this is not the case, then various errors may occur, as specified above; additional details about the behavior of the Java Virtual Machine under these circumstances are given by The Java Virtual Machine Specification, Java SE 8 Edition.

The dynamic lookup process, while described here explicitly, will often be implemented implicitly, for example as a side-effect of the construction and use of per-class method dispatch tables, or the construction of other per-class structures used for efficient dispatch.

Example 15.12.4.4-1. Overriding and Method Invocation

class Point {
    final int EDGE = 20;
    int x, y;
    void move(int dx, int dy) {
        x += dx; y += dy;
        if (Math.abs(x) >= EDGE || Math.abs(y) >= EDGE)
            clear();
    }
    void clear() {
        System.out.println("\tPoint clear");
        x = 0; y = 0;
    }
}
class ColoredPoint extends Point {
    int color;
    void clear() {
        System.out.println("\tColoredPoint clear");
    }
}
Here, the subclass ColoredPoint extends the clear abstraction defined by its superclass Point. It does so by overriding the clear method with its own method, which invokes the clear method of its superclass, using the form super.clear().

This method is then invoked whenever the target object for an invocation of clear is a ColoredPoint. Even the method move in Point invokes the clear method of class ColoredPoint when the class of this is ColoredPoint, as shown by the output of this test program:

```java
class Test1 {
    public static void main(String[] args) {
        Point p = new Point();
        System.out.println("p.move(20,20): ");
        p.move(20, 20);

        ColoredPoint cp = new ColoredPoint();
        System.out.println("cp.move(20,20): ");
        cp.move(20, 20);

        p = new ColoredPoint();
        System.out.println("p.move(20,20), p colored: ");
        p.move(20, 20);
    }
}
```

which is:

```
p.move(20,20):
    Point clear
cp.move(20,20):
    ColoredPoint clear
        Point clear
p.move(20,20), p colored:
    ColoredPoint clear
        Point clear
```

Overriding is sometimes called "late-bound self-reference"; in this example it means that the reference to clear in the body of Point.move (which is really syntactic shorthand for this.clear) invokes a method chosen "late" (at run time, based on the run-time class of the object referenced by this) rather than a method chosen "early" (at compile time, based only on the type of this). This provides the programmer a powerful way of extending abstractions and is a key idea in object-oriented programming.
Example 15.12.4-2. Method Invocation Using `super`

An overridden instance method of a superclass may be accessed by using the keyword `super` to access the members of the immediate superclass, bypassing any overriding declaration in the class that contains the method invocation.

When accessing an instance variable, `super` means the same as a cast of `this` (§15.11.2), but this equivalence does not hold true for method invocation. This is demonstrated by the example:

```java
class T1 {
    String s() { return "1"; }
}
class T2 extends T1 {
    String s() { return "2"; }
}
class T3 extends T2 {
    String s() { return "3"; }
    void test() {
        System.out.println("s()=\t\t" + s());
        System.out.println("super.s()=\t\t" + super.s());
        System.out.println("((T2)this).s()=\t\t" + ((T2)this).s());
        System.out.println("((T1)this).s()=\t\t" + ((T1)this).s());
    }
}
class Test2 {
    public static void main(String[] args) {
        T3 t3 = new T3();
        t3.test();
    }
}
```

which produces the output:

```
s()= 3
super.s()= 2
((T2)this).s()= 3
((T1)this).s()= 3
```

The casts to types `T1` and `T2` do not change the method that is invoked, because the instance method to be invoked is chosen according to the run-time class of the object referred to by `this`. A cast does not change the class of an object; it only checks that the class is compatible with the specified type.

15.12.4.5  Create Frame, Synchronize, Transfer Control

A method `m` in some class `S` has been identified as the one to be invoked.

Now a new `activation frame` is created, containing the target reference (if any) and the argument values (if any), as well as enough space for the local variables and
stack for the method to be invoked and any other bookkeeping information that may be required by the implementation (stack pointer, program counter, reference to previous activation frame, and the like). If there is not sufficient memory available to create such an activation frame, a StackOverflowError is thrown.

The newly created activation frame becomes the current activation frame. The effect of this is to assign the argument values to corresponding freshly created parameter variables of the method, and to make the target reference available as this, if there is a target reference. Before each argument value is assigned to its corresponding parameter variable, it is subjected to invocation conversion (§5.3), which includes any required value set conversion (§5.1.13).

If the erasure (§4.6) of the type of the method being invoked differs in its signature from the erasure of the type of the compile-time declaration for the method invocation (§15.12.3), then if any of the argument values is an object which is not an instance of a subclass or subinterface of the erasure of the corresponding formal parameter type in the compile-time declaration for the method invocation, then a ClassCastException is thrown.

If the method \( m \) is a native method but the necessary native, implementation-dependent binary code has not been loaded or otherwise cannot be dynamically linked, then an UnsatisfiedLinkError is thrown.

If the method \( m \) is not synchronized, control is transferred to the body of the method \( m \) to be invoked.

If the method \( m \) is synchronized, then an object must be locked before the transfer of control. No further progress can be made until the current thread can obtain the lock. If there is a target reference, then the target object must be locked; otherwise the Class object for class \( S \), the class of the method \( m \), must be locked. Control is then transferred to the body of the method \( m \) to be invoked. The object is automatically unlocked when execution of the body of the method has completed, whether normally or abruptly. The locking and unlocking behavior is exactly as if the body of the method were embedded in a synchronized statement (§14.19).

Example 15.12.4.5-1. Invoked Method Signature Has Different Erasure Than Compile-Time Method Signature

Consider the declarations:

```java
abstract class C<T> {
    abstract T id(T x);
}

class D extends C<String> {
    String id(String x) { return x; }
}
```
Now, given an invocation:

```java
C c = new D();
c.id(new Object());  // fails with a ClassCastException
```

The erasure of the actual method being invoked, `D.id()`, differs in its signature from that of the compile-time method declaration, `C.id()`. The former takes an argument of type `String` while the latter takes an argument of type `Object`. The invocation fails with a `ClassCastException` before the body of the method is executed.

Such situations can only arise if the program gives rise to a compile-time unchecked warning (§4.8, §5.1.9, §5.5.2, §8.4.1, §8.4.8.3, §8.4.8.4, §9.4.1.2, §15.12.4.2).

Implementations can enforce these semantics by creating *bridge methods*. In the above example, the following bridge method would be created in class `D`:

```java
Object id(Object x) { return id((String) x); }
```

This is the method that would actually be invoked by the Java Virtual Machine in response to the call `c.id(new Object())` shown above, and it will execute the cast and fail, as required.

### 15.13 Method Reference Expressions

A method reference expression is used to refer to the invocation of a method without actually performing the invocation. Certain forms of method reference expression also allow class instance creation (§15.9) or array creation (§15.10) to be treated as if it were a method invocation.

#### MethodReference:

- `ExpressionName : [TypeArguments] Identifier`
- `TypeName : [TypeArguments] Identifier`
- `ReferenceType : [TypeArguments] Identifier`
- `Primary : [TypeArguments] Identifier`
- `super : [TypeArguments] Identifier`
- `TypeName . super : [TypeArguments] Identifier`
- `ClassType : [TypeArguments] new`
- `ArrayType : new`

If `TypeArguments` is present to the right of `::`, then it is a compile-time error if any of the type arguments are wildcards (§4.5.1).

If a method reference expression has the form `ExpressionName :: [TypeArguments] Identifier` or `TypeName :: [TypeArguments] Identifier` or
Primary : [TypeArguments] Identifier, it is a compile-time error if the type of the ExpressionName or Primary is not a reference type.

If a method reference expression has the form super :: [TypeArguments] Identifier, let T be the type declaration immediately enclosing the method reference expression. It is a compile-time error if T is the class Object or T is an interface.

If a method reference expression has the form TypeName . super :: [TypeArguments] Identifier, then:

- If TypeName denotes a class, C, then it is a compile-time error if C is not a lexically enclosing class of the current class, or if C is the class Object.
- If TypeName denotes an interface, I, then let T be the type declaration immediately enclosing the method reference expression. It is a compile-time error if I is not a direct superinterface of T, or if there exists some other direct superclass or direct superinterface of T, J, such that J is a subtype of I.
- If TypeName denotes a type variable, then a compile-time error occurs.

If a method reference expression has the form super :: [TypeArguments] Identifier or TypeName . super :: [TypeArguments] Identifier, it is a compile-time error if the expression occurs in a static context.

If a method reference expression has the form ClassType :: [TypeArguments] new, then:

- ClassType must denote a class that is accessible, non-abstract, and not an enum type, or a compile-time error occurs.
- If ClassType denotes a raw type (§4.8), then it is a compile-time error if TypeArguments is present after the ::.

If a method reference expression has the form ArrayType :: new, then ArrayType must denote a type that is reifiable (§4.7), or a compile-time error occurs.

The target reference (i.e. the "receiver") of an instance method (§15.12.4.1) may be provided by the method reference expression - using an ExpressionName, a Primary, or super - or it may be provided later when the method is invoked. The immediately enclosing instance of a new inner class instance (§15.9.2) must be provided by a lexically enclosing instance of this (§8.1.3).

When more than one member method of a type has the same name, or when a class has more than one constructor, the appropriate method or constructor is selected based on the function type targeted by the expression.

If a method or constructor is generic, the appropriate type arguments may either be inferred or provided explicitly. Similarly, the type arguments of a generic
Method reference expressions are always poly expressions (§15.2).

It is a compile-time error if a method reference expression occurs in a program in someplace other than an assignment context (§5.2), an invocation context (§5.3), or a casting context (§5.5).

Evaluation of a method reference expression produces an instance of a functional interface type (§9.8). Method reference evaluation does *not* cause the execution of the corresponding method; instead, this may occur at a later time when an appropriate method of the functional interface is invoked.

Here are some method reference expressions, first with no target reference and then with a target reference:

```
String::length
List<String>::size   // explicit type arguments for generic type
List::size          // inferred type arguments for generic type
int[]::clone
T::tvarMember
super::toString
"abc"::length
foo[x]::bar
(foo?list.map(String::length):Collections.emptyList()) :: iterator
```

Here are some more method reference expressions:

```
String::valueOf       // overload resolution needed
Arrays::sort          // type arguments inferred from context
Arrays::<String>sort  // explicit type arguments
```

Here are some method reference expressions that represent a deferred creation of an object or an array:

```
ArrayList<String>::new     // constructor for parameterized type
ArrayList::new             // inferred type arguments
                         // for generic class
Foo::<Integer>new          // explicit type arguments
                         // for generic constructor
Bar<String>::<Integer>new  // generic class, generic constructor
Outer.Inner::new           // inner class constructor
int[]::new                 // array creation
```

It is not possible to specify a particular signature to be matched, for example, `Arrays::sort(int[])`. Instead, the functional interface provides argument types that are used as input to the overload resolution algorithm (§15.12.2). This should satisfy the
vast majority of use cases; when the rare need arises for more precise control, a lambda expression can be used.

The use of type argument syntax in the class name before a delimiter (List<String>::size) raises the parsing problem of distinguishing between < as a type argument bracket and < as a less-than operator. In theory, this is no worse than allowing type arguments in cast expressions; however, the difference is that the cast case only comes up when a ( token is encountered; with the addition of method reference expressions, the start of every expression is potentially a parameterized type.

15.13.1 Compile-Time Declaration of a Method Reference

The compile-time declaration of a method reference is the method to which the expression refers. In special cases, the compile-time declaration does not actually exist, but is a notional method that represents a class instance creation or an array creation. The choice of compile-time declaration depends on a function type targeted by the expression, just as the compile-time declaration of a method invocation depends on the invocation’s arguments (§15.12).

The search for a compile-time declaration mirrors the process for method invocations in §15.12.1 and §15.12.2, as follows:

• First, a type to search is determined:
  – If the method reference has the form ExpressionName :: [TypeArguments] Identifier or TypeName :: [TypeArguments] Identifier or Primary :: [TypeArguments] Identifier, the type to search is the type of the expression preceding the :: token.
  – If the method reference has the form ReferenceType :: [TypeArguments] Identifier, the type to search is the result of capture conversion (§5.1.10) applied to the ReferenceType.
  – If the method reference has the form super :: [TypeArguments] Identifier, the type to search is the superclass type of the class whose declaration contains the method reference.
  – If the method reference has the form TypeName . super :: [TypeArguments] Identifier, then if TypeName denotes a class, the type to search is the superclass type of the named class; otherwise, TypeName denotes an interface, and the corresponding superinterface type of the class or interface whose declaration contains the method reference is the type to search.
  – For the two other forms (involving :: new), the referenced method is notional and there is no type to search.
• Second, given a targeted function type with \( n \) parameters, a set of potentially applicable methods is identified:

  – If the method reference has the form \( \text{TypeName} :: [\text{TypeArguments}] \_identifier \) or \( \text{ReferenceType} :: [\text{TypeArguments}] \_identifier \), the potentially applicable methods are the member methods of the type to search that have an appropriate name (given by \( \_identifier \)), accessibility, arity (\( n \) or \( n-1 \)), and type argument arity (derived from [TypeArguments]), as described in §15.12.2.1.

    Two different arities, \( n \) and \( n-1 \), are considered, to account for the possibility that this form refers to either a static method or an instance method.

  – If the method reference has the form \( \text{ClassType} :: [\text{TypeArguments}] \text{new} \), the potentially applicable methods are a set of notional methods corresponding to the constructors of \( \text{ClassType} \).

    If \( \text{ClassType} \) is a raw type, but is not a non-static member type of a raw type, the candidate notional member methods are those specified in §15.9.3 for a class instance creation expression that uses \(<>\) to elide the type arguments to a class.

    Otherwise, the candidate notional member methods are the constructors of \( \text{ClassType} \), treated as if they were methods with return type \( \text{ClassType} \). Among these candidates, the methods with appropriate accessibility, arity (\( n \)), and type argument arity (derived from [TypeArguments]) are selected, as described in §15.12.2.1.

  – If the method reference has the form \( \text{ArrayType} :: \text{new} \), a single notional method is considered. The method has a single parameter of type \( \text{int} \), returns the \( \text{ArrayType} \), and has no \text{throws} clause. If \( n = 1 \), this is the only potentially applicable method; otherwise, there are no potentially applicable methods.

  – For all other forms, the potentially applicable methods are the member methods of the type to search that have an appropriate name (given by \( \_identifier \)), accessibility, arity (\( n \)), and type argument arity (derived from [TypeArguments]), as described in §15.12.2.1.

• If there are no potentially applicable methods, then there is no compile-time declaration.

Otherwise, given a targeted function type with parameter types \( P_1, ..., P_n \) and a set of potentially applicable methods, the compile-time declaration is selected according to the process in §15.12.2.2 through §15.12.2.5, with the following clarifications:
- If the method reference has the form \textit{TypeName} :: [\textit{TypeArguments}] \textit{Identifier} or \textit{ReferenceType} :: [\textit{TypeArguments}] \textit{Identifier}, then two searches for a most specific applicable method are performed. Each search may produce a method or, in the case of an error as specified in §15.12.2.2 through §15.12.2.5, no result.

First, the reference is treated as if it were an invocation with argument expressions of types \( P_1, \ldots, P_n \); the type arguments, if any, are given by the method reference.

Second, if \( P_1, \ldots, P_n \) is not empty and \( P_1 \) is a subtype of \textit{ReferenceType}, the reference is treated as if it were an invocation with argument expressions of types \( P_2, \ldots, P_n \). If the \textit{ReferenceType} is a raw type, and there exists a parameterization of this type, \( G \), that is a supertype of \( P_1 \), the type to search is the result of capture conversion (§5.1.10) applied to \( G \); otherwise, the type to search is the same as the type of the first search. Again, the type arguments, if any, are given by the method reference.

If the first search produces a \texttt{static} method, and no non-static method is applicable for the second search, then the result of the first search is the compile-time declaration.

Otherwise, if the second search produces a non-static method, and no \texttt{static} method is applicable for the first search, then the result of the second search is the compile-time declaration.

Otherwise, there is no compile-time declaration.

- For all other forms, the invocation's argument types are \( P_1, \ldots, P_n \), and the type arguments (if any) are given by the method reference. If the search results in an error, as specified in §15.12.2.2 through §15.12.2.5, or if the chosen method is declared \texttt{static}, there is no compile-time declaration. Otherwise, the compile-time declaration is the most specific applicable method.

It is a compile-time error if the method reference has the form \textit{ReferenceType} :: [\textit{TypeArguments}] \textit{Identifier}, where \textit{ReferenceType} is a parameterized type, and the compile-time declaration is \texttt{static}.

It is a compile-time error if the method reference has the form \texttt{super} :: [\textit{TypeArguments}] \textit{Identifier} and the compile-time declaration is \texttt{abstract}.

It is a compile-time error if the method reference has the form \textit{TypeName} . \texttt{super} :: [\textit{TypeArguments}] \textit{Identifier}, and either of the following are true:

- The compile-time declaration is \texttt{abstract}. 
• The *TypeName* denotes an interface and, where *c* is the type declaration immediately enclosing the method reference, there exists a method, distinct from the compile-time declaration, that overrides (§9.4.1) the compile-time declaration from a direct superinterface of *c*.

It is a compile-time error if the method reference is of the form *ClassType* :: [TypeArguments] new and a compile-time error would occur when determining an enclosing instance for a *ClassType*, as described in §15.9.2 (treating the method reference as if it were a class instance creation expression).

For some method references, there is only one possible compile-time declaration with only one possible invocation type (§15.12.2.6), regardless of the targeted function type. These are referred to as *exact method references*.

A method reference ending in an *Identifier* is *exact* if it satisfies all of the following:

• If the method reference has the form *TypeName* :: [TypeArguments] *Identifier* or *ReferenceType* :: [TypeArguments] *Identifier*, the *TypeName* or *ReferenceType* is not a raw type.

• The type to search has exactly one member method with the name *Identifier* that is accessible to the class or interface in which the method reference appears.

• This method is not variable arity (§8.4.1).

• If this method is generic (§8.4.4), then the method reference provides *TypeArguments*.

A method reference of the form *ClassType* :: [TypeArguments] new is *exact* if it satisfies all of the following:

• The *ClassType* is not a raw type.

• The *ClassType* has exactly one constructor that is accessible to the class or interface in which the method reference appears.

• This constructor is not variable arity.

• If this constructor is generic, then the method reference provides *TypeArguments*.

A method reference of the form *ArrayType* :: new is always *exact*.

A method reference that is not *exact* is said to be *inexact*.

For convenience, when a generic type is used to refer to an instance method (where the receiver becomes the first parameter), the target type can used to determine the type arguments. This facilitates usage like *Pair::first* in place of *Pair<String,Integer>::first*. 
Similarly, a method reference like `Pair::new` is treated like a "diamond" instance creation (new `Pair<>()`). There is no need for the `<>` syntax here; in fact, it is not allowed by the grammar. Note that this form does not instantiate a raw type, and there is no way to express a reference to a raw type constructor - this is because the raw instance creation would almost never be more useful than its inferred parameters counterpart.

### 15.13.2 Type of a Method Reference

If a method reference expression is compatible with its target type, \( T \), then the type of the expression is \( T \).

A method reference expression is compatible in an assignment, invocation, or casting context with type \( T \) if \( T \) is a functional interface type (§9.8) and the expression is congruent with the function type of \( T \) (§9.9).

A method reference is congruent with a function type if both of the following are true:

- The function type identifies a single compile-time declaration corresponding to the reference.
- One of the following is true:
  - The result of the function type is \( \text{void} \).
  - The result of the function type is \( R \), and the result of applying capture conversion (§5.1.10) to the return type of the invocation type (§15.12.2.6) of the chosen compile-time declaration is \( R' \) (where \( R \) is the target type that may be used to infer \( R' \)), and neither \( R \) nor \( R' \) is \( \text{void} \), and and \( R' \) is compatible with \( R \) in an assignment context.

A compile-time unchecked warning occurs if unchecked conversion was necessary for the compile-time declaration to be applicable and, per 5.1.9, this conversion would cause an unchecked warning in an invocation context.

A compile-time unchecked warning occurs if unchecked conversion was necessary for the return type \( R' \), described above, to be compatible with the function type's return type, \( R \), and, per 5.1.9, this conversion would cause an unchecked warning in an assignment context.

For each checked exception that is listed in the `throws` clause of the invocation type of the compile-time declaration, a compile-time error occurs unless that exception type or a supertype of that exception type is mentioned in the `throws` clause of the target type's function type.
Where \( \tau \) is the type of the method reference, it is a compile-time error if any class or interface mentioned by either \( \tau \) or the function type of \( \tau \) is not accessible from the class in which the method reference appears.

The key idea driving this compatibility definition is that a method reference is compatible if and only if the equivalent lambda expression \((x, y, z) \rightarrow \text{exp.<T1, T2>method(x, y, z)}\) is compatible. (This is informal, and there are issues that make it difficult or impossible to formally define the semantics in terms of such a rewrite.)

These compatibility rules provide a convenient facility for converting from one functional interface to another:

```java
Task t = () \rightarrow System.out.println("hi");
Runnable r = t::invoke;
```

The implementation may be optimized so that when a lambda-derived object is passed around and converted to various types, this does not result in many levels of adaptation logic around the core lambda body.

Unlike a lambda expression, a method reference can be congruent with a generic function type (that is, a function type that has type parameters). This is because the lambda expression would need to be able to declare type parameters, and no syntax supports this; while for a method reference, no such declaration is necessary. For example, the following program is legal:

```java
interface ListFactory {
    <T> List<T> make();
}

ListFactory lf = ArrayList::new;
List<String> ls = lf.make();
List<Number> ln = lf.make();
```

### 15.13.3 Run-time Evaluation of Method References

At run time, the evaluation of a method reference (distinct from invocation of the method itself) either produces a reference to an object of the targeted function type or completes abruptly.

The value of a method reference is a reference to an instance of a class with the following properties:

- The class implements the targeted functional interface and, if the target type is an intersection type, every other interface mentioned in the intersection.
- The class declares an *invocation method* that overrides the functional interface supertype's abstract methods (and, potentially, some other methods of its superinterfaces).
The invocation method's formal parameter types, result (return type or void), and thrown types are given by the interface's function type.

The invocation method's body invokes the referenced method, creates a class instance, or creates an array instance, as described below.

If the invocation method's result is not void, then the body returns the result of the method invocation or object instantiation, after any necessary assignment conversions (§5.2).

• The class overrides no other methods of the interface or interfaces mentioned above, except that it may override methods of the Object class.

The body of the invocation method depends on the form of the method reference expression, as follows:

• If the form is ExpressionName :: [TypeArguments] Identifier or Primary :: [TypeArguments] Identifier, then the body of the invocation method has the effect of a method invocation expression for a compile-time declaration which is the compile-time declaration of the method reference. Run-time evaluation of the method invocation expression is as specified in §15.12.4.3, §15.12.4.4, and §15.12.4.5, where:
  – The invocation mode is derived from the compile-time declaration as specified in §15.12.3.
  – The target reference is the value of the ExpressionName or Primary, as determined at the time the method reference was evaluated.
  – The arguments to the method invocation expression are the formal parameters of the invocation method.

• If the form is TypeName :: [TypeArguments] Identifier or ReferenceType :: [TypeArguments] Identifier, the body of the invocation method similarly has the effect of a method invocation expression for a compile-time declaration which is the compile-time declaration of the method reference. Run-time evaluation of the method invocation expression is as specified in §15.12.4.3, §15.12.4.4, and §15.12.4.5, where:
  – The invocation mode is derived from the compile-time declaration as specified in §15.12.3.
  – If the compile-time declaration is an instance method, then the target reference is the first formal parameter of the invocation method. Otherwise, there is no target reference.
If the compile-time declaration is an instance method, then the arguments to the method invocation expression (if any) are the second and subsequent formal parameters of the invocation method. Otherwise, the arguments to the method invocation expression are the formal parameters of the invocation method.

- If the form is `super :: [TypeArguments] Identifier` or `TypeName . super :: [TypeArguments] Identifier`, the body of the invocation method has the effect of a method invocation expression for a compile-time declaration which is the compile-time declaration of the method reference. Run-time evaluation of the method invocation expression is as specified in §15.12.4.3, §15.12.4.4, and §15.12.4.5, where:
  - The invocation mode is `super`.
  - If the method reference begins with a `TypeName` that names a class, the target reference is the value of `TypeName . this` at the point at which the method reference is evaluated. Otherwise, the target reference is the value of `this` at the point at which the method reference is evaluated.
  - The arguments to the method invocation expression are the formal parameters of the invocation method.

- If the form is `ClassType :: [TypeArguments] new`, the body of the invocation method has the effect of a class instance creation expression of the form `new [TypeArguments] ClassType(\(A_1, ..., A_n\))`, where the arguments `A_1, ..., A_n` are the formal parameters of the invocation method, and where:
  - The enclosing instance for the new object, if any, is derived from the site of the method reference, as specified in §15.9.2.
  - The constructor to invoke is the constructor that corresponds to the compile-time declaration of the method reference (§15.13.1).

- If the form is `Type[\] k :: new (k ≥ 1)`, then the body of the invocation method has the same effect as an array creation expression of the form `new Type [ size ] [\]^{k-1}`, where `size` is the invocation method's single parameter. (The notation `[\]_k` indicates a sequence of `k` bracket pairs.)

If the body of the invocation method has the effect of a method invocation expression, then the compile-time parameter types and the compile-time result of the method invocation are determined as specified in §15.12.3. For the purpose of determining the compile-time result, the method invocation expression is an expression statement if the invocation method's result is `void`, and the Expression of a `return` statement if the invocation method's result is non-`void`. 
The effect of this determination when the compile-time declaration of the method reference is signature polymorphic is that:

- The types of the parameters for the method invocation are the types of the corresponding arguments.
- The method invocation is either `void` or has a return type of `Object`, depending on whether the invocation method which encloses the method invocation is `void` or has a return type.

To evaluate the method reference, the following steps are taken:

- If the expression is a method reference that begins with an `ExpressionName` or a `Primary`, this subexpression is first evaluated.

  If the subexpression evaluation completes abruptly, then the method reference evaluation completes abruptly for the same reason.

  If the result of evaluation of the subexpression is `null`, then a `NullPointerException` is thrown.

- Next, either a new instance of an appropriate class is allocated and initialized, or an existing instance of an appropriate class is referenced.

  This implies that the behavior of an equality operator (§15.21) is unpredictable when applied to the result of evaluation of a method reference: the equality test may produce different results in different implementations, or even upon different evaluations of a method reference in the same implementation.

If a new instance is to be created, but there is insufficient space to allocate the object, evaluation of the method reference completes abruptly by throwing an `OutOfMemoryError` (§15.6).

The timing of method reference evaluation is a little more complex than that of lambda expressions: when a method reference is qualified with an expression (rather than a type), the expression is evaluated immediately. The result of evaluation is then stored until the functional interface's method is invoked; at that point, the value is used as the target reference for the invocation. This means that the portion of the method reference preceding the `::` separator is only evaluated when the program encounters the method reference; subsequent invocations of the functional interface do not re-evaluate the subexpression.

It is useful to contrast the treatment of `null` here with its treatment for a method `invocation`. When a method invocation is evaluated, it is possible for the `Primary` that qualifies the invocation to produce `null`, but for no `NullPointerException` to occur. This occurs when the invoked method is `static` (despite the syntax of the invocation suggesting an instance method). Since a matched method for this kind of method `reference` is explicitly prohibited from being `static` (§15.13.2), the evaluation behavior here is simpler - a `null` primary always triggers a `NullPointerException`.
15.14 Postfix Expressions

Postfix expressions include uses of the postfix ++ and -- operators. Names are not considered to be primary expressions (§15.8), but are handled separately in the grammar to avoid certain ambiguities. They become interchangeable only here, at the level of precedence of postfix expressions.

\[ \text{PostfixExpression:} \]

\[ \text{Primary} \]
\[ \text{ExpressionName} \]
\[ \text{PostIncrementExpression} \]
\[ \text{PostDecrementExpression} \]

15.14.1 Expression Names

The rules for evaluating expression names are given in §6.5.6.

15.14.2 Postfix Increment Operator ++

A postfix expression followed by a ++ operator is a postfix increment expression.

\[ \text{PostIncrementExpression:} \]
\[ \text{PostfixExpression ++} \]

The result of the postfix expression must be a variable of a type that is convertible (§5.1.8) to a numeric type, or a compile-time error occurs.

The type of the postfix increment expression is the type of the variable. The result of the postfix increment expression is not a variable, but a value.

At run time, if evaluation of the operand expression completes abruptly, then the postfix increment expression completes abruptly for the same reason and no incrementation occurs. Otherwise, the value 1 is added to the value of the variable and the sum is stored back into the variable. Before the addition, binary numeric promotion (§5.6.2) is performed on the value 1 and the value of the variable. If necessary, the sum is narrowed by a narrowing primitive conversion (§5.1.3) and/or subjected to boxing conversion (§5.1.7) to the type of the variable before it is stored. The value of the postfix increment expression is the value of the variable before the new value is stored.
Note that the binary numeric promotion mentioned above may include unboxing conversion (§5.1.8) and value set conversion (§5.1.13). If necessary, value set conversion is applied to the sum prior to its being stored in the variable.

A variable that is declared `final` cannot be incremented because when an access of such a `final` variable is used as an expression, the result is a value, not a variable. Thus, it cannot be used as the operand of a postfix increment operator.

### 15.14.3 Postfix Decrement Operator `--`

A postfix expression followed by a `--` operator is a postfix decrement expression.

\[
PostDecrementExpression:
PostfixExpression --
\]

The result of the postfix expression must be a variable of a type that is convertible (§5.1.8) to a numeric type, or a compile-time error occurs.

The type of the postfix decrement expression is the type of the variable. The result of the postfix decrement expression is not a variable, but a value.

At run time, if evaluation of the operand expression completes abruptly, then the postfix decrement expression completes abruptly for the same reason and no decrementation occurs. Otherwise, the value \(1\) is subtracted from the value of the variable and the difference is stored back into the variable. Before the subtraction, binary numeric promotion (§5.6.2) is performed on the value \(1\) and the value of the variable. If necessary, the difference is narrowed by a narrowing primitive conversion (§5.1.3) and/or subjected to boxing conversion (§5.1.7) to the type of the variable before it is stored. The value of the postfix decrement expression is the value of the variable before the new value is stored.

Note that the binary numeric promotion mentioned above may include unboxing conversion (§5.1.8) and value set conversion (§5.1.13). If necessary, value set conversion is applied to the difference prior to its being stored in the variable.

A variable that is declared `final` cannot be decremented because when an access of such a `final` variable is used as an expression, the result is a value, not a variable. Thus, it cannot be used as the operand of a postfix decrement operator.
15.15 Unary Operators

The operators +, −, ++, −−, ~, !, and the cast operator (§15.16) are called the unary operators.

UnaryExpression:
PreIncrementExpression
PreDecrementExpression
+ UnaryExpression
− UnaryExpression
UnaryExpressionNotPlusMinus

PreIncrementExpression:
++ UnaryExpression

PreDecrementExpression:
-- UnaryExpression

UnaryExpressionNotPlusMinus:
PostfixExpression
~ UnaryExpression
! UnaryExpression
CastExpression

The following production from §15.16 is shown here for convenience:

CastExpression:
( PrimitiveType ) UnaryExpression
( ReferenceType ) UnaryExpressionNotPlusMinus
( ReferenceType ) LambdaExpression
( ClassOrInterfaceType {AdditionalBound} ) UnaryExpressionNotPlusMinus
( ClassOrInterfaceType {AdditionalBound} ) LambdaExpression

Expressions with unary operators group right-to-left, so that −~x means the same as −(~x).

This portion of the grammar contains some tricks to avoid two potential syntactic ambiguities.

The first potential ambiguity would arise in expressions such as (p) + q, which looks, to a C or C++ programmer, as though it could be either a cast to type p of a unary + operating on q, or a binary addition of two quantities p and q. In C and C++, the parser handles this problem by performing a limited amount of semantic analysis as it parses, so that it knows whether p is the name of a type or the name of a variable.
Java takes a different approach. The result of the + operator must be numeric, and all type names involved in casts on numeric values are known keywords. Thus, if $p$ is a keyword naming a primitive type, then $(p)+q$ can make sense only as a cast of a unary expression. However, if $p$ is not a keyword naming a primitive type, then $(p)+q$ can make sense only as a binary arithmetic operation. Similar remarks apply to the $-$ operator. The grammar shown above splits \textit{CastExpression} into two cases to make this distinction. The nonterminal \textit{UnaryExpression} includes all unary operators, but the nonterminal \textit{UnaryExpressionNotPlusMinus} excludes uses of all unary operators that could also be binary operators, which in Java are + and -.

The second potential ambiguity is that the expression $(p)++$ could, to a C or C++ programmer, appear to be either a postfix increment of a parenthesized expression or the beginning of a cast, for example, in $(p)++q$. As before, parsers for C and C++ know whether $p$ is the name of a type or the name of a variable. But a parser using only one-token lookahead and no semantic analysis during the parse would not be able to tell, when $++$ is the lookahead token, whether $(p)$ should be considered a \textit{Primary} expression or left alone for later consideration as part of a \textit{CastExpression}.

In Java, the result of the $++$ operator must be numeric, and all type names involved in casts on numeric values are known keywords. Thus, if $p$ is a keyword naming a primitive type, then $(p)++$ can make sense only as a cast of a prefix increment expression, and there had better be an operand such as $q$ following the $++$. However, if $p$ is not a keyword naming a primitive type, then $(p)++$ can make sense only as a postfix increment of $p$. Similar remarks apply to the $--$ operator. The nonterminal \textit{UnaryExpressionNotPlusMinus} therefore also excludes uses of the prefix operators $++$ and $--$.

### 15.15.1 Prefix Increment Operator $++$

A unary expression preceded by a $++$ operator is a prefix increment expression.

The result of the unary expression must be a variable of a type that is convertible (§5.1.8) to a numeric type, or a compile-time error occurs.

The type of the prefix increment expression is the type of the variable. The result of the prefix increment expression is not a variable, but a value.

At run time, if evaluation of the operand expression completes abruptly, then the prefix increment expression completes abruptly for the same reason and no incrementation occurs. Otherwise, the value 1 is added to the value of the variable and the sum is stored back into the variable. Before the addition, binary numeric promotion (§5.6.2) is performed on the value 1 and the value of the variable. If necessary, the sum is narrowed by a narrowing primitive conversion (§5.1.3) and/or subjected to boxing conversion (§5.1.7) to the type of the variable before it is stored. The value of the prefix increment expression is the value of the variable 

\textit{after} the new value is stored.
Note that the binary numeric promotion mentioned above may include unboxing conversion (§5.1.8) and value set conversion (§5.1.13). If necessary, value set conversion is applied to the sum prior to its being stored in the variable.

A variable that is declared `final` cannot be incremented because when an access of such a `final` variable is used as an expression, the result is a value, not a variable. Thus, it cannot be used as the operand of a prefix increment operator.

15.15.2 Prefix Decrement Operator --

A unary expression preceded by a `--` operator is a prefix decrement expression.

The result of the unary expression must be a variable of a type that is convertible (§5.1.8) to a numeric type, or a compile-time error occurs.

The type of the prefix decrement expression is the type of the variable. The result of the prefix decrement expression is not a variable, but a value.

At run time, if evaluation of the operand expression completes abruptly, then the prefix decrement expression completes abruptly for the same reason and no decrementation occurs. Otherwise, the value \(1\) is subtracted from the value of the variable and the difference is stored back into the variable. Before the subtraction, binary numeric promotion (§5.6.2) is performed on the value \(1\) and the value of the variable. If necessary, the difference is narrowed by a narrowing primitive conversion (§5.1.3) and/or subjected to boxing conversion (§5.1.7) to the type of the variable before it is stored. The value of the prefix decrement expression is the value of the variable after the new value is stored.

Note that the binary numeric promotion mentioned above may include unboxing conversion (§5.1.8) and value set conversion (§5.1.13). If necessary, format conversion is applied to the difference prior to its being stored in the variable.

A variable that is declared `final` cannot be decremented because when an access of such a `final` variable is used as an expression, the result is a value, not a variable. Thus, it cannot be used as the operand of a prefix decrement operator.

15.15.3 Unary Plus Operator +

The type of the operand expression of the unary `+` operator must be a type that is convertible (§5.1.8) to a primitive numeric type, or a compile-time error occurs.

Unary numeric promotion (§5.6.1) is performed on the operand. The type of the unary plus expression is the promoted type of the operand. The result of the unary
plus expression is not a variable, but a value, even if the result of the operand expression is a variable.

At run time, the value of the unary plus expression is the promoted value of the operand.

15.15.4 Unary Minus Operator –

The type of the operand expression of the unary – operator must be a type that is convertible (§5.1.8) to a primitive numeric type, or a compile-time error occurs.

Unary numeric promotion (§5.6.1) is performed on the operand.

The type of the unary minus expression is the promoted type of the operand.

Note that unary numeric promotion performs value set conversion (§5.1.13). Whatever value set the promoted operand value is drawn from, the unary negation operation is carried out and the result is drawn from that same value set. That result is then subject to further value set conversion.

At run time, the value of the unary minus expression is the arithmetic negation of the promoted value of the operand.

For integer values, negation is the same as subtraction from zero. The Java programming language uses two's-complement representation for integers, and the range of two's-complement values is not symmetric, so negation of the maximum negative int or long results in that same maximum negative number. Overflow occurs in this case, but no exception is thrown. For all integer values \( x \), \(-x\) equals \((\sim x) + 1\).

For floating-point values, negation is not the same as subtraction from zero, because if \( x \) is \(+0.0\), then \(0.0 - x\) is \(+0.0\), but \( -x \) is \(-0.0\). Unary minus merely inverts the sign of a floating-point number. Special cases of interest:

- If the operand is NaN, the result is NaN. (Recall that NaN has no sign (§4.2.3).)
- If the operand is an infinity, the result is the infinity of opposite sign.
- If the operand is a zero, the result is the zero of opposite sign.

15.15.5 Bitwise Complement Operator ~

The type of the operand expression of the unary ~ operator must be a type that is convertible (§5.1.8) to a primitive integral type, or a compile-time error occurs.
Unary numeric promotion (§5.6.1) is performed on the operand. The type of the unary bitwise complement expression is the promoted type of the operand.

At run time, the value of the unary bitwise complement expression is the bitwise complement of the promoted value of the operand. In all cases, \( \sim x \) equals \((-x) - 1\).

15.15.6 Logical Complement Operator \(!\)

The type of the operand expression of the unary \(!\) operator must be boolean or Boolean, or a compile-time error occurs.

The type of the unary logical complement expression is boolean.

At run time, the operand is subject to unboxing conversion (§5.1.8) if necessary. The value of the unary logical complement expression is true if the (possibly converted) operand value is false, and false if the (possibly converted) operand value is true.

15.16 Cast Expressions

A cast expression converts, at run time, a value of one numeric type to a similar value of another numeric type; or confirms, at compile time, that the type of an expression is boolean; or checks, at run time, that a reference value refers to an object whose class is compatible with a specified reference type or list of reference types.

The parentheses and the type or list of types they contain are sometimes called the cast operator.

CastExpression:
( PrimitiveType ) UnaryExpression
( ReferenceType ) UnaryExpressionNotPlusMinus
( ReferenceType ) LambdaExpression
( ClassOrInterfaceType { AdditionalBound } )
UnaryExpressionNotPlusMinus
( ClassOrInterfaceType { AdditionalBound } ) LambdaExpression

The following production from §4.4 is repeated here for convenience:

AdditionalBound:
& InterfaceType
If the cast operator contains a list of types - that is, a `ClassOrInterfaceType` followed by one or more `AdditionalBound` types - then the following conditions must hold, or a compile-time error occurs:

- The erasures (§4.6) of all the listed types are pairwise different.
- No two listed types are subtypes of different parameterizations of the same generic interface.

The target type for the casting context (§5.5) introduced by the cast expression is either the `PrimitiveType` or the `ReferenceType` appearing in the cast operator, or the intersection type expressed by the `ClassOrInterfaceType` and `AdditionalBound` terms appearing in the cast operator.

The type of a cast expression is the result of applying capture conversion (§5.1.10) to this target type.

The result of a cast expression is not a variable, but a value, even if the result of the operand expression is a variable.

A cast operator has no effect on the choice of value set (§4.2.3) for a value of type `float` or type `double`. Consequently, a cast to type `float` within an expression that is not FP-strict (§15.4) does not necessarily cause its value to be converted to an element of the float value set, and a cast to type `double` within an expression that is not FP-strict does not necessarily cause its value to be converted to an element of the double value set.

It is a compile-time error if the compile-time type of the operand may never be cast to the type specified by the cast operator according to the rules of casting conversion (§5.5).

Otherwise, at run time, the operand value is converted (if necessary) by casting conversion to the type specified by the cast operator.

A `ClassCastException` is thrown if a cast is found at run time to be impermissible.

Some casts result in an error at compile time. Some casts can be proven, at compile time, always to be correct at run time. For example, it is always correct to convert a value of a class type to the type of its superclass; such a cast should require no special action at run time. Finally, some casts cannot be proven to be either always correct or always incorrect at compile time. Such casts require a test at run time. See §5.5 for details.

15.17 Multiplicative Operators

The operators `*`, `/`, and `%` are called the *multiplicative operators*. 
Multiplicative Expressions

**MultiplicativeExpression:**
- **UnaryExpression**
- **MultiplicativeExpression** * **UnaryExpression**
- **MultiplicativeExpression** / **UnaryExpression**
- **MultiplicativeExpression** % **UnaryExpression**

The multiplicative operators have the same precedence and are syntactically left-associative (they group left-to-right).

The type of each of the operands of a multiplicative operator must be a type that is convertible (§5.1.8) to a primitive numeric type, or a compile-time error occurs.

Binary numeric promotion is performed on the operands (§5.6.2).

Note that binary numeric promotion performs value set conversion (§5.1.13) and may perform unboxing conversion (§5.1.8).

The type of a multiplicative expression is the promoted type of its operands.

If the promoted type is `int` or `long`, then integer arithmetic is performed.

If the promoted type is `float` or `double`, then floating-point arithmetic is performed.

### 15.17.1 Multiplication Operator *

The binary `*` operator performs multiplication, producing the product of its operands.

Multiplication is a commutative operation if the operand expressions have no side effects.

Integer multiplication is associative when the operands are all of the same type.

Floating-point multiplication is not associative.

If an integer multiplication overflows, then the result is the low-order bits of the mathematical product as represented in some sufficiently large two's-complement format. As a result, if overflow occurs, then the sign of the result may not be the same as the sign of the mathematical product of the two operand values.

The result of a floating-point multiplication is determined by the rules of IEEE 754 arithmetic:

- If either operand is NaN, the result is NaN.
If the result is not NaN, the sign of the result is positive if both operands have the same sign, and negative if the operands have different signs.

Multiplication of an infinity by a zero results in NaN.

Multiplication of an infinity by a finite value results in a signed infinity. The sign is determined by the rule stated above.

In the remaining cases, where neither an infinity nor NaN is involved, the exact mathematical product is computed. A floating-point value set is then chosen:

- If the multiplication expression is FP-strict (§15.4):
  - If the type of the multiplication expression is `float`, then the float value set must be chosen.
  - If the type of the multiplication expression is `double`, then the double value set must be chosen.

- If the multiplication expression is not FP-strict:
  - If the type of the multiplication expression is `float`, then either the float value set or the float-extended-exponent value set may be chosen, at the whim of the implementation.
  - If the type of the multiplication expression is `double`, then either the double value set or the double-extended-exponent value set may be chosen, at the whim of the implementation.

Next, a value must be chosen from the chosen value set to represent the product.

If the magnitude of the product is too large to represent, we say the operation overflows; the result is then an infinity of appropriate sign.

Otherwise, the product is rounded to the nearest value in the chosen value set using IEEE 754 round-to-nearest mode. The Java programming language requires support of gradual underflow as defined by IEEE 754 (§4.2.4).

Despite the fact that overflow, underflow, or loss of information may occur, evaluation of a multiplication operator * never throws a run-time exception.

### 15.17.2 Division Operator /

The binary / operator performs division, producing the quotient of its operands. The left-hand operand is the *dividend* and the right-hand operand is the *divisor*.

Integer division rounds toward 0. That is, the quotient produced for operands $n$ and $d$ that are integers after binary numeric promotion (§5.6.2) is an integer value $q$
whose magnitude is as large as possible while satisfying $|d \cdot q| \leq |n|$. Moreover, $q$

is positive when $|n| \geq |d|$ and $n$ and $d$ have the same sign, but $q$ is negative when $|n| \geq |d|$ and $n$ and $d$ have opposite signs.

There is one special case that does not satisfy this rule: if the dividend is the negative

integer of largest possible magnitude for its type, and the divisor is $-1$, then integer

overflow occurs and the result is equal to the dividend. Despite the overflow, no

exception is thrown in this case. On the other hand, if the value of the divisor in an

integer division is 0, then an ArithmeticException is thrown.

The result of a floating-point division is determined by the rules of IEEE 754

arithmetic:

- If either operand is NaN, the result is NaN.
- If the result is not NaN, the sign of the result is positive if both operands have
  the same sign, and negative if the operands have different signs.
- Division of an infinity by an infinity results in NaN.
- Division of an infinity by a finite value results in a signed infinity. The sign is
determined by the rule stated above.
- Division of a finite value by an infinity results in a signed zero. The sign is
determined by the rule stated above.
- Division of a zero by a zero results in NaN; division of zero by any other finite
  value results in a signed zero. The sign is determined by the rule stated above.
- Division of a nonzero finite value by a zero results in a signed infinity. The sign
  is determined by the rule stated above.
- In the remaining cases, where neither an infinity nor NaN is involved, the exact
  mathematical quotient is computed. A floating-point value set is then chosen:
  - If the division expression is FP-strict (§15.4):
    - If the type of the division expression is float, then the float value set must
      be chosen.
    - If the type of the division expression is double, then the double value set
      must be chosen.
  - If the division expression is not FP-strict:
    - If the type of the division expression is float, then either the float value
      set or the float-extended-exponent value set may be chosen, at the whim of
      the implementation.
If the type of the division expression is `double`, then either the double value set or the double-extended-exponent value set may be chosen, at the whim of the implementation.

Next, a value must be chosen from the chosen value set to represent the quotient. If the magnitude of the quotient is too large to represent, we say the operation overflows; the result is then an infinity of appropriate sign.

Otherwise, the quotient is rounded to the nearest value in the chosen value set using IEEE 754 round-to-nearest mode. The Java programming language requires support of gradual underflow as defined by IEEE 754 (§4.2.4).

Despite the fact that overflow, underflow, division by zero, or loss of information may occur, evaluation of a floating-point division operator `/` never throws a runtime exception.

### 15.17.3 Remainder Operator %

The binary `%` operator is said to yield the remainder of its operands from an implied division; the left-hand operand is the *dividend* and the right-hand operand is the *divisor*.

In C and C++, the remainder operator accepts only integral operands, but in the Java programming language, it also accepts floating-point operands.

The remainder operation for operands that are integers after binary numeric promotion (§5.6.2) produces a result value such that \((a/b) \times b + (a \% b)\) is equal to \(a\).

This identity holds even in the special case that the dividend is the negative integer of largest possible magnitude for its type and the divisor is \(-1\) (the remainder is 0).

It follows from this rule that the result of the remainder operation can be negative only if the dividend is negative, and can be positive only if the dividend is positive. Moreover, the magnitude of the result is always less than the magnitude of the divisor.

If the value of the divisor for an integer remainder operator is 0, then an `ArithmeticException` is thrown.

#### Example 15.17.3-1. Integer Remainder Operator

```java
class Test1 {
    public static void main(String[] args) {
        int a = 5%3;  // 2
        int b = 5/3;  // 1
```
System.out.println("5%3 produces " + a +
" (note that 5/3 produces " + b + ")");

int c = 5%(-3); // 2
int d = 5/(-3); // -1
System.out.println("5%(-3) produces " + c +
" (note that 5/(-3) produces " + d + ")");

int e = (-5)%3; // -2
int f = (-5)/3; // -1
System.out.println("(-5)%3 produces " + e +
" (note that (-5)/3 produces " + f + ")");

int g = (-5)%(-3); // -2
int h = (-5)/(-3); // 1
System.out.println("(-5)%(-3) produces " + g +
" (note that (-5)/(-3) produces " + h + ")");
}
}

This program produces the output:

5%3 produces 2 (note that 5/3 produces 1)
5%(-3) produces 2 (note that 5/(-3) produces -1)
(-5)%3 produces -2 (note that (-5)/3 produces -1)
(-5)%(-3) produces -2 (note that (-5)/(-3) produces 1)

The result of a floating-point remainder operation as computed by the % operator is not the same as that produced by the remainder operation defined by IEEE 754. The IEEE 754 remainder operation computes the remainder from a rounding division, not a truncating division, and so its behavior is not analogous to that of the usual integer remainder operator. Instead, the Java programming language defines % on floating-point operations to behave in a manner analogous to that of the integer remainder operator; this may be compared with the C library function fmod. The IEEE 754 remainder operation may be computed by the library routine Math.IEEEremainder.

The result of a floating-point remainder operation is determined by the rules of IEEE 754 arithmetic:

- If either operand is NaN, the result is NaN.
- If the result is not NaN, the sign of the result equals the sign of the dividend.
- If the dividend is an infinity, or the divisor is a zero, or both, the result is NaN.
- If the dividend is finite and the divisor is an infinity, the result equals the dividend.
- If the dividend is a zero and the divisor is finite, the result equals the dividend.
In the remaining cases, where neither an infinity, nor a zero, nor NaN is involved, the floating-point remainder \( r \) from the division of a dividend \( n \) by a divisor \( d \) is defined by the mathematical relation \( r = n - (d \cdot q) \) where \( q \) is an integer that is negative only if \( n/d \) is negative and positive only if \( n/d \) is positive, and whose magnitude is as large as possible without exceeding the magnitude of the true mathematical quotient of \( n \) and \( d \).

Evaluation of a floating-point remainder operator \( \% \) never throws a run-time exception, even if the right-hand operand is zero. Overflow, underflow, or loss of precision cannot occur.

Example 15.17.3-2. Floating-Point Remainder Operator

```java
class Test2 {
    public static void main(String[] args) {
        double a = 5.0%3.0;  // 2.0
        System.out.println("5.0%3.0 produces "+a);

        double b = 5.0%(-3.0);  // 2.0
        System.out.println("5.0%(-3.0) produces "+b);

        double c = (-5.0)%3.0;  // -2.0
        System.out.println("(-5.0)%3.0 produces "+c);

        double d = (-5.0)%(-3.0);  // -2.0
        System.out.println("(-5.0)%(-3.0) produces "+d);
    }
}
```

This program produces the output:

```
5.0%3.0 produces 2.0
5.0%(-3.0) produces 2.0
(-5.0)%3.0 produces -2.0
(-5.0)%(-3.0) produces -2.0
```

15.18 Additive Operators

The operators + and - are called the *additive operators*.

\[
\text{AdditiveExpression}:
\text{MultiplicativeExpression}
\text{AdditiveExpression} + \text{MultiplicativeExpression}
\text{AdditiveExpression} - \text{MultiplicativeExpression}
\]
The additive operators have the same precedence and are syntactically left-associative (they group left-to-right).

If the type of either operand of a + operator is `String`, then the operation is string concatenation.

Otherwise, the type of each of the operands of the + operator must be a type that is convertible (§5.1.8) to a primitive numeric type, or a compile-time error occurs.

In every case, the type of each of the operands of the binary - operator must be a type that is convertible (§5.1.8) to a primitive numeric type, or a compile-time error occurs.

### 15.18.1 String Concatenation Operator +

If only one operand expression is of type `String`, then string conversion (§5.1.11) is performed on the other operand to produce a string at run time.

The result of string concatenation is a reference to a `String` object that is the concatenation of the two operand strings. The characters of the left-hand operand precede the characters of the right-hand operand in the newly created string.

The `String` object is newly created (§12.5) unless the expression is a constant expression (§15.28).

An implementation may choose to perform conversion and concatenation in one step to avoid creating and then discarding an intermediate `String` object. To increase the performance of repeated string concatenation, a Java compiler may use the `StringBuffer` class or a similar technique to reduce the number of intermediate `String` objects that are created by evaluation of an expression.

For primitive types, an implementation may also optimize away the creation of a wrapper object by converting directly from a primitive type to a string.

**Example 15.18.1-1. String Concatenation**

The example expression:

"The square root of 2 is " + Math.sqrt(2)

produces the result:

"The square root of 2 is 1.4142135623730952"

The + operator is syntactically left-associative, no matter whether it is determined by type analysis to represent string concatenation or numeric addition. In some cases care is required to get the desired result. For example, the expression:
a + b + c

is always regarded as meaning:

(a + b) + c

Therefore the result of the expression:

1 + 2 + "fiddlers"

is:

"3 fiddlers"

but the result of:

"fiddlers " + 1 + 2

is:

"fiddlers 12"

Example 15.18.1-2. String Concatenation and Conditionals

In this jocular little example:

class Bottles {
    static void printSong(Object stuff, int n) {
        String plural = (n == 1) ? "" : "s";
        loop: while (true) {
            System.out.println(n + " bottle" + plural + " of " + stuff + " on the wall,");
            System.out.println(n + " bottle" + plural + " of " + stuff + ";");
            System.out.println("You take one down "+ "and pass it around:");
            --n;
            plural = (n == 1) ? "" : "s";
            if (n == 0)
                break loop;
            System.out.println(n + " bottle" + plural + " of " + stuff + " on the wall!");
            System.out.println();
        }
        System.out.println("No bottles of " + stuff + " on the wall!");
    }

    public static void main(String[] args) {
        printSong("slime", 3);
    }
}
the method printSong will print a version of a children's song. Popular values for stuff include "pop" and "beer": the most popular value for $n$ is 100. Here is the output that results from running the program:

3 bottles of slime on the wall,
3 bottles of slime;
You take one down and pass it around:
2 bottles of slime on the wall!

2 bottles of slime on the wall,
2 bottles of slime;
You take one down and pass it around:
1 bottle of slime on the wall!

1 bottle of slime on the wall,
1 bottle of slime;
You take one down and pass it around:
No bottles of slime on the wall!

In the code, note the careful conditional generation of the singular "bottle" when appropriate rather than the plural "bottles"; note also how the string concatenation operator was used to break the long constant string:

"You take one down and pass it around;"

into two pieces to avoid an inconveniently long line in the source code.

15.18.2 Additive Operators (+ and −) for Numeric Types

The binary + operator performs addition when applied to two operands of numeric type, producing the sum of the operands.

The binary − operator performs subtraction, producing the difference of two numeric operands.

Binary numeric promotion is performed on the operands (§5.6.2).

Note that binary numeric promotion performs value set conversion (§5.1.13) and may perform unboxing conversion (§5.1.8).

The type of an additive expression on numeric operands is the promoted type of its operands.

If this promoted type is int or long, then integer arithmetic is performed.

If this promoted type is float or double, then floating-point arithmetic is performed.
Addition is a commutative operation if the operand expressions have no side effects.

Integer addition is associative when the operands are all of the same type.

Floating-point addition is not associative.

If an integer addition overflows, then the result is the low-order bits of the mathematical sum as represented in some sufficiently large two's-complement format. If overflow occurs, then the sign of the result is not the same as the sign of the mathematical sum of the two operand values.

The result of a floating-point addition is determined using the following rules of IEEE 754 arithmetic:

- If either operand is NaN, the result is NaN.
- The sum of two infinities of opposite sign is NaN.
- The sum of two infinities of the same sign is the infinity of that sign.
- The sum of an infinity and a finite value is equal to the infinite operand.
- The sum of two zeros of opposite sign is positive zero.
- The sum of two zeros of the same sign is the zero of that sign.
- The sum of a zero and a nonzero finite value is equal to the nonzero operand.
- The sum of two nonzero finite values of the same magnitude and opposite sign is positive zero.
- In the remaining cases, where neither an infinity, nor a zero, nor NaN is involved, and the operands have the same sign or have different magnitudes, the exact mathematical sum is computed. A floating-point value set is then chosen:
  - If the addition expression is FP-strict (§15.4):
    - If the type of the addition expression is float, then the float value set must be chosen.
    - If the type of the addition expression is double, then the double value set must be chosen.
  - If the addition expression is not FP-strict:
    - If the type of the addition expression is float, then either the float value set or the float-extended-exponent value set may be chosen, at the whim of the implementation.
If the type of the addition expression is `double`, then either the double value set or the double-extended-exponent value set may be chosen, at the whim of the implementation.

Next, a value must be chosen from the chosen value set to represent the sum.

If the magnitude of the sum is too large to represent, we say the operation overflows; the result is then an infinity of appropriate sign.

Otherwise, the sum is rounded to the nearest value in the chosen value set using IEEE 754 round-to-nearest mode. The Java programming language requires support of gradual underflow as defined by IEEE 754 (§4.2.4).

The binary `-` operator performs subtraction when applied to two operands of numeric type, producing the difference of its operands; the left-hand operand is the minuend and the right-hand operand is the subtrahend.

For both integer and floating-point subtraction, it is always the case that \( a - b \) produces the same result as \( a + (-b) \).

Note that, for integer values, subtraction from zero is the same as negation. However, for floating-point operands, subtraction from zero is not the same as negation, because if \( x \) is \( +0.0 \), then \( 0.0 - x \) is \( +0.0 \), but \( -x \) is \( -0.0 \).

Despite the fact that overflow, underflow, or loss of information may occur, evaluation of a numeric additive operator never throws a run-time exception.

### 15.19 Shift Operators

The operators `<<` (left shift), `>>` (signed right shift), and `>>>` (unsigned right shift) are called the shift operators. The left-hand operand of a shift operator is the value to be shifted; the right-hand operand specifies the shift distance.

\[
\text{ShiftExpression:}
\]

\[
\text{AdditiveExpression}
\]

\[
\text{ShiftExpression} \ll \text{AdditiveExpression}
\]

\[
\text{ShiftExpression} \gg \text{AdditiveExpression}
\]

\[
\text{ShiftExpression} \ggg \text{AdditiveExpression}
\]

The shift operators are syntactically left-associative (they group left-to-right).

Unary numeric promotion (§5.6.1) is performed on each operand separately. (Binary numeric promotion (§5.6.2) is not performed on the operands.)
It is a compile-time error if the type of each of the operands of a shift operator, after unary numeric promotion, is not a primitive integral type.

The type of the shift expression is the promoted type of the left-hand operand.

If the promoted type of the left-hand operand is int, only the five lowest-order bits of the right-hand operand are used as the shift distance. It is as if the right-hand operand were subjected to a bitwise logical AND operator $\&$ \(\S 15.22.1\) with the mask value \(0x1f\) \((0b11111)\). The shift distance actually used is therefore always in the range \(0\) to \(31\), inclusive.

If the promoted type of the left-hand operand is long, then only the six lowest-order bits of the right-hand operand are used as the shift distance. It is as if the right-hand operand were subjected to a bitwise logical AND operator $\&$ \(\S 15.22.1\) with the mask value \(0x3f\) \((0b111111)\). The shift distance actually used is therefore always in the range \(0\) to \(63\), inclusive.

At run time, shift operations are performed on the two's-complement integer representation of the value of the left operand.

The value of \(n << s\) is \(n\) left-shifted \(s\) bit positions; this is equivalent (even if overflow occurs) to multiplication by two to the power \(s\).

The value of \(n >> s\) is \(n\) right-shifted \(s\) bit positions with sign-extension. The resulting value is \(\lfloor n / 2^s \rfloor\). For non-negative values of \(n\), this is equivalent to truncating integer division, as computed by the integer division operator \(/\), by two to the power \(s\).

The value of \(n >>> s\) is \(n\) right-shifted \(s\) bit positions with zero-extension, where:

- If \(n\) is positive, then the result is the same as that of \(n >> s\).
- If \(n\) is negative and the type of the left-hand operand is int, then the result is equal to that of the expression \((n >> s) + (2 << ~s)\).
- If \(n\) is negative and the type of the left-hand operand is long, then the result is equal to that of the expression \((n >> s) + (2L << ~s)\).

The added term \((2 << ~s)\) or \((2L << ~s)\) cancels out the propagated sign bit.

Note that, because of the implicit masking of the right-hand operand of a shift operator, \(~s\) as a shift distance is equivalent to \(31-s\) when shifting an int value and to \(63-s\) when shifting a long value.
15.20 Relational Operators

The numerical comparison operators <, >, <=, and >=, and the instanceof operator, are called the relational operators.

RelationalExpression:
   ShiftExpression
   RelationalExpression < ShiftExpression
   RelationalExpression > ShiftExpression
   RelationalExpression <= ShiftExpression
   RelationalExpression >= ShiftExpression
   RelationalExpression instanceof ReferenceType

The relational operators are syntactically left-associative (they group left-to-right).

However, this fact is not useful. For example, a<b<c parses as (a<b)<c, which is always a compile-time error, because the type of a<b is always boolean and < is not an operator on boolean values.

The type of a relational expression is always boolean.

15.20.1 Numerical Comparison Operators <, <=, >, and >=

The type of each of the operands of a numerical comparison operator must be a type that is convertible (§5.1.8) to a primitive numeric type, or a compile-time error occurs.

Binary numeric promotion is performed on the operands (§5.6.2).

   Note that binary numeric promotion performs value set conversion (§5.1.13) and may perform unboxing conversion (§5.1.8).

If the promoted type of the operands is int or long, then signed integer comparison is performed.

If the promoted type is float or double, then floating-point comparison is performed.

Comparison is carried out accurately on floating-point values, no matter what value sets their representing values were drawn from.

The result of a floating-point comparison, as determined by the specification of the IEEE 754 standard, is:

   • If either operand is NaN, then the result is false.
- All values other than NaN are ordered, with negative infinity less than all finite values, and positive infinity greater than all finite values.

- Positive zero and negative zero are considered equal.

  For example, \(-0.0 < 0.0\) is false, but \(-0.0 <= 0.0\) is true.

  Note, however, that the methods `Math.min` and `Math.max` treat negative zero as being strictly smaller than positive zero.

Subject to these considerations for floating-point numbers, the following rules then hold for integer operands or for floating-point operands other than NaN:

- The value produced by the `<` operator is `true` if the value of the left-hand operand is less than the value of the right-hand operand, and otherwise is `false`.

- The value produced by the `<=` operator is `true` if the value of the left-hand operand is less than or equal to the value of the right-hand operand, and otherwise is `false`.

- The value produced by the `>` operator is `true` if the value of the left-hand operand is greater than the value of the right-hand operand, and otherwise is `false`.

- The value produced by the `>=` operator is `true` if the value of the left-hand operand is greater than or equal to the value of the right-hand operand, and otherwise is `false`.

### 15.20.2 Type Comparison Operator `instanceof`

The type of the `RelationalExpression` operand of the `instanceof` operator must be a reference type or the null type; otherwise, a compile-time error occurs.

It is a compile-time error if the `ReferenceType` mentioned after the `instanceof` operator does not denote a reference type that is reifiable (§4.7).

If a cast (§15.16) of the `RelationalExpression` to the `ReferenceType` would be rejected as a compile-time error, then the `instanceof` relational expression likewise produces a compile-time error. In such a situation, the result of the `instanceof` expression could never be `true`.

At run time, the result of the `instanceof` operator is `true` if the value of the `RelationalExpression` is not `null` and the reference could be cast to the `ReferenceType` without raising a `ClassCastException`. Otherwise the result is `false`. 
Example 15.20.2-1. The instanceof Operator

```java
class Point { int x, y; }
class Element { int atomicNumber; }
class Test {
    public static void main(String[] args) {
        Point p = new Point();
        Element e = new Element();
        if (e instanceof Point) { // compile-time error
            System.out.println("I get your point!");
            p = (Point)e; // compile-time error
        }
    }
}
```

This program results in two compile-time errors. The cast (Point)e is incorrect because no instance of Element or any of its possible subclasses (none are shown here) could possibly be an instance of any subclass of Point. The instanceof expression is incorrect for exactly the same reason. If, on the other hand, the class Point were a subclass of Element (an admittedly strange notion in this example):

```java
class Point extends Element { int x, y; }
```

then the cast would be possible, though it would require a run-time check, and the instanceof expression would then be sensible and valid. The cast (Point)e would never raise an exception because it would not be executed if the value of e could not correctly be cast to type Point.

15.21 Equality Operators

The operators == (equal to) and != (not equal to) are called the equality operators.

EqualityExpression:

Expression
EqualityExpression == Expression
EqualityExpression != Expression

The equality operators are syntactically left-associative (they group left-to-right).

However, this fact is essentially never useful. For example, a==b==c parses as (a==b)==c. The result type of a==b is always boolean, and c must therefore be of type boolean or a compile-time error occurs. Thus, a==b==c does not test to see whether a, b, and c are all equal.

The equality operators are commutative if the operand expressions have no side effects.
The equality operators are analogous to the relational operators except for their lower precedence. Thus, \( a < b = c < d \) is \texttt{true} whenever \( a < b \) and \( c < d \) have the same truth value.

The equality operators may be used to compare two operands that are convertible (§5.1.8) to numeric type, or two operands of type \texttt{boolean} or \texttt{Boolean}, or two operands that are each of either reference type or the null type. All other cases result in a compile-time error.

The type of an equality expression is always \texttt{boolean}.

In all cases, \( a \neq b \) produces the same result as \( \neg (a == b) \).

### 15.21.1 Numerical Equality Operators == and !=

If the operands of an equality operator are both of numeric type, or one is of numeric type and the other is convertible (§5.1.8) to numeric type, binary numeric promotion is performed on the operands (§5.6.2).

Note that binary numeric promotion performs value set conversion (§5.1.13) and may perform unboxing conversion (§5.1.8).

If the promoted type of the operands is \texttt{int} or \texttt{long}, then an integer equality test is performed.

If the promoted type is \texttt{float} or \texttt{double}, then a floating-point equality test is performed.

Comparison is carried out accurately on floating-point values, no matter what value sets their representing values were drawn from.

Floating-point equality testing is performed in accordance with the rules of the IEEE 754 standard:

- If either operand is NaN, then the result of \( == \) is \texttt{false} but the result of \( != \) is \texttt{true}.

  Indeed, the test \( x \neq x \) is \texttt{true} if and only if the value of \( x \) is NaN.

  The methods \texttt{Float.isNaN} and \texttt{Double.isNaN} may also be used to test whether a value is NaN.

- Positive zero and negative zero are considered equal.

  For example, \(-0.0 == 0.0\) is \texttt{true}.

- Otherwise, two distinct floating-point values are considered unequal by the equality operators.
In particular, there is one value representing positive infinity and one value representing negative infinity; each compares equal only to itself, and each compares unequal to all other values.

Subject to these considerations for floating-point numbers, the following rules then hold for integer operands or for floating-point operands other than NaN:

- The value produced by the `==` operator is `true` if the value of the left-hand operand is equal to the value of the right-hand operand; otherwise, the result is `false`.
- The value produced by the `!=` operator is `true` if the value of the left-hand operand is not equal to the value of the right-hand operand; otherwise, the result is `false`.

### 15.21.2 Boolean Equality Operators `==` and `!=`

If the operands of an equality operator are both of type `boolean`, or if one operand is of type `boolean` and the other is of type `Boolean`, then the operation is boolean equality.

The boolean equality operators are associative.

If one of the operands is of type `Boolean`, it is subjected to unboxing conversion (§5.1.8).

The result of `==` is `true` if the operands (after any required unboxing conversion) are both `true` or both `false`; otherwise, the result is `false`.

The result of `!=` is `false` if the operands are both `true` or both `false`; otherwise, the result is `true`.

Thus `!=` behaves the same as `^` (§15.22.2) when applied to `boolean` operands.

### 15.21.3 Reference Equality Operators `==` and `!=`

If the operands of an equality operator are both of either reference type or the null type, then the operation is object equality.

It is a compile-time error if it is impossible to convert the type of either operand to the type of the other by a casting conversion (§5.5). The run-time values of the two operands would necessarily be unequal.

At run time, the result of `==` is `true` if the operand values are both `null` or both refer to the same object or array; otherwise, the result is `false`. 
The result of `!=` is \texttt{false} if the operand values are both \texttt{null} or both refer to the same object or array; otherwise, the result is \texttt{true}.

While `==` may be used to compare references of type \texttt{String}, such an equality test determines whether or not the two operands refer to the same \texttt{String} object. The result is \texttt{false} if the operands are distinct \texttt{String} objects, even if they contain the same sequence of characters (§3.10.5). The contents of two strings \texttt{s} and \texttt{t} can be tested for equality by the method invocation \texttt{s.equals(t)}.

### 15.22 Bitwise and Logical Operators

The \textit{bitwise operators} and \textit{logical operators} include the \texttt{AND} operator `&`, \texttt{exclusive OR} operator `^`, and \texttt{inclusive OR} operator `|`.

- **AndExpression**: `EqualityExpression AndExpression & EqualityExpression`

- **ExclusiveOrExpression**: `AndExpression ExclusiveOrExpression ^ AndExpression`

- **InclusiveOrExpression**: `ExclusiveOrExpression InclusiveOrExpression | ExclusiveOrExpression`

These operators have different precedence, with `&` having the highest precedence and `|` the lowest precedence.

Each of these operators is syntactically left-associative (each groups left-to-right).

Each operator is commutative if the operand expressions have no side effects.

Each operator is associative.

The bitwise and logical operators may be used to compare two operands of numeric type or two operands of type \texttt{boolean}. All other cases result in a compile-time error.
15.22.1 Integer Bitwise Operators & , ^, and |

When both operands of an operator & , ^, or | are of a type that is convertible (§5.1.8) to a primitive integral type, binary numeric promotion is first performed on the operands (§5.6.2).

The type of the bitwise operator expression is the promoted type of the operands. For &, the result value is the bitwise AND of the operand values. For ^, the result value is the bitwise exclusive OR of the operand values. For |, the result value is the bitwise inclusive OR of the operand values.

For example, the result of the expression:

```
0xff00 & 0xf0f0
```

is:

```
0xf000
```

The result of the expression:

```
0xff00 ^ 0xf0f0
```

is:

```
0x0ff0
```

The result of the expression:

```
0xff00 | 0xf0f0
```

is:

```
0xffff
```

15.22.2 Boolean Logical Operators & , ^, and |

When both operands of a & , ^, or | operator are of type boolean or Boolean, then the type of the bitwise operator expression is boolean. In all cases, the operands are subject to unboxing conversion (§5.1.8) as necessary.

For &, the result value is true if both operand values are true; otherwise, the result is false.
For ^, the result value is true if the operand values are different; otherwise, the result is false.

For |, the result value is false if both operand values are false; otherwise, the result is true.

### 15.23 Conditional-And Operator &&

The conditional-and operator && is like & (§15.22.2), but evaluates its right-hand operand only if the value of its left-hand operand is true.

\[
\text{ConditionalAndExpression:} \\
\text{InclusiveOrExpression} \\
\text{ConditionalAndExpression} \&\& \text{InclusiveOrExpression}
\]

The conditional-and operator is syntactically left-associative (it groups left-to-right).

The conditional-and operator is fully associative with respect to both side effects and result value. That is, for any expressions a, b, and c, evaluation of the expression ((a) && (b)) && (c) produces the same result, with the same side effects occurring in the same order, as evaluation of the expression (a) && ((b) && (c)).

Each operand of the conditional-and operator must be of type boolean or Boolean, or a compile-time error occurs.

The type of a conditional-and expression is always boolean.

At run time, the left-hand operand expression is evaluated first; if the result has type Boolean, it is subjected to unboxing conversion (§5.1.8).

If the resulting value is false, the value of the conditional-and expression is false and the right-hand operand expression is not evaluated.

If the value of the left-hand operand is true, then the right-hand expression is evaluated; if the result has type Boolean, it is subjected to unboxing conversion (§5.1.8). The resulting value becomes the value of the conditional-and expression.

Thus, && computes the same result as & on boolean operands. It differs only in that the right-hand operand expression is evaluated conditionally rather than always.
15.24 **Conditional-Or Operator**

The conditional-or operator `||` operator is like `|` (§15.22.2), but evaluates its right-hand operand only if the value of its left-hand operand is `false`.

\[
\text{ConditionalOrExpression:}
\text{ConditionalAndExpression}
\text{ConditionalOrExpression} \ || \ ConditionalAndExpression
\]

The conditional-or operator is syntactically left-associative (it groups left-to-right).

The conditional-or operator is fully associative with respect to both side effects and result value. That is, for any expressions `a`, `b`, and `c`, evaluation of the expression `((a) \ || \ (b)) \ || \ (c)` produces the same result, with the same side effects occurring in the same order, as evaluation of the expression `(a) \ || \ ((b) \ || \ (c))`.

Each operand of the conditional-or operator must be of type `boolean` or `Boolean`, or a compile-time error occurs.

The type of a conditional-or expression is always `boolean`.

At run time, the left-hand operand expression is evaluated first; if the result has type `Boolean`, it is subjected to unboxing conversion (§5.1.8).

If the resulting value is `true`, the value of the conditional-or expression is `true` and the right-hand operand expression is not evaluated.

If the value of the left-hand operand is `false`, then the right-hand expression is evaluated; if the result has type `Boolean`, it is subjected to unboxing conversion (§5.1.8). The resulting value becomes the value of the conditional-or expression.

Thus, `||` computes the same result as `|` on `boolean` or `Boolean` operands. It differs only in that the right-hand operand expression is evaluated conditionally rather than always.

15.25 **Conditional Operator** `?:`

The conditional operator `?:` uses the boolean value of one expression to decide which of two other expressions should be evaluated.

\[
\text{ConditionalExpression:}
\text{ConditionalOrExpression}
\text{ConditionalOrExpression} \ ? \ Expression \ : \ ConditionalExpression
\]
The conditional operator is syntactically right-associative (it groups right-to-left). Thus, a?b:?c:d:e?f:g means the same as a?b:(c?d:(e?f:g)).

The conditional operator has three operand expressions. ? appears between the first and second expressions, and : appears between the second and third expressions.

The first expression must be of type boolean or Boolean, or a compile-time error occurs.

It is a compile-time error for either the second or the third operand expression to be an invocation of a void method.

In fact, by the grammar of expression statements (§14.8), it is not permitted for a conditional expression to appear in any context where an invocation of a void method could appear.

There are three kinds of conditional expressions, classified according to the second and third operand expressions: boolean conditional expressions, numeric conditional expressions, and reference conditional expressions. The classification rules are as follows:

- If both the second and the third operand expressions are boolean expressions, the conditional expression is a boolean conditional expression.

  For the purpose of classifying a conditional, the following expressions are boolean expressions:
  - An expression of a standalone form (§15.2) that has type boolean or Boolean.
  - A parenthesized boolean expression (§15.8.5).
  - A class instance creation expression (§15.9) for class Boolean.
  - A method invocation expression (§15.12) for which the chosen most specific method (§15.12.2.5) has return type boolean or Boolean.

    Note that, for a generic method, this is the type before instantiating the method's type arguments.
  - A boolean conditional expression.

- If both the second and the third operand expressions are numeric expressions, the conditional expression is a numeric conditional expression.

  For the purpose of classifying a conditional, the following expressions are numeric expressions:
  - An expression of a standalone form (§15.2) with a type that is convertible to a numeric type (§4.2, §5.1.8).
– A parenthesized numeric expression (§15.8.5).
– A class instance creation expression (§15.9) for a class that is convertible to a numeric type.
– A method invocation expression (§15.12) for which the chosen most specific method (§15.12.2.5) has a return type that is convertible to a numeric type.
– A numeric conditional expression.
• Otherwise, the conditional expression is a reference conditional expression.

The process for determining the type of a conditional expression depends on the kind of conditional expression, as outlined in the following sections.

The following tables summarize the rules above by giving the type of a conditional expression for all possible types of its second and third operands. bnp(..) means to apply binary numeric promotion. The form "\(\tau | \text{bnp}(..)\)" is used where one operand is a constant expression of type \(\text{int}\) and may be representable in type \(\tau\), where binary numeric promotion is used if the operand is not representable in type \(\tau\). The operand type \(\text{Object}\) means any reference type other than the null type and the eight wrapper classes \(\text{Boolean, Byte, Short, Character, Integer, Long, Float, Double}\).
### Table 15.1. Conditional expression type (Primitive 3rd operand, Part I)

<table>
<thead>
<tr>
<th>3rd</th>
<th>byte</th>
<th>short</th>
<th>char</th>
<th>int</th>
</tr>
</thead>
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<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>byte</td>
<td>byte</td>
<td>short</td>
<td>bnp(byte,char)</td>
<td>byte</td>
</tr>
<tr>
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<td>byte</td>
<td>short</td>
<td>bnp(Byte,char)</td>
<td>byte</td>
</tr>
<tr>
<td>short</td>
<td>short</td>
<td>short</td>
<td>bnp(short,char)</td>
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</tr>
<tr>
<td>Short</td>
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<td>short</td>
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<td>short</td>
</tr>
<tr>
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<td>bnp(char,short)</td>
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<td>short</td>
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<td>char</td>
</tr>
<tr>
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<td>bnp(Integer,byte)</td>
<td>bnp(Integer,short)</td>
<td>bnp(Integer,char)</td>
<td>int</td>
</tr>
<tr>
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<td>bnp(long,short)</td>
<td>bnp(long,char)</td>
<td>bnp(long,int)</td>
</tr>
<tr>
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<td>bnp(Long,byte)</td>
<td>bnp(Long,short)</td>
<td>bnp(Long,char)</td>
<td>bnp(Long,int)</td>
</tr>
<tr>
<td>float</td>
<td>bnp(float,byte)</td>
<td>bnp(float,short)</td>
<td>bnp(float,char)</td>
<td>bnp(float,int)</td>
</tr>
<tr>
<td>Float</td>
<td>bnp(Float,byte)</td>
<td>bnp(Float,short)</td>
<td>bnp(Float,char)</td>
<td>bnp(Float,int)</td>
</tr>
<tr>
<td>double</td>
<td>bnp(double,byte)</td>
<td>bnp(double,short)</td>
<td>bnp(double,char)</td>
<td>bnp(double,int)</td>
</tr>
<tr>
<td>Double</td>
<td>bnp(Double,byte)</td>
<td>bnp(Double,short)</td>
<td>bnp(Double,char)</td>
<td>bnp(Double,int)</td>
</tr>
<tr>
<td>boolean</td>
<td>lub(Boolean,Byte)</td>
<td>lub(Boolean,Short)</td>
<td>lub(Boolean Character)</td>
<td>lub(Boolean,Integer)</td>
</tr>
<tr>
<td>Boolean</td>
<td>lub(Boolean,Byte)</td>
<td>lub(Boolean,Short)</td>
<td>lub(Boolean,Character)</td>
<td>lub(Boolean,Integer)</td>
</tr>
<tr>
<td>null</td>
<td>lub(null,Byte)</td>
<td>lub(null,Short)</td>
<td>lub(null,Character)</td>
<td>lub(null,Integer)</td>
</tr>
<tr>
<td>Object</td>
<td>lub(Object,Byte)</td>
<td>lub(Object,Short)</td>
<td>lub(Object,Character)</td>
<td>lub(Object,Integer)</td>
</tr>
</tbody>
</table>
## Table 15.2. Conditional expression type (Primitive 3rd operand, Part II)

<table>
<thead>
<tr>
<th>3rd →</th>
<th>long</th>
<th>float</th>
<th>double</th>
<th>boolean</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd ↓</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>byte</td>
<td>bnp(byte,long)</td>
<td>bnp(byte,float)</td>
<td>bnp(byte,double)</td>
<td>lub(Byte,Boolean)</td>
</tr>
<tr>
<td>Byte</td>
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<td>bnp(Byte,float)</td>
<td>bnp(Byte,double)</td>
<td>lub(Byte,Boolean)</td>
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</tr>
<tr>
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<td>bnp(Short,double)</td>
<td>lub(Short,Boolean)</td>
</tr>
<tr>
<td>char</td>
<td>bnp(char,long)</td>
<td>bnp(char,float)</td>
<td>bnp(char,double)</td>
<td>lub(Character,Boolean)</td>
</tr>
<tr>
<td>Character</td>
<td>bnp(Character,long)</td>
<td>bnp(Character,float)</td>
<td>bnp(Character,double)</td>
<td>lub(Character,Boolean)</td>
</tr>
<tr>
<td>int</td>
<td>bnp(int,long)</td>
<td>bnp(int,float)</td>
<td>bnp(int,double)</td>
<td>lub(Integer,Boolean)</td>
</tr>
<tr>
<td>Integer</td>
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<td>bnp(Integer,double)</td>
<td>lub(Integer,Boolean)</td>
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<tr>
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<td>long</td>
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<td>bnp(long,double)</td>
<td>lub(Long,Boolean)</td>
</tr>
<tr>
<td>Long</td>
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<td>bnp(Long,double)</td>
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</tr>
<tr>
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<td>bnp(float,double)</td>
<td>lub(Float,Boolean)</td>
</tr>
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<td>float</td>
<td>bnp(Float,double)</td>
<td>lub(Float,Boolean)</td>
</tr>
<tr>
<td>double</td>
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<td>bnp(double,float)</td>
<td>double</td>
<td>lub(Double,Boolean)</td>
</tr>
<tr>
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<td>bnp(Double,float)</td>
<td>double</td>
<td>lub(Double,Boolean)</td>
</tr>
<tr>
<td>boolean</td>
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<td>lub(Boolean,float)</td>
<td>lub(Boolean,double)</td>
<td>boolean</td>
</tr>
<tr>
<td>Boolean</td>
<td>lub(Boolean,long)</td>
<td>lub(Boolean,float)</td>
<td>lub(Boolean,double)</td>
<td>boolean</td>
</tr>
<tr>
<td>null</td>
<td>lub(null,long)</td>
<td>lub(null,float)</td>
<td>lub(null,double)</td>
<td>lub(null,Boolean)</td>
</tr>
<tr>
<td>Object</td>
<td>lub(Object,long)</td>
<td>lub(Object,float)</td>
<td>lub(Object,double)</td>
<td>lub(Object,Boolean)</td>
</tr>
</tbody>
</table>
Table 15.3. Conditional expression type (Reference 3rd operand, Part I)

<table>
<thead>
<tr>
<th>3rd →</th>
<th>Byte</th>
<th>Short</th>
<th>Character</th>
<th>Integer</th>
</tr>
</thead>
<tbody>
<tr>
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<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>byte</td>
<td>byte</td>
<td>short</td>
<td>bnp(byte,Character)</td>
<td>bnp(byte,Integer)</td>
</tr>
<tr>
<td>Byte</td>
<td>Byte</td>
<td>short</td>
<td>bnp(Byte,Character)</td>
<td>bnp(Byte,Integer)</td>
</tr>
<tr>
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<td>short</td>
<td>short</td>
<td>bnp(short,Character)</td>
<td>bnp(short,Integer)</td>
</tr>
<tr>
<td>Short</td>
<td>short</td>
<td>Short</td>
<td>bnp(Short,Character)</td>
<td>bnp(Short,Integer)</td>
</tr>
<tr>
<td>char</td>
<td>bnp(char,Byte)</td>
<td>bnp(char,Short)</td>
<td>char</td>
<td>bnp(char,Integer)</td>
</tr>
<tr>
<td>Character</td>
<td>bnp(Character,Byte)</td>
<td>bnp(Character,Short)</td>
<td>Character</td>
<td>bnp(Character,Integer)</td>
</tr>
<tr>
<td>int</td>
<td>byte</td>
<td>short</td>
<td>bnp(int,Short)</td>
<td>char</td>
</tr>
<tr>
<td>Integer</td>
<td>bnp(Integer,Byte)</td>
<td>bnp(Integer,Short)</td>
<td>bnp(Integer,Character)</td>
<td>Integer</td>
</tr>
<tr>
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<td>bnp(long,Short)</td>
<td>bnp(long,Character)</td>
<td>bnp(long,Integer)</td>
</tr>
<tr>
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<td>bnp(Long,Character)</td>
<td>bnp(Long,Integer)</td>
</tr>
<tr>
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<td>bnp(float,Integer)</td>
</tr>
<tr>
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<td>bnp(Float,Integer)</td>
</tr>
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<td>boolean</td>
<td>lub(Boolean,Byte)</td>
<td>lub(Boolean,Short)</td>
<td>lub(Boolean,Character)</td>
<td>lub(Boolean,Integer)</td>
</tr>
<tr>
<td>Boolean</td>
<td>lub(Boolean,Byte)</td>
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<td>lub(Boolean,Integer)</td>
</tr>
<tr>
<td>null</td>
<td>Byte</td>
<td>Short</td>
<td>Character</td>
<td>Integer</td>
</tr>
<tr>
<td>Object</td>
<td>lub(Object,Byte)</td>
<td>lub(Object,Short)</td>
<td>lub(Object,Character)</td>
<td>lub(Object,Integer)</td>
</tr>
</tbody>
</table>
### Table 15.4. Conditional expression type (Reference 3rd operand, Part II)

<table>
<thead>
<tr>
<th>3rd →</th>
<th>Long</th>
<th>Float</th>
<th>Double</th>
<th>Boolean</th>
</tr>
</thead>
<tbody>
<tr>
<td>2nd ↓</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>byte</td>
<td>bnp(byte,Long)</td>
<td>bnp(byte,Float)</td>
<td>bnp(byte,Double)</td>
<td>lub(Byte,Boolean)</td>
</tr>
<tr>
<td>Byte</td>
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<td>bnp(Byte,Float)</td>
<td>bnp(Byte,Double)</td>
<td>lub(Byte,Boolean)</td>
</tr>
<tr>
<td>short</td>
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<td>bnp(short,Double)</td>
<td>lub(Short,Boolean)</td>
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<tr>
<td>Short</td>
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<td>bnp(Short,Double)</td>
<td>lub(Short,Boolean)</td>
</tr>
<tr>
<td>char</td>
<td>bnp(char,Long)</td>
<td>bnp(char,Float)</td>
<td>bnp(char,Double)</td>
<td>lub(Character,Boolean)</td>
</tr>
<tr>
<td>Character</td>
<td>bnp(Character,Long)</td>
<td>bnp(Character,Float)</td>
<td>bnp(Character,Double)</td>
<td>lub(Character,Boolean)</td>
</tr>
<tr>
<td>int</td>
<td>bnp(int,Long)</td>
<td>bnp(int,Float)</td>
<td>bnp(int,Double)</td>
<td>lub(Integer,Boolean)</td>
</tr>
<tr>
<td>Integer</td>
<td>bnp(Integer,Long)</td>
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<td>bnp(Integer,Double)</td>
<td>lub(Integer,Boolean)</td>
</tr>
<tr>
<td>long</td>
<td>Long</td>
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<td>bnp(Long,Double)</td>
<td>lub(Long,Boolean)</td>
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<tr>
<td>Long</td>
<td>Long</td>
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<td>bnp(Long,Double)</td>
<td>lub(Long,Boolean)</td>
</tr>
<tr>
<td>float</td>
<td>bnp(float,Long)</td>
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<td>bnp(float,Double)</td>
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</tr>
<tr>
<td>Float</td>
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<td>Float</td>
<td>bnp(Float,Double)</td>
<td>lub(Float,Boolean)</td>
</tr>
<tr>
<td>double</td>
<td>bnp(double,Long)</td>
<td>bnp(double,Float)</td>
<td>double</td>
<td>lub(Double,Boolean)</td>
</tr>
<tr>
<td>Double</td>
<td>bnp(Double,Long)</td>
<td>bnp(Double,Float)</td>
<td>Double</td>
<td>lub(Double,Boolean)</td>
</tr>
<tr>
<td>boolean</td>
<td>lub(Boolean,Long)</td>
<td>lub(Boolean,Float)</td>
<td>lub(Boolean,Double)</td>
<td>boolean</td>
</tr>
<tr>
<td>Boolean</td>
<td>lub(Boolean,Long)</td>
<td>lub(Boolean,Float)</td>
<td>lub(Boolean,Double)</td>
<td>Boolean</td>
</tr>
<tr>
<td>null</td>
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<tr>
<td>Object</td>
<td>lub(Object,Long)</td>
<td>lub(Object,Float)</td>
<td>lub(Object,Double)</td>
<td>lub(Object,Boolean)</td>
</tr>
</tbody>
</table>
At run time, the first operand expression of the conditional expression is evaluated first. If necessary, unboxing conversion is performed on the result.

The resulting `boolean` value is then used to choose either the second or the third operand expression:

- If the value of the first operand is `true`, then the second operand expression is chosen.
- If the value of the first operand is `false`, then the third operand expression is chosen.
The chosen operand expression is then evaluated and the resulting value is converted to the type of the conditional expression as determined by the rules stated below.

This conversion may include boxing or unboxing conversion (§5.1.7, §5.1.8).

The operand expression not chosen is not evaluated for that particular evaluation of the conditional expression.

### 15.25.1 Boolean Conditional Expressions

Boolean conditional expressions are standalone expressions (§15.2).

The type of a boolean conditional expression is determined as follows:

- If the second and third operands are both of type `Boolean`, the conditional expression has type `Boolean`.
- Otherwise, the conditional expression has type `boolean`.

### 15.25.2 Numeric Conditional Expressions

Numeric conditional expressions are standalone expressions (§15.2).

The type of a numeric conditional expression is determined as follows:

- If the second and third operands have the same type, then that is the type of the conditional expression.
- If one of the second and third operands is of primitive type \( T \), and the type of the other is the result of applying boxing conversion (§5.1.7) to \( T \), then the type of the conditional expression is \( T \).
- If one of the operands is of type `byte` or `Byte` and the other is of type `short` or `Short`, then the type of the conditional expression is `short`.
- If one of the operands is of type \( T \) where \( T \) is `byte`, `short`, or `char`, and the other operand is a constant expression (§15.28) of type `int` whose value is representable in type \( T \), then the type of the conditional expression is \( T \).
- If one of the operands is of type \( T \), where \( T \) is `Byte`, `Short`, or `Character`, and the other operand is a constant expression of type `int` whose value is representable in the type \( U \) which is the result of applying unboxing conversion to \( T \), then the type of the conditional expression is \( U \).
Otherwise, binary numeric promotion (§5.6.2) is applied to the operand types, and the type of the conditional expression is the promoted type of the second and third operands.

Note that binary numeric promotion performs value set conversion (§5.1.13) and may perform unboxing conversion (§5.1.8).

15.25.3 Reference Conditional Expressions

A reference conditional expression is a poly expression if it appears in an assignment context or an invocation context (§5.2, §5.3). Otherwise, it is a standalone expression.

Where a poly reference conditional expression appears in a context of a particular kind with target type $\tau$ (§5 (Conversions and Contexts)), its second and third operand expressions similarly appear in a context of the same kind with target type $\tau$.

The type of a poly reference conditional expression is the same as its target type.

The type of a standalone reference conditional expression is determined as follows:

• If the second and third operands have the same type (which may be the null type), then that is the type of the conditional expression.

• If the type of one of the second and third operands is the null type, and the type of the other operand is a reference type, then the type of the conditional expression is that reference type.

• Otherwise, the second and third operands are of types $S_1$ and $S_2$ respectively. Let $T_1$ be the type that results from applying boxing conversion to $S_1$, and let $T_2$ be the type that results from applying boxing conversion to $S_2$. The type of the conditional expression is the result of applying capture conversion (§5.1.10) to lub($T_1, T_2$).

Because reference conditional expressions are poly expressions, they can "pass down" context to their operands. This allows lambda expressions and method reference expressions to appear as operands:

```
return ... ? (x -> x) : (x -> -x);
```

It also allows use of extra information to improve type checking of generic method invocations. Prior to Java SE 8, this assignment was well-typed:

```
List<String> ls = Arrays.asList();
```

but this was not:
List<String> ls = ... ? Arrays.asList() : Arrays.asList("a","b");

The rules above allow both assignments to be considered well-typed.

15.26 Assignment Operators

There are 12 assignment operators; all are syntactically right-associative (they group right-to-left). Thus, $a=b=c$ means $a=(b=c)$, which assigns the value of $c$ to $b$ and then assigns the value of $b$ to $a$.

AssignmentExpression:
   ConditionalExpression
   Assignment

Assignment:
   LeftHandSide AssignmentOperator Expression

LeftHandSide:
   ExpressionName
   FieldAccess
   ArrayAccess

AssignmentOperator: one of
   = *= /= %= += -= <<= >>= >>>= &= ^= |=

The result of the first operand of an assignment operator must be a variable, or a compile-time error occurs.

This operand may be a named variable, such as a local variable or a field of the current object or class, or it may be a computed variable, as can result from a field access (§15.11) or an array access (§15.10.3).

The type of the assignment expression is the type of the variable after capture conversion (§5.1.10).

At run time, the result of the assignment expression is the value of the variable after the assignment has occurred. The result of an assignment expression is not itself a variable.

A variable that is declared final cannot be assigned to (unless it is definitely unassigned (§16 (Definite Assignment))), because when an access of such a final
variable is used as an expression, the result is a value, not a variable, and so it cannot be used as the first operand of an assignment operator.

15.26.1 Simple Assignment Operator =

A compile-time error occurs if the type of the right-hand operand cannot be converted to the type of the variable by assignment conversion (§5.2).

At run time, the expression is evaluated in one of three ways.

If the left-hand operand expression is a field access expression $e.f$ (§15.11), possibly enclosed in one or more pairs of parentheses, then:

- First, the expression $e$ is evaluated. If evaluation of $e$ completes abruptly, the assignment expression completes abruptly for the same reason.
- Next, the right hand operand is evaluated. If evaluation of the right hand expression completes abruptly, the assignment expression completes abruptly for the same reason.
- Then, if the field denoted by $e.f$ is not static and the result of the evaluation of $e$ above is null, then a NullPointerException is thrown.
- Otherwise, the variable denoted by $e.f$ is assigned the value of the right hand operand as computed above.

If the left-hand operand is an array access expression (§15.10.3), possibly enclosed in one or more pairs of parentheses, then:

- First, the array reference subexpression of the left-hand operand array access expression is evaluated. If this evaluation completes abruptly, then the assignment expression completes abruptly for the same reason; the index subexpression (of the left-hand operand array access expression) and the right-hand operand are not evaluated and no assignment occurs.
- Otherwise, the index subexpression of the left-hand operand array access expression is evaluated. If this evaluation completes abruptly, then the assignment expression completes abruptly for the same reason and the right-hand operand is not evaluated and no assignment occurs.
- Otherwise, the right-hand operand is evaluated. If this evaluation completes abruptly, then the assignment expression completes abruptly for the same reason and no assignment occurs.
- Otherwise, if the value of the array reference subexpression is null, then no assignment occurs and a NullPointerException is thrown.
• Otherwise, the value of the array reference subexpression indeed refers to an array. If the value of the index subexpression is less than zero, or greater than or equal to the length of the array, then no assignment occurs and an ArrayIndexOutOfBoundsException is thrown.

• Otherwise, the value of the index subexpression is used to select a component of the array referred to by the value of the array reference subexpression. This component is a variable; call its type \( SC \). Also, let \( TC \) be the type of the left-hand operand of the assignment operator as determined at compile time. Then there are two possibilities:

  – If \( TC \) is a primitive type, then \( SC \) is necessarily the same as \( TC \).

    The value of the right-hand operand is converted to the type of the selected array component, is subjected to value set conversion (§5.1.13) to the appropriate standard value set (not an extended-exponent value set), and the result of the conversion is stored into the array component.

  – If \( TC \) is a reference type, then \( SC \) may not be the same as \( TC \), but rather a type that extends or implements \( TC \).

    Let \( RC \) be the class of the object referred to by the value of the right-hand operand at run time.

    A Java compiler may be able to prove at compile time that the array component will be of type \( TC \) exactly (for example, \( TC \) might be final). But if a Java compiler cannot prove at compile time that the array component will be of type \( TC \) exactly, then a check must be performed at run time to ensure that the class \( RC \) is assignment compatible (§5.2) with the actual type \( SC \) of the array component.

    This check is similar to a narrowing cast (§5.5, §15.16), except that if the check fails, an ArrayStoreException is thrown rather than a ClassCastException.

    If class \( RC \) is not assignable to type \( SC \), then no assignment occurs and an ArrayStoreException is thrown.

    Otherwise, the reference value of the right-hand operand is stored into the selected array component.

Otherwise, three steps are required:

• First, the left-hand operand is evaluated to produce a variable. If this evaluation completes abruptly, then the assignment expression completes abruptly for the same reason; the right-hand operand is not evaluated and no assignment occurs.
• Otherwise, the right-hand operand is evaluated. If this evaluation completes abruptly, then the assignment expression completes abruptly for the same reason and no assignment occurs.

• Otherwise, the value of the right-hand operand is converted to the type of the left-hand variable, is subjected to value set conversion (§5.1.13) to the appropriate standard value set (not an extended-exponent value set), and the result of the conversion is stored into the variable.

Example 15.26.1-1. Simple Assignment To An Array Component

class ArrayReferenceThrow extends RuntimeException {}
class IndexThrow      extends RuntimeException {}
class RightHandSideThrow  extends RuntimeException {}

class IllustrateSimpleArrayAssignment {
    static Object[] objects = { new Object(), new Object() };
    static Thread[] threads = { new Thread(), new Thread() };

    static Object[] arrayThrow() {
        throw new ArrayReferenceThrow();
    }
    static int indexThrow() {
        throw new IndexThrow();
    }
    static Thread rightThrow() {
        throw new RightHandSideThrow();
    }

    static String name(Object q) {
        String sq = q.getClass().getName();
        int k = sq.lastIndexOf(’.’);
        return (k < 0) ? sq : sq.substring(k+1);
    }

    static void testFour(Object[] x, int j, Object y) {
        String sx = x == null ? "null" : name(x[0]) + "s";
        String sy = name(y);
        System.out.println();
        try {
            System.out.print(sx + "[throw]=throw => ");
            x[indexThrow()] = rightThrow();
            System.out.println("Okay!");
        } catch (Throwable e) { System.out.println(name(e)); }
        try {
            System.out.print(sx + "[throw]=" + sy + " => ");
            x[indexThrow()] = y;
            System.out.println("Okay!");
        } catch (Throwable e) { System.out.println(name(e)); }
        try {
            System.out.print(sx + "[" + j + "]=throw => ");
            x[j] = rightThrow();
            System.out.println("Okay!");
        }
    }
}
try {
    System.out.print(sx + "[" + j + "]=" + sy + " => ");
    x[j] = y;
    System.out.println("Okay!");
} catch (Throwable e) { System.out.println(name(e)); }

public static void main(String[] args) {
    try {
        System.out.print("throw[throw]=throw => ");
        arrayThrow()[indexThrow()] = rightThrow();
        System.out.println("Okay!");
    } catch (Throwable e) { System.out.println(name(e)); }

    try {
        System.out.print("throw[throw]=Thread => ");
        arrayThrow()[indexThrow()] = new Thread();
        System.out.println("Okay!");
    } catch (Throwable e) { System.out.println(name(e)); }

    try {
        System.out.print("throw[1]=throw => ");
        arrayThrow()[1] = rightThrow();
        System.out.println("Okay!");
    } catch (Throwable e) { System.out.println(name(e)); }

    try {
        System.out.print("throw[1]=Thread => ");
        arrayThrow()[1] = new Thread();
        System.out.println("Okay!");
    } catch (Throwable e) { System.out.println(name(e)); }

testFour(null, 1, new StringBuffer());
testFour(null, 9, new Thread());
testFour(objects, 1, new StringBuffer());
testFour(objects, 1, new Thread());
testFour(objects, 9, new StringBuffer());
testFour(objects, 9, new Thread());
testFour(threads, 1, new StringBuffer());
testFour(threads, 1, new Thread());
testFour(threads, 9, new StringBuffer());
testFour(threads, 9, new Thread());
}

This program produces the output:
throw[throw]=throw => ArrayReferenceThrow
throw[throw]=Thread => ArrayReferenceThrow
throw[1]=throw => ArrayReferenceThrow
throw[1]=Thread => ArrayReferenceThrow
null[throw]=throw => IndexThrow
null[throw]=StringBuffer => IndexThrow
null[1]=throw => RightHandSideThrow
null[1]=StringBuffer => NullPointerException
null[throw]=throw => IndexThrow
null[throw]=Thread => IndexThrow
null[9]=throw => RightHandSideThrow
null[9]=Thread => NullPointerException
Objects[throw]=throw => IndexThrow
Objects[throw]=StringBuffer => IndexThrow
Objects[1]=throw => RightHandSideThrow
Objects[1]=StringBuffer => Okay!
Objects[throw]=throw => IndexThrow
Objects[throw]=Thread => IndexThrow
Objects[1]=throw => RightHandSideThrow
Objects[1]=Thread => Okay!
Objects[throw]=throw => IndexThrow
Objects[throw]=StringBuffer => IndexThrow
Objects[9]=throw => RightHandSideThrow
Objects[9]=StringBuffer => ArrayIndexOutOfBoundsException
Objects[throw]=throw => IndexThrow
Objects[throw]=Thread => IndexThrow
Objects[9]=throw => RightHandSideThrow
Objects[9]=Thread => ArrayIndexOutOfBoundsException
Threads[throw]=throw => IndexThrow
Threads[throw]=StringBuffer => IndexThrow
Threads[1]=throw => RightHandSideThrow
Threads[1]=StringBuffer => ArrayStoreException
Threads[throw]=throw => IndexThrow
Threads[throw]=Thread => IndexThrow
Threads[1]=throw => RightHandSideThrow
Threads[1]=Thread => Okay!
Threads[throw]=throw => IndexThrow
Threads[throw]=StringBuffer => IndexThrow
Threads[9]=throw => RightHandSideThrow
Threads[9]=StringBuffer => ArrayIndexOutOfBoundsException
Threads[throw]=throw => IndexThrow
Threads[throw]=Thread => IndexThrow
Threads[9]=throw => RightHandSideThrow
Threads[9]=Thread => ArrayIndexOutOfBoundsException
The most interesting case of the lot is thirteenth from the end:

```
Threads[1]=StringBuffer => ArrayStoreException
```

which indicates that the attempt to store a reference to a StringBuffer into an array whose components are of type Thread throws an ArrayStoreException. The code is type-correct at compile time: the assignment has a left-hand side of type Object[] and a right-hand side of type Object. At run time, the first actual argument to method testFour is a reference to an instance of "array of Thread" and the third actual argument is a reference to an instance of class StringBuffer.

### 15.26.2 Compound Assignment Operators

A compound assignment expression of the form \( E_1 \ op= E_2 \) is equivalent to \( E_1 = (T) \ ((E_1) \ op \ (E_2)) \), where \( T \) is the type of \( E_1 \), except that \( E_1 \) is evaluated only once.

For example, the following code is correct:

```java
short x = 3;
x += 4.6;
```

and results in \( x \) having the value 7 because it is equivalent to:

```java
short x = 3;
x = (short)(x + 4.6);
```

At run time, the expression is evaluated in one of two ways.

If the left-hand operand expression is not an array access expression, then:

- First, the left-hand operand is evaluated to produce a variable. If this evaluation completes abruptly, then the assignment expression completes abruptly for the same reason; the right-hand operand is not evaluated and no assignment occurs.
- Otherwise, the value of the left-hand operand is saved and then the right-hand operand is evaluated. If this evaluation completes abruptly, then the assignment expression completes abruptly for the same reason and no assignment occurs.
- Otherwise, the saved value of the left-hand variable and the value of the right-hand operand are used to perform the binary operation indicated by the compound assignment operator. If this operation completes abruptly, then the assignment expression completes abruptly for the same reason and no assignment occurs.
- Otherwise, the result of the binary operation is converted to the type of the left-hand variable, subjected to value set conversion (§5.1.13) to the appropriate
standard value set (not an extended-exponent value set), and the result of the conversion is stored into the variable.

If the left-hand operand expression is an array access expression (§15.10.3), then:

- First, the array reference subexpression of the left-hand operand array access expression is evaluated. If this evaluation completes abruptly, then the assignment expression completes abruptly for the same reason; the index subexpression (of the left-hand operand array access expression) and the right-hand operand are not evaluated and no assignment occurs.

- Otherwise, the index subexpression of the left-hand operand array access expression is evaluated. If this evaluation completes abruptly, then the assignment expression completes abruptly for the same reason and the right-hand operand is not evaluated and no assignment occurs.

- Otherwise, if the value of the array reference subexpression is null, then no assignment occurs and a NullPointerException is thrown.

- Otherwise, the value of the array reference subexpression indeed refers to an array. If the value of the index subexpression is less than zero, or greater than or equal to the length of the array, then no assignment occurs and an ArrayIndexOutOfBoundsException is thrown.

- Otherwise, the value of the index subexpression is used to select a component of the array referred to by the value of the array reference subexpression. The value of this component is saved and then the right-hand operand is evaluated. If this evaluation completes abruptly, then the assignment expression completes abruptly for the same reason and no assignment occurs.

For a simple assignment operator, the evaluation of the right-hand operand occurs before the checks of the array reference subexpression and the index subexpression, but for a compound assignment operator, the evaluation of the right-hand operand occurs after these checks.

- Otherwise, consider the array component selected in the previous step, whose value was saved. This component is a variable; call its type S. Also, let T be the type of the left-hand operand of the assignment operator as determined at compile time.
  
  - If T is a primitive type, then S is necessarily the same as T.

  The saved value of the array component and the value of the right-hand operand are used to perform the binary operation indicated by the compound assignment operator.
If this operation completes abruptly (the only possibility is an integer division by zero - see §15.17.2), then the assignment expression completes abruptly for the same reason and no assignment occurs.

Otherwise, the result of the binary operation is converted to the type of the selected array component, subjected to value set conversion (§5.1.13) to the appropriate standard value set (not an extended-exponent value set), and the result of the conversion is stored into the array component.

- If $T$ is a reference type, then it must be String. Because class String is a final class, $S$ must also be String.

Therefore the run-time check that is sometimes required for the simple assignment operator is never required for a compound assignment operator.

The saved value of the array component and the value of the right-hand operand are used to perform the binary operation (string concatenation) indicated by the compound assignment operator (which is necessarily $+=\)$. If this operation completes abruptly, then the assignment expression completes abruptly for the same reason and no assignment occurs.

Otherwise, the String result of the binary operation is stored into the array component.

**Example 15.26.2-1. Compound Assignment To An Array Component**

```java
class ArrayReferenceThrow extends RuntimeException {}
class IndexThrow extends RuntimeException {}
class RightHandSideThrow extends RuntimeException {}

class IllustrateCompoundArrayAssignment {
    static String[] strings = { "Simon", "Garfunkel" };
    static double[] doubles = { Math.E, Math.PI };

    static String[] stringsThrow() {
        throw new ArrayReferenceThrow();
    }
    static double[] doublesThrow() {
        throw new ArrayReferenceThrow();
    }
    static int indexThrow() {
        throw new IndexThrow();
    }
    static String stringThrow() {
        throw new RightHandSideThrow();
    }
    static double doubleThrow() {
        throw new RightHandSideThrow();
    }
}
```
static String name(Object q) {
    String sq = q.getClass().getName();
    int k = sq.lastIndexOf('\\');
    return (k < 0) ? sq : sq.substring(k+1);
}

static void testEight(String[] x, double[] z, int j) {
    String sx = (x == null) ? "null" : "Strings";
    String sz = (z == null) ? "null" : "doubles";
    System.out.println();
    try {
        System.out.print(sx + "[\[throw\]]+=throw => ");
        x[indexThrow()] += stringThrow();
        System.out.println("Okay!");
    } catch (Throwable e) { System.out.println(name(e)); }
    try {
        System.out.print(sz + "[\[throw\]]+=throw => ");
        z[indexThrow()] += doubleThrow();
        System.out.println("Okay!");
    } catch (Throwable e) { System.out.println(name(e)); }
    try {
        System.out.print(sx + "\[" + j + "\]="heh" => ");
        x[j] += "heh";
        System.out.println("Okay!");
    } catch (Throwable e) { System.out.println(name(e)); }
    try {
        System.out.print(sz + "\[" + j + "\]+=12345 => ");
        z[j] += 12345;
        System.out.println("Okay!");
    } catch (Throwable e) { System.out.println(name(e)); }
    try {
        System.out.print(sx + "\[" + j + "\] += \heh\ => ");
        x[j] += stringThrow();
        System.out.println("Okay!");
    } catch (Throwable e) { System.out.println(name(e)); }
    try {
        System.out.print(sz + "\[" + j + "\] += 12345 => ");
        z[j] += 12345;
        System.out.println("Okay!");
    } catch (Throwable e) { System.out.println(name(e)); }
}

public static void main(String[] args) {

try {
    System.out.print("throw[throw]+=throw => ");
    stringsThrow()[indexThrow()] += stringThrow();
    System.out.println("Okay!");
} catch (Throwable e) { System.out.println(name(e)); }

try {
    System.out.print("throw[throw]+=throw => ");
    doublesThrow()[indexThrow()] += doubleThrow();
    System.out.println("Okay!");
} catch (Throwable e) { System.out.println(name(e)); }

try {
    System.out.print("throw[throw]+="heh" => ");
    stringsThrow()[indexThrow()] += "heh";
    System.out.println("Okay!");
} catch (Throwable e) { System.out.println(name(e)); }

try {
    System.out.print("throw[throw]+=12345 => ");
    doublesThrow()[indexThrow()] += 12345;
    System.out.println("Okay!");
} catch (Throwable e) { System.out.println(name(e)); }

try {
    System.out.print("throw[1]+=throw => ");
    stringsThrow()[1] += stringThrow();
    System.out.println("Okay!");
} catch (Throwable e) { System.out.println(name(e)); }

try {
    System.out.print("throw[1]+=throw => ");
    doublesThrow()[1] += doubleThrow();
    System.out.println("Okay!");
} catch (Throwable e) { System.out.println(name(e)); }

try {
    System.out.print("throw[1]+="heh" => ");
    stringsThrow()[1] += "heh";
    System.out.println("Okay!");
} catch (Throwable e) { System.out.println(name(e)); }

try {
    System.out.print("throw[1]+=12345 => ");
    doublesThrow()[1] += 12345;
    System.out.println("Okay!");
} catch (Throwable e) { System.out.println(name(e)); }

tryEight(null, null, 1);
tryEight(null, null, 9);
tryEight(strings, doubles, 1);
tryEight(strings, doubles, 9);
}

This program produces the output:
The most interesting cases of the lot are eleventh and twelfth from the end:

Strings[1]++=throw => RightHandSideThrow
doubles[1]++=throw => RightHandSideThrow

They are the cases where a right-hand side that throws an exception actually gets to throw the exception; moreover, they are the only such cases in the lot. This demonstrates that
the evaluation of the right-hand operand indeed occurs after the checks for a null array reference value and an out-of-bounds index value.


```java
class Test {
    public static void main(String[] args) {
        int k = 1;
        int[] a = { 1 };
        k += (k = 4) * (k + 2);
        a[0] += (a[0] = 4) * (a[0] + 2);
        System.out.println("k==" + k + " and a[0]==" + a[0]);
    }
}
```

This program produces the output:

```
k==25 and a[0]==25
```

The value 1 of k is saved by the compound assignment operator += before its right-hand operand \((k = 4) \times (k + 2)\) is evaluated. Evaluation of this right-hand operand then assigns 4 to k, calculates the value 6 for \(k + 2\), and then multiplies 4 by 6 to get 24. This is added to the saved value 1 to get 25, which is then stored into k by the += operator. An identical analysis applies to the case that uses a[0].

In short, the statements:

```
k += (k = 4) * (k + 2);
```

```
a[0] += (a[0] = 4) * (a[0] + 2);
```

behave in exactly the same manner as the statements:

```
k = k + (k = 4) * (k + 2);
a[0] = a[0] + (a[0] = 4) * (a[0] + 2);
```

15.27 Lambda Expressions

A lambda expression is like a method: it provides a list of formal parameters and a body - an expression or block - expressed in terms of those parameters.

```
LambdaExpression:
    LambdaParameters \rightarrow LambdaBody
```

Lambda expressions are always poly expressions (§15.2).
It is a compile-time error if a lambda expression occurs in a program in someplace other than an assignment context (§5.2), an invocation context (§5.3), or a casting context (§5.5).

Evaluation of a lambda expression produces an instance of a functional interface (§9.8). Lambda expression evaluation does not cause the execution of the expression’s body; instead, this may occur at a later time when an appropriate method of the functional interface is invoked.

Here are some examples of lambda expressions:

```java
(() -> {})  // No parameters; result is void
(() -> 42)  // No parameters, expression body
(() -> null)  // No parameters, expression body
(() -> { return 42; })  // No parameters, block body with return
(() -> { System.gc(); })  // No parameters, void block body

(() -> {
    if (true) return 12;
    else {
        int result = 15;
        for (int i = 1; i < 10; i++)
            result *= i;
        return result;
    }
})

(int x) -> x+1  // Single declared-type parameter
(int x) -> { return x+1; }  // Single declared-type parameter
(x) -> x+1  // Single inferred-type parameter
x -> x+1  // Paren optional for single inferred-type case

(String s) -> s.length()  // Single declared-type parameter
(Thread t) -> { t.start(); }  // Single declared-type parameter
s -> s.length()  // Single inferred-type parameter
t -> { t.start(); }  // Single inferred-type parameter

(int x, int y) -> x+y  // Multiple declared-type parameters
(x, y) -> x+y  // Multiple inferred-type parameters
(final int x) -> x+1  // Modified declared-type parameter
(x, int y) -> x+y  // Illegal: can't mix inferred and declared types
(x, final y) -> x+y  // Illegal: no modifiers with inferred types
```

This syntax has the advantage of minimizing bracket noise around simple lambda expressions, which is especially beneficial when a lambda expression is an argument to a method, or when the body is another lambda expression. It also clearly distinguishes between its expression and statement forms, which avoids ambiguities or over-reliance on ';' tokens. When some extra bracketing is needed to visually distinguish either the full lambda expression or its body expression, parentheses are naturally supported (just as in other cases in which operator precedence is unclear).
The syntax has some parsing challenges. The Java programming language has always had an ambiguity between types and expressions after a '(' token: what follows may be a cast or a parenthesized expression. This was made worse when generics reused the binary operators '<' and '>' in types. Lambda expressions introduce a new possibility: the tokens following '(' may describe a type, an expression, or a lambda parameter list. Some tokens (annotations, final) are unique to parameter lists, while in other cases there are certain patterns that must be interpreted as parameter lists (two names in a row, a ',' not nested inside of '<' and '>'). And sometimes, the ambiguity cannot be resolved until a '-' is encountered, after a ')'.

The simplest way to think of how this might be efficiently parsed is with a state machine: each state represents a subset of possible interpretations (type, expression, or parameters), and when the machine transitions to a state in which the set is a singleton, the parser knows which case it is. This does not map very elegantly to a fixed-lookahead grammar, however.

There is no special nullary form: a lambda expression with zero arguments is expressed as () -> ... The obvious special-case syntax, -> ..., does not work because it introduces an ambiguity between argument lists and casts: (x) -> ...

Lambda expressions cannot declare type parameters. While it would make sense semantically to do so, the natural syntax (preceding the parameter list with a type parameter list) introduces messy ambiguities. For example, consider:

```java
foo( (x) < y , z > (w) -> v )
```

This could be an invocation of `foo` with one argument (a generic lambda cast to type x), or it could be an invocation of `foo` with two arguments, both the results of comparisons, the second comparing z with a lambda expression. (Strictly speaking, a lambda expression is meaningless as an operand to the relational operator >, but that is a tenuous assumption on which to build the grammar.)

There is a precedent for ambiguity resolution involving casts, which essentially prohibits the use of – and + following a non-primitive cast (§15.15), but to extend that approach to generic lambdas would involve invasive changes to the grammar.

### 15.27.1 Lambda Parameters

The formal parameters of a lambda expression may have either declared types or inferred types. These styles cannot be mixed: it is not possible for a lambda expression to declare the types of some of its parameters but leave others to be inferred. Only parameters with declared types can have modifiers.

```
LambdaParameters:
  Identifier
  ( [FormalParameterList] )
  ( InferredFormalParameterList )

InferredFormalParameterList:
  Identifier { , Identifier}
```
The following productions from §8.4.1 are shown here for convenience:

FormalParameterList:
  FormalParameters , LastFormalParameter
LastFormalParameter

FormalParameters:
  FormalParameter { , FormalParameter}
ReceiverParameter { , FormalParameter}

FormalParameter:
  {VariableModifier} UnannType VariableDeclaratorId

LastFormalParameter:
  {VariableModifier} UnannType {Annotation} . . . VariableDeclaratorId
FormalParameter

Receiver parameters are not permitted in the FormalParameters of a lambda expression, as specified in §8.4.1.

A lambda expression whose formal parameters have declared types is said to be explicitly typed, while a lambda expression whose formal parameters have inferred types is said to be implicitly typed. A lambda expression with zero parameters is explicitly typed.

If the formal parameters have inferred types, then these types are derived (§15.27.3) from the function type targeted by the lambda expression.

The syntax for formal parameters with declared types is the same as the syntax for the parameters of a method declaration (§8.4.1).

The declared type of a formal parameter is denoted by the UnannType that appears in its parameter specifier, followed by any bracket pairs that follow the Identifier in the declarator, except for a variable arity parameter, whose declared type is an array type whose component type is the UnannType that appears in its parameter specifier.

No distinction is made between the following lambda parameter lists:

(int... x) -> ..
(int[]) x) -> ..

Consistent with the rules for overriding, either can be used, whether the functional interface's abstract method is fixed arity or variable arity. Since lambda expressions are never directly invoked, introducing int... where the functional interface uses int[] can have no impact on the surrounding program. In a lambda body, a variable arity parameter is treated just like an array-typed parameter.
The rules for annotation modifiers on a formal parameter declaration are specified in §9.7.4 and §9.7.5.

It is a compile-time error if `final` appears more than once as a modifier for a formal parameter declaration.

The scope and shadowing of a formal parameter declaration is specified in §6.3 and §6.4.

It is a compile-time error for a lambda expression to declare two formal parameters with the same name. (That is, their declarations mention the same `Identifier`.)

It is a compile-time error if a lambda parameter has the name `_` (that is, a single underscore character).

The use of the variable name `_` in any context is discouraged. Future versions of the Java programming language may reserve this name as a keyword and/or give it special semantics.

It is a compile-time error if a formal parameter that is declared `final` is assigned to within the body of the lambda expression.

It is a compile-time error to use mixed array notation (§10.2) for a variable arity parameter.

When the lambda expression is invoked (via a method invocation expression (§15.12)), the values of the actual argument expressions initialize newly created parameter variables, each of the declared or inferred type, before execution of the lambda body. The `Identifier` that appears in the `VariableDeclaratorId` or the `InferredFormalParameterList` may be used as a simple name in the lambda body to refer to the formal parameter.

A lambda parameter of type `float` always contains an element of the float value set (§4.2.3); similarly, a lambda parameter of type `double` always contains an element of the double value set. It is not permitted for a lambda parameter of type `float` to contain an element of the float-extended-exponent value set that is not also an element of the float value set, nor for a lambda parameter of type `double` to contain an element of the double-extended-exponent value set that is not also an element of the double value set.

When the lambda parameters’ types are inferred, the same lambda expression body can be interpreted in many different ways, depending on the context in which it appears. Specifically, the types of expressions in the body (including `return` statement values), the checked exceptions thrown, and the type-correctness of the code all depend on the formal parameters’ inferred types.
There are two important implications. First, inference of parameter types must be independent of the lambda expression body (the alternative would be to do full constraint-producing type checking, which would be a lot more complex than the simple subtyping and conversion constraints that we handle now). Second, because lambda expressions can be method parameters, overload resolution may cause the same lambda body to be "hypothetically type-checked" more than once - that is, it may be type-checked multiple times, and an error that occurs during one of these times does not necessarily indicate that the program is incorrect.

15.27.2 Lambda Body

A lambda body is either a single expression or a block (§14.2). Like a method body, a lambda body describes code that will be executed whenever an invocation occurs.

```
LambdaBody:
  Expression
  Block
```

Unlike code appearing in anonymous class declarations, the meaning of names and the `this` and `super` keywords appearing in a lambda body, along with the accessibility of referenced declarations, are the same as in the surrounding context (except that lambda parameters introduce new names).

The transparency of `this` (both explicit and implicit) in the body of a lambda expression - that is, treating it the same as in the surrounding context - allows more flexibility for implementations, and prevents the meaning of unqualified names in the body from being dependent on overload resolution.

Practically speaking, it is unusual for a lambda expression to need to talk about itself (either to call itself recursively or to invoke its other methods), while it is more common to want to use names to refer to things in the enclosing class that would otherwise be shadowed (`this.toString()`). If it is necessary for a lambda expression to refer to itself (as if via `this`), a method reference or an anonymous inner class should be used instead.

A block lambda body is **void-compatible** if every return statement in the block has the form `return;`.

A block lambda body is **value-compatible** if it cannot complete normally (§14.21) and every return statement in the block has the form `return Expression;`.

It is a compile-time error if a block lambda body is neither void-compatible nor value-compatible.

In a value-compatible block lambda body, the **result expressions** are any expressions that may produce an invocation's value. Specifically, for each statement of the form `return Expression;` contained by the body, the `Expression` is a result expression.
The following lambda bodies are void-compatible:

() -> ()
() -> { System.out.println("done"); }

These are value-compatible:

() -> { return "done"; }
() -> { if (...) return 1; else return 0; }

These are both:

() -> { throw new RuntimeException(); }
() -> { while (true); }

This is neither:

() -> { if (...) return "done"; System.out.println("done"); }

The handling of void/value-compatible and the meaning of names in the body jointly serve to minimize the dependency on a particular target type in the given context, which is useful both for implementations and for programmer comprehension. While expressions can be assigned different types during overload resolution depending on the target type, the meaning of unqualified names and the basic structure of the lambda body do not change.

Note that the void/value-compatible definition is not a strictly structural property: "can complete normally" depends on the values of constant expressions, and these may include names that reference constant variables.

Any local variable, formal parameter, or exception parameter used but not declared in a lambda expression must either be declared final or be effectively final (§4.12.4), or a compile-time error occurs where the use is attempted.

Any local variable used but not declared in a lambda body must be definitely assigned (§16 (Definite Assignment)) before the lambda body, or a compile-time error occurs.

The restriction to effectively final variables prohibits access to dynamically-changing local variables, whose capture would likely introduce concurrency problems. Compared to the final restriction, it reduces the clerical burden on programmers.

The restriction to effectively final variables includes standard loop variables, but not enhanced-for loop variables, which are treated as distinct for each iteration of the loop (§14.14.2).

The following lambda bodies demonstrate use of effectively final variables.
void m1(int x) {
    int y = 1;
    foo(() -> x+y);
    // Legal: x and y are both effectively final.
}

void m2(int x) {
    int y;
    y = 1;
    foo(() -> x+y);
    // Legal: x and y are both effectively final.
}

void m3(int x) {
    int y;
    if (...) y = 1;
    foo(() -> x+y);
    // Illegal: y is effectively final, but not definitely assigned.
}

void m4(int x) {
    int y;
    if (...) y = 1; else y = 2;
    foo(() -> x+y);
    // Legal: x and y are both effectively final.
}

void m5(int x) {
    int y;
    if (...) y = 1;
    y = 2;
    foo(() -> x+y);
    // Illegal: y is not effectively final.
}

void m6(int x) {
    foo(() -> x+1);
    x++;
    // Illegal: x is not effectively final.
}

void m7(int x) {
    foo(() -> x=1);
    // Illegal: x is not effectively final.
}

void m8() {
    int y;
    foo(() -> y=1);
    // Illegal: y is not definitely assigned before the lambda.
}
15.27.3 Type of a Lambda Expression

If a lambda expression is compatible with its target type, \( T \), then the type of the expression is \( T \).

A lambda expression is compatible in an assignment, invocation, or casting context with type \( T \) if \( T \) is a functional interface type (§9.8) and the expression is congruent with a function type (§9.9) derived from \( T \).

The targeted function type is derived from the target type as follows:

- If the target type is a functional interface type which is either i) a parameterized type with at least one wildcard type argument, or ii) an intersection type that induces a functional interface type which is a parameterized type as in (i); and if the lambda expression has explicit parameter types \( P_1, \ldots, P_n \), then the targeted function type is the function type of the inferred wildcard instantiation of \( T \) for \( P_1, \ldots, P_n \) as defined in §18.5.3.

- Otherwise, the targeted function type is the function type of \( T \).

A lambda expression is congruent with a function type if all of the following are true:

- The function type has no type parameters.

- The number of lambda parameters is the same as the number of parameter types of the function type.

- If the lambda expression is explicitly typed, its formal parameter types are the same as the parameter types of the function type.

- If the lambda parameters are assumed to have the same types as the function type's parameter types, then:
  
  - If the function type's result is \texttt{void}, then the lambda body is either a statement expression or a \texttt{void}-compatible block.

  - If the function type's result is a (non-\texttt{void}) type \( R \), then either i) the lambda body is an expression that is compatible with \( R \) in an assignment context, or ii) the lambda body is a value-compatible block, and each result expression (§15.27.2) is compatible with \( R \) in an assignment context.

If \( T \) is the type of the lambda expression, it is a compile-time error if any class or interface mentioned by either \( T \) or the function type of \( T \) is not accessible from the class in which the lambda expression appears.

In addition, a checked exception that can be thrown in the body of the lambda may cause an error, as specified in §11.2.3.
The parameter types of explicitly typed lambdas are required to exactly match those of the function type. While it would be possible to be more flexible - allow boxing or contravariance, for example - this kind of generality seems unnecessary, and is inconsistent with the way overriding works in class declarations. A programmer ought to know exactly what function type is being targeted when writing a lambda expression, so he should thus know exactly what signature must be overridden. (In contrast, this is not the case for method references, and so more flexibility is allowed when they are used.) In addition, more flexibility with parameter types would add to the complexity of type inference and overload resolution.

Note that while boxing is not allowed in a strict invocation context, boxing of lambda result expressions is always allowed - that is, the result expression appears in an assignment context, regardless of the context enclosing the lambda expression. However, if a lambda expression is an argument to an overloaded method, a method signature that avoids boxing or unboxing the lambda result is preferred by the most specific check (§15.12.2.5).

If the body of a lambda is a statement expression (that is, an expression that would be allowed to stand alone as a statement), it is compatible with a void-producing function type; any result is simply discarded. So, for example, both of the following are legal:

```java
// Predicate has a boolean result
Predicate<String> p = s -> list.add(s);
// Block has a void result
Block<String> b = s -> list.add(s);
```

Generally speaking, a lambda of the form `( ) -> expr`, where `expr` is a statement expression, is interpreted as either `( ) -> { return expr; }` or `( ) -> { expr; }`, depending on the target type.

### 15.27.4 Run-time Evaluation of Lambda Expressions

At run time, the evaluation of a lambda expression (distinct from execution of a lambda body) either produces a reference to an object of the targeted function type or completes abruptly.

The value of a lambda expression is a reference to an instance of a class with the following properties:

- The class implements the targeted functional interface and, if the target type is an intersection type, every other interface element of the intersection.
- The class declares a method that overrides the functional interface supertype's abstract methods (and, potentially, some other methods of its superinterfaces).
- The method's parameter types, return type, and thrown types are given by the interface's function type.
• The method's body has the effect of evaluating the lambda body, if it is an expression, or of executing the lambda body, if it is a block; if a result is expected, it is returned from the method.

• The class overrides no other methods of the interface or interfaces mentioned above, except that it may override methods of the Object class.

To evaluate the lambda expression, either a new instance of an appropriate class is allocated and initialized, or an existing instance of an appropriate class is referenced.

This implies that the behavior of an equality operator (§15.21) is unpredictable when applied to the result of evaluation of a lambda expression: the equality test may produce different results in different implementations, or even upon different lambda expression evaluations in the same implementation.

If a new instance is to be created, but there is insufficient space to allocate the object, evaluation of the lambda expression completes abruptly by throwing an OutOfMemoryError (§15.6).

These rules are meant to be minimally restrictive, thus allowing freedom for implementers. Some flexibility they provide are:

• A new object need not be allocated on every evaluation
• Objects produced by different lambda expressions need not belong to different classes (if the bodies are identical, for example)
• Every object produced by evaluation need not belong to the same class (captured local variables might be inlined, for example)
• If an "existing instance" is available, it need not have been created at a previous lambda evaluation (it might have been allocated during the enclosing class's initialization, for example).

If the targeted function type is a subtype of java.io.Serializable, the resulting object will automatically be an instance of a serializable class. Making an object derived from a lambda expression serializable can have extra run time overhead and security implications, so lambda-derived objects are not serializable "by default".

15.28 Constant Expressions

ConstantExpression:

Expression
A *constant expression* is an expression denoting a value of primitive type or a `String` that does not complete abruptly and is composed using only the following:

• Literals of primitive type and literals of type `String` (§3.10.1, §3.10.2, §3.10.3, §3.10.4, §3.10.5)

• Casts to primitive types and casts to type `String` (§15.16)

• The unary operators `+`, `-`, `~`, and `!` (but not `++` or `--`) (§15.15.3, §15.15.4, §15.15.5, §15.15.6)

• The multiplicative operators `*`, `/`, and `%` (§15.17)

• The additive operators `+` and `-` (§15.18)

• The shift operators `<<`, `>>`, and `>>>` (§15.19)

• The relational operators `<`, `<=`, `>`, and `>=` (but not `instanceof`) (§15.20)

• The equality operators `==` and `!=` (§15.21)

• The bitwise and logical operators `&`, `^`, and `|` (§15.22)

• The conditional-and operator `&&` and the conditional-or operator `||` (§15.23, §15.24)

• The ternary conditional operator `? :` (§15.25)

• Parenthesized expressions (§15.8.5) whose contained expression is a constant expression.

• Simple names (§6.5.6.1) that refer to constant variables (§4.12.4).

• Qualified names (§6.5.6.2) of the form `TypeName . Identifier` that refer to constant variables (§4.12.4).

Constant expressions of type `String` are always "interned" so as to share unique instances, using the method `String.intern`.

A constant expression is always treated as FP-strict (§15.4), even if it occurs in a context where a non-constant expression would not be considered to be FP-strict.

Constant expressions are used as case labels in `switch` statements (§14.11) and have a special significance for assignment conversion (§5.2) and initialization of a class or interface (§12.4.2). They may also govern the ability of a `while`, `do`, or `for` statement to complete normally (§14.21), and the type of a conditional operator `? :` with numeric operands.
Example 15.28-1. Constant Expressions

type
(short)(1*2*3*4*5*6)
Integer.MAX_VALUE / 2
2.0 * Math.PI
"The integer " + Long.MAX_VALUE + " is mighty big."
Each local variable (§14.4) and every blank final field (§4.12.4, §8.3.1.2) must have a definitely assigned value when any access of its value occurs.

An access to its value consists of the simple name of the variable (or, for a field, the simple name of the field qualified by this) occurring anywhere in an expression except as the left-hand operand of the simple assignment operator = (§15.26.1).

For every access of a local variable or blank final field $x$, $x$ must be definitely assigned before the access, or a compile-time error occurs.

Similarly, every blank final variable must be assigned at most once; it must be definitely unassigned when an assignment to it occurs.

Such an assignment is defined to occur if and only if either the simple name of the variable (or, for a field, its simple name qualified by this) occurs on the left hand side of an assignment operator.

For every assignment to a blank final variable, the variable must be definitely unassigned before the assignment, or a compile-time error occurs.

The remainder of this chapter is devoted to a precise explanation of the words "definitely assigned before" and "definitely unassigned before".

The idea behind definite assignment is that an assignment to the local variable or blank final field must occur on every possible execution path to the access. Similarly, the idea behind definite unassignment is that no other assignment to the blank final variable is permitted to occur on any possible execution path to an assignment.

The analysis takes into account the structure of statements and expressions; it also provides a special treatment of the expression operators !, &&, |, and of boolean-valued constant expressions.
Except for the special treatment of the conditional boolean operators &&, ||, and ? : and of boolean-valued constant expressions, the values of expressions are not taken into account in the flow analysis.

Example 16-1. Definite Assignment Considers Structure of Statements and Expressions

A Java compiler recognizes that k is definitely assigned before its access (as an argument of a method invocation) in the code:

```java
{  
    int k;  
    if (v > 0 && (k = System.in.read()) >= 0)  
        System.out.println(k);  
}
```

because the access occurs only if the value of the expression:

```
v > 0 && (k = System.in.read()) >= 0
```

is true, and the value can be true only if the assignment to k is executed (more properly, evaluated).

Similarly, a Java compiler will recognize that in the code:

```java
{  
    int k;  
    while (true) {  
        k = n;  
        if (k >= 5) break;  
        n = 6;  
    }  
    System.out.println(k);  
}
```

the variable k is definitely assigned by the while statement because the condition expression true never has the value false, so only the break statement can cause the while statement to complete normally, and k is definitely assigned before the break statement.

On the other hand, the code:

```java
{  
    int k;  
    while (n < 4) {  
        k = n;  
        if (k >= 5) break;  
        n = 6;  
    }  
    System.out.println(k); /* k is not "definitely assigned"
before this statement */
```
must be rejected by a Java compiler, because in this case the while statement is not guaranteed to execute its body as far as the rules of definite assignment are concerned.

Example 16-2. Definite Assignment Does Not Consider Values of Expressions

A Java compiler must produce a compile-time error for the code:

```java
{ int k;
 int n = 5;
 if (n > 2)
   k = 3;
 System.out.println(k);  /* k is not "definitely assigned"
   before this statement */
}
```

even though the value of n is known at compile time, and in principle it can be known at compile time that the assignment to k will always be executed (more properly, evaluated). A Java compiler must operate according to the rules laid out in this section. The rules recognize only constant expressions; in this example, the expression \( n > 2 \) is not a constant expression as defined in §15.28.

As another example, a Java compiler will accept the code:

```java
void flow(boolean flag) {
  int k;
  if (flag)
    k = 3;
  else
    k = 4;
  System.out.println(k);
}
```

as far as definite assignment of k is concerned, because the rules outlined in this section allow it to tell that k is assigned no matter whether the flag is true or false. But the rules do not accept the variation:

```java
void flow(boolean flag) {
  int k;
  if (flag)
    k = 3;
  if (!flag)
    k = 4;
  System.out.println(k);  /* k is not "definitely assigned"
   before this statement */
}
```

and so compiling this program must cause a compile-time error to occur.
Example 16-3. Definite Unassignment

A Java compiler will accept the code:

```java
void unflow(boolean flag) {
    final int k;
    if (flag) {
        k = 3;
        System.out.println(k);
    } else {
        k = 4;
        System.out.println(k);
    }
}
```

as far as definite unassignment of k is concerned, because the rules outlined in this section allow it to tell that k is assigned at most once (indeed, exactly once) no matter whether the flag is true or false. But the rules do not accept the variation:

```java
void unflow(boolean flag) {
    final int k;
    if (flag) {
        k = 3;
        System.out.println(k);
    }
    if (!flag) {
        k = 4;
        System.out.println(k);  /* k is not "definitely unassigned"
                        before this statement */
    }
}
```

and so compiling this program must cause a compile-time error to occur.

In order to precisely specify all the cases of definite assignment, the rules in this section define several technical terms:

- whether a variable is *definitely assigned before* a statement or expression;
- whether a variable is *definitely unassigned before* a statement or expression;
- whether a variable is *definitely assigned after* a statement or expression; and
- whether a variable is *definitely unassigned after* a statement or expression.

For boolean-valued expressions, the last two are refined into four cases:

- whether a variable is *definitely assigned after* the expression *when true*;
- whether a variable is *definitely unassigned after* the expression *when true*;
DEFINITE ASSIGNMENT

- whether a variable is *definitely assigned after* the expression *when false*; and
- whether a variable is *definitely unassigned* after the expression *when false*.

Here, *when true* and *when false* refer to the value of the expression.

For example, the local variable \( k \) is definitely assigned a value after evaluation of the expression:

\[ a \&\& ((k=m) > 5) \]

when the expression is *true* but not when the expression is *false* (because if \( a \) is false, then the assignment to \( k \) is not necessarily executed (more properly, evaluated)).

The phrase "\( V \) is definitely assigned after \( X \)" (where \( V \) is a local variable and \( X \) is a statement or expression) means "\( V \) is definitely assigned after \( X \) if \( X \) completes normally". If \( X \) completes abruptly, the assignment need not have occurred, and the rules stated here take this into account.

A peculiar consequence of this definition is that "\( V \) is definitely assigned after \( \text{break; } \)" is always true! Because a \text{break} statement never completes normally, it is vacuously true that \( V \) has been assigned a value if the \text{break} statement completes normally.

The statement "\( V \) is definitely unassigned after \( X \)" (where \( V \) is a variable and \( X \) is a statement or expression) means "\( V \) is definitely unassigned after \( X \) if \( X \) completes normally".

An even more peculiar consequence of this definition is that "\( V \) is definitely unassigned after \( \text{break; } \)" is always true! Because a \text{break} statement never completes normally, it is vacuously true that \( V \) has not been assigned a value if the \text{break} statement completes normally. (For that matter, it is also vacuously true that the moon is made of green cheese if the \text{break} statement completes normally.)

In all, there are four possibilities for a variable \( V \) after a statement or expression has been executed:

- \( V \) is definitely assigned and is not definitely unassigned.
  (The flow analysis rules prove that an assignment to \( V \) has occurred.)
- \( V \) is definitely unassigned and is not definitely assigned.
  (The flow analysis rules prove that an assignment to \( V \) has not occurred.)
- \( V \) is not definitely assigned and is not definitely unassigned.
  (The rules cannot prove whether or not an assignment to \( V \) has occurred.)
- \( V \) is definitely assigned and is definitely unassigned.
(It is impossible for the statement or expression to complete normally.)

To shorten the rules, the customary abbreviation "iff" is used to mean "if and only if". We also use an abbreviation convention: if a rule contains one or more occurrences of "[un]assigned" then it stands for two rules, one with every occurrence of "[un]assigned" replaced by "definitely assigned" and one with every occurrence of "[un]assigned" replaced by "definitely unassigned".

For example:

- \( V \) is [un]assigned after an empty statement iff it is [un]assigned before the empty statement.

should be understood to stand for two rules:

- \( V \) is definitely assigned after an empty statement iff it is definitely assigned before the empty statement.
- \( V \) is definitely unassigned after an empty statement iff it is definitely unassigned before the empty statement.

Throughout the rest of this chapter, we will, unless explicitly stated otherwise, write \( V \) to represent a local variable or blank final field which is in scope (§6.3). Likewise, we will use \( a, b, c, \) and \( e \) to represent expressions, and \( S \) and \( T \) to represent statements. We will use the phrase "\( a \) is \( V \)" to mean that \( a \) is either the simple name of the variable \( V \), or \( V \)'s simple name qualified by this (ignoring parentheses). We will use the phrase "\( a \) is not \( V \)" to mean the negation of "\( a \) is \( V \)".

The definite unassignment analysis of loop statements raises a special problem. Consider the statement \( \text{while } (e) S \). In order to determine whether \( V \) is definitely unassigned within some subexpression of \( e \), we need to determine whether \( V \) is definitely unassigned before \( e \). One might argue, by analogy with the rule for definite assignment (§16.2.10), that \( V \) is definitely unassigned before \( e \) iff it is definitely unassigned before the \( \text{while} \) statement. However, such a rule is inadequate for our purposes. If \( e \) evaluates to true, the statement \( S \) will be executed. Later, if \( V \) is assigned by \( S \), then in the following iteration(s) \( V \) will have already been assigned when \( e \) is evaluated. Under the rule suggested above, it would be possible to assign \( V \) multiple times, which is exactly what we have sought to avoid by introducing these rules.

A revised rule would be: "\( V \) is definitely unassigned before \( e \) iff it is definitely unassigned before the \( \text{while} \) statement and definitely unassigned after \( S \)." However, when we formulate the rule for \( S \), we find: "\( V \) is definitely unassigned before \( S \) iff it is definitely unassigned after \( e \) when true". This leads to a circularity. In effect, \( V \) is definitely unassigned before the loop condition \( e \) only if it is unassigned after the loop as a whole!

We break this vicious circle using a hypothetical analysis of the loop condition and body. For example, if we assume that \( V \) is definitely unassigned before \( e \) (regardless of whether \( V \)
really is definitely unassigned before \(e\), and can then prove that \(v\) was definitely unassigned after \(e\) then we know that \(e\) does not assign \(v\). This is stated more formally as:

Assuming \(v\) is definitely unassigned before \(e\), \(v\) is definitely unassigned after \(e\).

Variations on the above analysis are used to define well founded definite unassignment rules for all loop statements in the Java programming language.

### 16.1 Definite Assignment and Expressions

#### 16.1.1 Boolean Constant Expressions

- \(v\) is \([\text{un}]\)assigned after any constant expression (§15.28) whose value is \text{true} when false.
- \(v\) is \([\text{un}]\)assigned after any constant expression whose value is \text{false} when true.
- \(v\) is \([\text{un}]\)assigned after any constant expression whose value is \text{true} when true iff \(v\) is \([\text{un}]\)assigned before the constant expression.
- \(v\) is \([\text{un}]\)assigned after any constant expression whose value is \text{false} when false iff \(v\) is \([\text{un}]\)assigned before the constant expression.
- \(v\) is \([\text{un}]\)assigned after a boolean-valued constant expression \(e\) iff \(v\) is \([\text{un}]\)assigned after \(e\) when true and \(v\) is \([\text{un}]\)assigned after \(e\) when false.

This is equivalent to saying that \(v\) is \([\text{un}]\)assigned after \(e\) iff \(v\) is \([\text{un}]\)assigned before \(e\).

Because a constant expression whose value is \text{true} never has the value \text{false}, and a constant expression whose value is \text{false} never has the value \text{true}, the first two rules are vacuously satisfied. They are helpful in analyzing expressions involving the operators \&\& (§16.1.2), || (§16.1.3), ![ (§16.1.4), and ? : (§16.1.5).

#### 16.1.2 Conditional-And Operator \&\&

- \(v\) is \([\text{un}]\)assigned after \(a \&\& b\) (§15.23) when true iff \(v\) is \([\text{un}]\)assigned after \(b\) when true.
- \(v\) is \([\text{un}]\)assigned after \(a \&\& b\) when false iff \(v\) is \([\text{un}]\)assigned after \(a\) when false and \(v\) is \([\text{un}]\)assigned after \(b\) when false.
- \(v\) is \([\text{un}]\)assigned before \(a\) iff \(v\) is \([\text{un}]\)assigned before \(a \&\& b\).
- \(v\) is \([\text{un}]\)assigned before \(b\) iff \(v\) is \([\text{un}]\)assigned after \(a\) when true.
• $V$ is [un]assigned after $a \&\& b$ iff $V$ is [un]assigned after $a \&\& b$ when true and $V$ is [un]assigned after $a \&\& b$ when false.

16.1.3 Conditional-Or Operator $||$

• $V$ is [un]assigned after $a || b$ ($\S$15.24) when true iff $V$ is [un]assigned after $a$ when true and $V$ is [un]assigned after $b$ when true.
• $V$ is [un]assigned after $a || b$ when false iff $V$ is [un]assigned after $b$ when false.
• $V$ is [un]assigned before $a$ iff $V$ is [un]assigned before $a || b$.
• $V$ is [un]assigned before $b$ iff $V$ is [un]assigned after $a$ when false.
• $V$ is [un]assigned after $a || b$ when false iff $V$ is [un]assigned after $b$ when false.

16.1.4 Logical Complement Operator $!$

• $V$ is [un]assigned after $!a$ ($\S$15.15.6) when true iff $V$ is [un]assigned after $a$ when false.
• $V$ is [un]assigned after $!a$ when false iff $V$ is [un]assigned after $a$ when true.
• $V$ is [un]assigned before $a$ iff $V$ is [un]assigned before $!a$.
• $V$ is [un]assigned after $!a$ iff $V$ is [un]assigned after $!a$ when true and $V$ is [un]assigned after $!a$ when false.

This is equivalent to saying that $V$ is [un]assigned after $!a$ iff $V$ is [un]assigned after $a$.

16.1.5 Conditional Operator $?:$

Suppose that $b$ and $c$ are boolean-valued expressions.

• $V$ is [un]assigned after $a ? b : c$ ($\S$15.25) when true iff $V$ is [un]assigned after $b$ when true and $V$ is [un]assigned after $c$ when true.
• $V$ is [un]assigned after $a ? b : c$ when false iff $V$ is [un]assigned after $b$ when false and $V$ is [un]assigned after $c$ when false.
• $V$ is [un]assigned before $a$ iff $V$ is [un]assigned before $a ? b : c$.
• $V$ is [un]assigned before $b$ iff $V$ is [un]assigned after $a$ when true.
• $V$ is [un]assigned before $c$ iff $V$ is [un]assigned after $a$ when false.

16.1.6 Conditional Operator $? :$

Suppose that $b$ and $c$ are expressions that are not boolean-valued.

• $V$ is [un]assigned after $a ? b : c$ (§15.25) iff $V$ is [un]assigned after $b$ and $V$ is [un]assigned after $c$.
• $V$ is [un]assigned before $a$ iff $V$ is [un]assigned before $a ? b : c$.
• $V$ is [un]assigned before $b$ iff $V$ is [un]assigned after $a$ when true.
• $V$ is [un]assigned before $c$ iff $V$ is [un]assigned after $a$ when false.

16.1.7 Other Expressions of Type boolean

Suppose that $e$ is an expression of type boolean and is not a boolean constant expression, logical complement expression $!a$, conditional-and expression $a \&\& b$, conditional-or expression $a || b$, or conditional expression $a ? b : c$.

• $V$ is [un]assigned after $e$ when true iff $V$ is [un]assigned after $e$.
• $V$ is [un]assigned after $e$ when false iff $V$ is [un]assigned after $e$.

16.1.8 Assignment Expressions

Consider an assignment expression $a = b$, $a += b$, $a -= b$, $a *= b$, $a /= b$, $a %= b$, $a <<= b$, $a >>= b$, $a >>>= b$, $a & b$, $a | b$, or $a ^= b$ (§15.26).

• $V$ is definitely assigned after the assignment expression iff either:
  – $a$ is $V$, or
  – $V$ is definitely assigned after $b$.
• $V$ is definitely unassigned after the assignment expression iff $a$ is not $V$ and $V$ is definitely unassigned after $b$.
• $V$ is [un]assigned before $a$ iff $V$ is [un]assigned before the assignment expression.
• $V$ is [un]assigned before $b$ iff $V$ is [un]assigned after $a$.

Note that if $a$ is $V$ and $V$ is not definitely assigned before a compound assignment such as $a \&= b$, then a compile-time error will necessarily occur. The first rule for definite assignment stated above includes the disjunct "$a$ is $V$" even for compound assignment expressions, not just simple assignments, so that $V$ will be considered to have been definitely assigned at
later points in the code. Including the disjunct "a is \( v \)" does not affect the binary decision as to whether a program is acceptable or will result in a compile-time error, but it affects how many different points in the code may be regarded as erroneous, and so in practice it can improve the quality of error reporting. A similar remark applies to the inclusion of the conjunct "a is not \( v \)" in the first rule for definite unassignment stated above.

16.1.9 Operators ++ and --

- \( v \) is definitely assigned after ++a (§15.15.1), --a (§15.15.2), a++ (§15.14.2), or a-- (§15.14.3) iff either \( a \) is \( v \) or \( v \) is definitely assigned after the operand expression.
- \( v \) is definitely unassigned after ++a, --a, a++, or a-- iff \( a \) is not \( v \) and \( v \) is definitely unassigned after the operand expression.
- \( v \) is [un]assigned before \( a \) iff \( v \) is [un]assigned before ++a, --a, a++, or a--.

16.1.10 Other Expressions

If an expression is not a boolean constant expression, and is not a preincrement expression ++a, predecrement expression --a, postincrement expression a++, postdecrement expression a--, logical complement expression !a, conditional-and expression \( a \&\& b \), conditional-or expression \( a || b \), conditional expression \( a ? b : c \), or assignment expression, then the following rules apply:

- If the expression has no subexpressions, \( v \) is [un]assigned after the expression iff \( v \) is [un]assigned before the expression.

This case applies to literals, names, this (both qualified and unqualified), unqualified class instance creation expressions with no arguments, initialized array creation expressions whose initializers contain no expressions, unqualified superclass field access expressions, named method invocations with no arguments, and unqualified superclass method invocations with no arguments.

- If the expression has subexpressions, \( v \) is [un]assigned after the expression iff \( v \) is [un]assigned after its rightmost immediate subexpression.

There is a piece of subtle reasoning behind the assertion that a variable \( v \) can be known to be definitely unassigned after a method invocation. Taken by itself, at face value and without qualification, such an assertion is not always true, because an invoked method can perform assignments. But it must be remembered that, for the purposes of the Java programming language, the concept of definite unassignment is applied only to blank final variables. If \( v \) is a blank final local variable, then only the method to which its declaration belongs can perform assignments to \( v \). If \( v \) is a blank final field, then only a constructor or an initializer for the class containing the declaration for \( v \) can perform assignments to \( v \); no method can perform assignments to \( v \). Finally, explicit constructor invocations (§8.8.7.1) are handled specially (§16.9); although they are syntactically similar
For any immediate subexpression \( y \) of an expression \( x \), \( \nu \) is [un]assigned before \( y \) iff one of the following situations is true:

- \( y \) is the leftmost immediate subexpression of \( x \) and \( \nu \) is [un]assigned before \( x \).
- \( y \) is the right-hand operand of a binary operator and \( \nu \) is [un]assigned after the left-hand operand.
- \( x \) is an array access, \( y \) is the subexpression within the brackets, and \( \nu \) is [un]assigned after the subexpression before the brackets.
- \( x \) is a primary method invocation expression, \( y \) is the first argument expression in the method invocation expression, and \( \nu \) is [un]assigned after the primary expression that computes the target object.
- \( x \) is a method invocation expression or a class instance creation expression; \( y \) is an argument expression, but not the first; and \( \nu \) is [un]assigned after the argument expression to the left of \( y \).
- \( x \) is a qualified class instance creation expression, \( y \) is the first argument expression in the class instance creation expression, and \( \nu \) is [un]assigned after the primary expression that computes the qualifying object.
- \( x \) is an array instance creation expression; \( y \) is a dimension expression, but not the first; and \( \nu \) is [un]assigned after the dimension expression to the left of \( y \).
- \( x \) is an array instance creation expression initialized via an array initializer; \( y \) is the array initializer in \( x \); and \( \nu \) is [un]assigned after the dimension expression to the left of \( y \).

### 16.2 Definite Assignment and Statements

#### 16.2.1 Empty Statements

- \( \nu \) is [un]assigned after an empty statement (§14.6) iff it is [un]assigned before the empty statement.

#### 16.2.2 Blocks

- A blank final member field \( \nu \) is definitely assigned (and moreover is not definitely unassigned) before the block (§14.2) that is the body of any method in
the scope of \( v \) and before the declaration of any class declared within the scope of \( v \).

- A local variable \( v \) is definitely unassigned (and moreover is not definitely assigned) before the block that is the body of the constructor, method, instance initializer or static initializer that declares \( v \).

- Let \( c \) be a class declared within the scope of \( v \). Then \( v \) is definitely assigned before the block that is the body of any constructor, method, instance initializer, or static initializer declared in \( c \) iff \( v \) is definitely assigned before the declaration of \( c \).

Note that there are no rules that would allow us to conclude that \( v \) is definitely unassigned before the block that is the body of any constructor, method, instance initializer, or static initializer declared in \( c \). We can informally conclude that \( v \) is not definitely unassigned before the block that is the body of any constructor, method, instance initializer, or static initializer declared in \( c \), but there is no need for such a rule to be stated explicitly.

- \( v \) is [un]assigned after an empty block iff \( v \) is [un]assigned before the empty block.

- \( v \) is [un]assigned after a non-empty block iff \( v \) is [un]assigned after the last statement in the block.

- \( v \) is [un]assigned before the first statement of the block iff \( v \) is [un]assigned before the block.

- \( v \) is [un]assigned before any other statement \( s \) of the block iff \( v \) is [un]assigned after the statement immediately preceding \( s \) in the block.

We say that \( v \) is definitely unassigned everywhere in a block \( B \) iff:

- \( v \) is definitely unassigned before \( B \).

- \( v \) is definitely assigned after \( e \) in every assignment expression \( V = e \), \( V += e \), \( V -= e \), \( V *= e \), \( V /= e \), \( V %= e \), \( V <<= e \), \( V >>= e \), \( V >>>= e \), \( V &= e \), \( V |= e \), or \( V ^= e \) that occurs in \( B \).

- \( v \) is definitely assigned before every expression ++\( V \), --\( V \), +++, or -- that occurs in \( B \).

These conditions are counterintuitive and require some explanation. Consider a simple assignment \( V = e \). If \( v \) is definitely assigned after \( e \), then either:

- The assignment occurs in dead code, and \( v \) is vacuously definitely assigned. In this case, the assignment will not actually take place, and we can assume that \( v \) is not being assigned by the assignment expression. Or:

- \( v \) was already assigned by an earlier expression prior to \( e \). In this case the current assignment will cause a compile-time error.
So, we can conclude that if the conditions are met by a program that causes no compile
time error, then any assignments to $V$ in $B$ will not actually take place at run time.

### 16.2.3 Local Class Declaration Statements

- $V$ is [un]assigned after a local class declaration statement (§14.3) iff $V$ is [un]assigned before the local class declaration statement.

### 16.2.4 Local Variable Declaration Statements

- $V$ is [un]assigned after a local variable declaration statement (§14.4) that contains no variable initializers iff $V$ is [un]assigned before the local variable declaration statement.
- $V$ is definitely assigned after a local variable declaration statement that contains at least one variable initializer iff either $V$ is definitely assigned after the last variable initializer in the local variable declaration statement or the last variable initializer in the declaration is in the declarator that declares $V$.
- $V$ is definitely unassigned after a local variable declaration statement that contains at least one variable initializer iff $V$ is definitely unassigned after the last variable initializer in the local variable declaration statement and the last variable initializer in the declaration is not in the declarator that declares $V$.
- $V$ is [un]assigned before the first variable initializer in a local variable declaration statement iff $V$ is [un]assigned before the local variable declaration statement.
- $V$ is definitely assigned before any variable initializer $e$ other than the first one in the local variable declaration statement iff either $V$ is definitely assigned after the variable initializer to the left of $e$ or the initializer expression to the left of $e$ is in the declarator that declares $V$.
- $V$ is definitely unassigned before any variable initializer $e$ other than the first one in the local variable declaration statement iff $V$ is definitely unassigned after the variable initializer to the left of $e$ and the initializer expression to the left of $e$ is not in the declarator that declares $V$.

### 16.2.5 Labeled Statements

- $V$ is [un]assigned after a labeled statement $L : S$ (where $L$ is a label) (§14.7) iff $V$ is [un]assigned after $S$ and $V$ is [un]assigned before every break statement that may exit the labeled statement $L : S$.
- $V$ is [un]assigned before $S$ iff $V$ is [un]assigned before $L : S$. 
16.2.6 Expression Statements

• \( V \) is [un]assigned after an expression statement \( e; \) (§14.8) iff it is [un]assigned after \( e \).

• \( V \) is [un]assigned before \( e \) iff it is [un]assigned before \( e; \).

16.2.7 if Statements

The following rules apply to a statement \( \text{if} \ (e) \ S \) (§14.9.1):

• \( V \) is [un]assigned after \( \text{if} \ (e) \ S \) iff \( V \) is [un]assigned after \( S \) and \( V \) is [un]assigned after \( e \) when false.

• \( V \) is [un]assigned before \( e \) iff \( V \) is [un]assigned before \( \text{if} \ (e) \ S \).

• \( V \) is [un]assigned before \( S \) iff \( V \) is [un]assigned after \( e \) when true.

The following rules apply to a statement \( \text{if} \ (e) \ S \ \text{else} \ T \) (§14.9.2):

• \( V \) is [un]assigned after \( \text{if} \ (e) \ S \ \text{else} \ T \) iff \( V \) is [un]assigned after \( S \) and \( V \) is [un]assigned after \( T \).

• \( V \) is [un]assigned before \( e \) iff \( V \) is [un]assigned before \( \text{if} \ (e) \ S \ \text{else} \ T \).

• \( V \) is [un]assigned before \( S \) iff \( V \) is [un]assigned after \( e \) when true.

• \( V \) is [un]assigned before \( T \) iff \( V \) is [un]assigned after \( e \) when false.

16.2.8 assert Statements

The following rules apply both to a statement \( \text{assert} \ e_1 \) and to a statement \( \text{assert} \ e_1 : e_2 \) (§14.10):

• \( V \) is [un]assigned before \( e_1 \) iff \( V \) is [un]assigned before the assert statement.

• \( V \) is definitely assigned after the assert statement iff \( V \) is definitely assigned before the assert statement.

• \( V \) is definitely unassigned after the assert statement iff \( V \) is definitely unassigned before the assert statement and \( V \) is definitely unassigned after \( e_1 \) when true.

The following rule applies to a statement \( \text{assert} \ e_1 : e_2 \):

• \( V \) is [un]assigned before \( e_2 \) iff \( V \) is [un]assigned after \( e_1 \) when false.
16.2.9 switch Statements

• \( v \) is \( \text{[un]} \)assigned after a switch statement (§14.11) iff all of the following are true:
  – Either there is a default label in the switch block or \( v \) is \( \text{[un]} \)assigned after the switch expression.
  – Either there are no switch labels in the switch block that do not begin a block-statement-group (that is, there are no switch labels immediately before the ")" that ends the switch block) or \( v \) is \( \text{[un]} \)assigned after the switch expression.
  – Either the switch block contains no block-statement-groups or \( v \) is \( \text{[un]} \)assigned after the last block-statement of the last block-statement-group.
  – \( v \) is \( \text{[un]} \)assigned before every break statement that may exit the switch statement.

• \( v \) is \( \text{[un]} \)assigned before the switch expression iff \( v \) is \( \text{[un]} \)assigned before the switch statement.

If a switch block contains at least one block-statement-group, then the following rules also apply:

• \( v \) is \( \text{[un]} \)assigned before the first block-statement of the first block-statement-group in the switch block iff \( v \) is \( \text{[un]} \)assigned after the switch expression.

• \( v \) is \( \text{[un]} \)assigned before the first block-statement of any block-statement-group other than the first iff \( v \) is \( \text{[un]} \)assigned after the switch expression and \( v \) is \( \text{[un]} \)assigned after the preceding block-statement.

16.2.10 while Statements

• \( v \) is \( \text{[un]} \)assigned after while (\( e \)) \( S \) (§14.12) iff \( v \) is \( \text{[un]} \)assigned after \( e \) when false and \( v \) is \( \text{[un]} \)assigned before every break statement for which the while statement is the break target.

• \( v \) is definitely assigned before \( e \) iff \( v \) is definitely assigned before the while statement.

• \( v \) is definitely unassigned before \( e \) iff all of the following conditions hold:
  – \( v \) is definitely unassigned before the while statement.
  – Assuming \( v \) is definitely unassigned before \( e \), \( v \) is definitely unassigned after \( S \).
  – Assuming \( v \) is definitely unassigned before \( e \), \( v \) is definitely unassigned before every continue statement for which the while statement is the continue target.
• \( V \) is [un]assigned before \( S \) iff \( V \) is [un]assigned after \( e \) when true.

16.2.11 do Statements

• \( V \) is [un]assigned after do \( S \) while \((e)\); (§14.13) iff \( V \) is [un]assigned after \( e \) when false and \( V \) is [un]assigned before every break statement for which the do statement is the break target.

• \( V \) is definitely assigned before \( S \) iff \( V \) is definitely assigned before the do statement.

• \( V \) is definitely unassigned before \( S \) iff all of the following conditions hold:
  – \( V \) is definitely unassigned before the do statement.
  – Assuming \( V \) is definitely unassigned before \( S \), \( V \) is definitely unassigned after \( e \) when true.

• \( V \) is [un]assigned before \( e \) iff \( V \) is [un]assigned after \( S \) and \( V \) is [un]assigned before every continue statement for which the do statement is the continue target.

16.2.12 for Statements

The rules herein cover the basic for statement (§14.14.1). Since the enhanced for (§14.14.2) statement is defined by translation to a basic for statement, no special rules need to be provided for it.

• \( V \) is [un]assigned after a for statement iff both of the following are true:
  – Either a condition expression is not present or \( V \) is [un]assigned after the condition expression when false.
  – \( V \) is [un]assigned before every break statement for which the for statement is the break target.

• \( V \) is [un]assigned before the initialization part of the for statement iff \( V \) is [un]assigned before the for statement.

• \( V \) is definitely assigned before the condition part of the for statement iff \( V \) is definitely assigned after the initialization part of the for statement.

• \( V \) is definitely unassigned before the condition part of the for statement iff all of the following conditions hold:
  – \( V \) is definitely unassigned after the initialization part of the for statement.
– Assuming \( v \) is definitely unassigned before the condition part of the `for` statement, \( v \) is definitely unassigned after the contained statement.

– Assuming \( v \) is definitely unassigned before the contained statement, \( v \) is definitely unassigned before every `continue` statement for which the `for` statement is the continue target.

\[ \text{\textbullet~} v \text{ is [un]assigned before the contained statement iff either of the following is true:} \]

– A condition expression is present and \( v \) is [un]assigned after the condition expression when true.

– No condition expression is present and \( v \) is [un]assigned after the initialization part of the `for` statement.

\[ \text{\textbullet~} v \text{ is [un]assigned before the incrementation part of the `for` statement iff} \]

\[ \text{\textbullet~} v \text{ is [un]assigned before the contained statement and} \]

\[ \text{\textbullet~} v \text{ is [un]assigned before every `continue` statement for which the `for` statement is the continue target.} \]

16.2.12.1 *Initialization Part of `for` Statement*

• If the initialization part of the `for` statement is a local variable declaration statement, the rules of §16.2.4 apply.

• Otherwise, if the initialization part is empty, then \( v \) is [un]assigned after the initialization part iff \( v \) is [un]assigned before the initialization part.

• Otherwise, three rules apply:
  
  – \( v \) is [un]assigned after the initialization part iff \( v \) is [un]assigned after the last expression statement in the initialization part.

  – \( v \) is [un]assigned before the first expression statement in the initialization part iff \( v \) is [un]assigned before the initialization part.

  – \( v \) is [un]assigned before an expression statement \( s \) other than the first in the initialization part iff \( v \) is [un]assigned after the expression statement immediately preceding \( s \).

16.2.12.2 *Incrementation Part of `for` Statement*

• If the incrementation part of the `for` statement is empty, then \( v \) is [un]assigned after the incrementation part iff \( v \) is [un]assigned before the incrementation part.

• Otherwise, three rules apply:
16.2.13 break, continue, return, and throw Statements

- By convention, we say that \( V \) is \([\text{un}]\)assigned after any break, continue, return, or throw statement (§14.15, §14.16, §14.17, §14.18).

   The notion that a variable is "\([\text{un}]\)assigned after" a statement or expression really means "is \([\text{un}]\)assigned after the statement or expression completes normally". Because a break, continue, return, or throw statement never completes normally, it vacuously satisfies this notion.

- In a return statement with an expression \( e \) or a throw statement with an expression \( e \), \( V \) is \([\text{un}]\)assigned before \( e \) iff \( V \) is \([\text{un}]\)assigned before the return or throw statement.

16.2.14 synchronized Statements

- \( V \) is \([\text{un}]\)assigned after synchronized \((e)\) \( S \) iff \( V \) is \([\text{un}]\)assigned after \( S \).
- \( V \) is \([\text{un}]\)assigned before \( e \) iff \( V \) is \([\text{un}]\)assigned before the statement synchronized \((e)\) \( S \).
- \( V \) is \([\text{un}]\)assigned before \( S \) iff \( V \) is \([\text{un}]\)assigned after \( e \).

16.2.15 try Statements

These rules apply to every try statement (§14.20), whether or not it has a finally block:

- \( V \) is \([\text{un}]\)assigned before the try block iff \( V \) is \([\text{un}]\)assigned before the try statement.
- \( V \) is definitely assigned before a catch block iff \( V \) is definitely assigned before the try block.
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• $v$ is definitely unassigned before a catch block iff all of the following conditions hold:
  – $v$ is definitely unassigned after the try block.
  – $v$ is definitely unassigned before every return statement that belongs to the try block.
  – $v$ is definitely unassigned after $e$ in every statement of the form throw $e$ that belongs to the try block.
  – $v$ is definitely unassigned after every assert statement that occurs in the try block.
  – $v$ is definitely unassigned before every break statement that belongs to the try block and whose break target contains (or is) the try statement.
  – $v$ is definitely unassigned before every continue statement that belongs to the try block and whose continue target contains the try statement.

If a try statement does not have a finally block, then this rule also applies:

• $v$ is [un]assigned after the try statement iff $v$ is [un]assigned after the try block and $v$ is [un]assigned after every catch block in the try statement.

If a try statement does have a finally block, then these rules also apply:

• $v$ is definitely assigned after the try statement iff at least one of the following is true:
  – $v$ is definitely assigned after the try block and $v$ is definitely assigned after every catch block in the try statement.
  – $v$ is definitely assigned after the finally block.
  – $v$ is definitely unassigned after a try statement iff $v$ is definitely unassigned after the finally block.

• $v$ is definitely assigned before the finally block iff $v$ is definitely assigned before the try statement.

• $v$ is definitely unassigned before the finally block iff all of the following conditions hold:
  – $v$ is definitely unassigned after the try block.
  – $v$ is definitely unassigned before every return statement that belongs to the try block.
- $v$ is definitely unassigned after $e$ in every statement of the form `throw e` that belongs to the `try` block.
- $v$ is definitely unassigned after every `assert` statement that occurs in the `try` block.
- $v$ is definitely unassigned before every `break` statement that belongs to the `try` block and whose break target contains (or is) the `try` statement.
- $v$ is definitely unassigned before every `continue` statement that belongs to the `try` block and whose continue target contains the `try` statement.
- $v$ is definitely unassigned after every `catch` block of the `try` statement.

### 16.3 Definite Assignment and Parameters

- A formal parameter $v$ of a method or constructor (§8.4.1, §8.8.1) is definitely assigned (and moreover is not definitely unassigned) before the body of the method or constructor.
- An exception parameter $v$ of a `catch` clause (§14.20) is definitely assigned (and moreover is not definitely unassigned) before the body of the `catch` clause.

### 16.4 Definite Assignment and Array Initializers

- $v$ is [un]assigned after an empty array initializer (§10.6) iff $v$ is [un]assigned before the empty array initializer.
- $v$ is [un]assigned after a non-empty array initializer iff $v$ is [un]assigned after the last variable initializer in the array initializer.
- $v$ is [un]assigned before the first variable initializer of the array initializer iff $v$ is [un]assigned before the array initializer.
- $v$ is [un]assigned before any other variable initializer $e$ of the array initializer iff $v$ is [un]assigned after the variable initializer to the left of $e$ in the array initializer.
16.5 Definite Assignment and Enum Constants

The rules determining when a variable is definitely assigned or definitely unassigned before an enum constant (§8.9.1) are given in §16.8.

This is because an enum constant is essentially a static final field (§8.3.1.1, §8.3.1.2) that is initialized with a class instance creation expression (§15.9).

• $v$ is definitely assigned before the declaration of a class body of an enum constant with no arguments that is declared within the scope of $v$ iff $v$ is definitely assigned before the enum constant.

• $v$ is definitely assigned before the declaration of a class body of an enum constant with arguments that is declared within the scope of $v$ iff $v$ is definitely assigned after the last argument expression of the enum constant.

The definite assignment/unassignment status of any construct within the class body of an enum constant is governed by the usual rules for classes.

• $v$ is [un]assigned before the first argument to an enum constant iff it is [un]assigned before the enum constant.

• $v$ is [un]assigned before $y$ (an argument of an enum constant, but not the first) iff $v$ is [un]assigned after the argument to the left of $y$.

16.6 Definite Assignment and Anonymous Classes

• $v$ is definitely assigned before an anonymous class declaration (§15.9.5) that is declared within the scope of $v$ iff $v$ is definitely assigned after the class instance creation expression that declares the anonymous class.

It should be clear that if an anonymous class is implicitly defined by an enum constant, the rules of §16.5 apply.

16.7 Definite Assignment and Member Types

Let $c$ be a class, and let $v$ be a blank final member field of $c$. Then:

• $v$ is definitely assigned (and moreover, not definitely unassigned) before the declaration of any member type (§8.5, §9.5) of $c$. 
Let \( c \) be a class declared within the scope of \( v \). Then:

- \( v \) is definitely assigned before a member type declaration of \( c \) iff \( v \) is definitely assigned before the declaration of \( c \).

### 16.8 Definite Assignment and Static Initializers

Let \( c \) be a class declared within the scope of \( v \). Then:

- \( v \) is definitely assigned before an enum constant (§8.9.1) or static variable initializer (§8.3.2) of \( c \) iff \( v \) is definitely assigned before the declaration of \( c \).

Note that there are no rules that would allow us to conclude that \( v \) is definitely unassigned before a static variable initializer or enum constant. We can informally conclude that \( v \) is not definitely unassigned before any static variable initializer of \( c \), but there is no need for such a rule to be stated explicitly.

Let \( c \) be a class, and let \( v \) be a blank static final member field of \( c \), declared in \( c \). Then:

- \( v \) is definitely unassigned (and moreover is not definitely assigned) before the leftmost enum constant, static initializer (§8.7), or static variable initializer of \( c \).
- \( v \) is [un]assigned before an enum constant, static initializer, or static variable initializer of \( c \) other than the leftmost iff \( v \) is [un]assigned after the preceding enum constant, static initializer, or static variable initializer of \( c \).

Let \( c \) be a class, and let \( v \) be a blank static final member field of \( c \), declared in a superclass of \( c \). Then:

- \( v \) is definitely assigned (and moreover is not definitely unassigned) before every enum constant of \( c \).
- \( v \) is definitely assigned (and moreover is not definitely unassigned) before the block that is the body of a static initializer of \( c \).
- \( v \) is definitely assigned (and moreover is not definitely unassigned) before every static variable initializer of \( c \).

### 16.9 Definite Assignment, Constructors, and Instance Initializers

Let \( c \) be a class declared within the scope of \( v \). Then:
• \( v \) is definitely assigned before an instance variable initializer (§8.3.2) of \( c \) iff \( v \) is definitely assigned before the declaration of \( c \).

Note that there are no rules that would allow us to conclude that \( v \) is definitely unassigned before an instance variable initializer. We can informally conclude that \( v \) is not definitely unassigned before any instance variable initializer of \( c \), but there is no need for such a rule to be stated explicitly.

Let \( c \) be a class, and let \( v \) be a blank final non-static member field of \( c \), declared in \( c \). Then:

• \( v \) is definitely unassigned (and moreover is not definitely assigned) before the leftmost instance initializer (§8.6) or instance variable initializer of \( c \).

• \( v \) is [un]assigned before an instance initializer or instance variable initializer of \( c \) other than the leftmost iff \( v \) is [un]assigned after the preceding instance initializer or instance variable initializer of \( c \).

The following rules hold within the constructors (§8.8.7) of class \( c \):

• \( v \) is definitely assigned (and moreover is not definitely unassigned) after an alternate constructor invocation (§8.8.7.1).

• \( v \) is definitely unassigned (and moreover is not definitely assigned) before an explicit or implicit superclass constructor invocation (§8.8.7.1).

• If \( c \) has no instance initializers or instance variable initializers, then \( v \) is not definitely assigned (and moreover is definitely unassigned) after an explicit or implicit superclass constructor invocation.

• If \( c \) has at least one instance initializer or instance variable initializer then \( v \) is [un]assigned after an explicit or implicit superclass constructor invocation iff \( v \) is [un]assigned after the rightmost instance initializer or instance variable initializer of \( c \).

Let \( c \) be a class, and let \( v \) be a blank final member field of \( c \), declared in a superclass of \( c \). Then:

• \( v \) is definitely assigned (and moreover is not definitely unassigned) before the block that is the body of a constructor or instance initializer of \( c \).

• \( v \) is definitely assigned (and moreover is not definitely unassigned) before every instance variable initializer of \( c \).
WHILE most of the discussion in the preceding chapters is concerned only with the behavior of code as executed a single statement or expression at a time, that is, by a single thread, the Java Virtual Machine can support many threads of execution at once. These threads independently execute code that operates on values and objects residing in a shared main memory. Threads may be supported by having many hardware processors, by time-slicing a single hardware processor, or by time-slicing many hardware processors.

Threads are represented by the Thread class. The only way for a user to create a thread is to create an object of this class; each thread is associated with such an object. A thread will start when the start() method is invoked on the corresponding Thread object.

The behavior of threads, particularly when not correctly synchronized, can be confusing and counterintuitive. This chapter describes the semantics of multithreaded programs; it includes rules for which values may be seen by a read of shared memory that is updated by multiple threads. As the specification is similar to the memory models for different hardware architectures, these semantics are known as the Java programming language memory model. When no confusion can arise, we will simply refer to these rules as "the memory model".

These semantics do not prescribe how a multithreaded program should be executed. Rather, they describe the behaviors that multithreaded programs are allowed to exhibit. Any execution strategy that generates only allowed behaviors is an acceptable execution strategy.
17.1 Synchronization

The Java programming language provides multiple mechanisms for communicating between threads. The most basic of these methods is synchronization, which is implemented using monitors. Each object in Java is associated with a monitor, which a thread can lock or unlock. Only one thread at a time may hold a lock on a monitor. Any other threads attempting to lock that monitor are blocked until they can obtain a lock on that monitor. A thread $t$ may lock a particular monitor multiple times; each unlock reverses the effect of one lock operation.

The synchronized statement (§14.19) computes a reference to an object; it then attempts to perform a lock action on that object's monitor and does not proceed further until the lock action has successfully completed. After the lock action has been performed, the body of the synchronized statement is executed. If execution of the body is ever completed, either normally or abruptly, an unlock action is automatically performed on that same monitor.

A synchronized method (§8.4.3.6) automatically performs a lock action when it is invoked; its body is not executed until the lock action has successfully completed. If the method is an instance method, it locks the monitor associated with the instance for which it was invoked (that is, the object that will be known as this during execution of the body of the method). If the method is static, it locks the monitor associated with the Class object that represents the class in which the method is defined. If execution of the method's body is ever completed, either normally or abruptly, an unlock action is automatically performed on that same monitor.

The Java programming language neither prevents nor requires detection of deadlock conditions. Programs where threads hold (directly or indirectly) locks on multiple objects should use conventional techniques for deadlock avoidance, creating higher-level locking primitives that do not deadlock, if necessary.

Other mechanisms, such as reads and writes of volatile variables and the use of classes in the java.util.concurrent package, provide alternative ways of synchronization.

17.2 Wait Sets and Notification

Every object, in addition to having an associated monitor, has an associated wait set. A wait set is a set of threads.
When an object is first created, its wait set is empty. Elementary actions that add threads to and remove threads from wait sets are atomic. Wait sets are manipulated solely through the methods `Object.wait`, `Object.notify`, and `Object.notifyAll`.

Wait set manipulations can also be affected by the interruption status of a thread, and by the `Thread` class's methods dealing with interruption. Additionally, the `Thread` class's methods for sleeping and joining other threads have properties derived from those of wait and notification actions.

### 17.2.1 Wait

*Wait actions* occur upon invocation of `wait()`, or the timed forms `wait(long millisecs)` and `wait(long millisecs, int nanosecs)`.

A call of `wait(long millisecs)` with a parameter of zero, or a call of `wait(long millisecs, int nanosecs)` with two zero parameters, is equivalent to an invocation of `wait()`.

A thread *returns normally* from a wait if it returns without throwing an `InterruptedException`.

Let thread *t* be the thread executing the `wait` method on object *m*, and let *n* be the number of lock actions by *t* on *m* that have not been matched by unlock actions. One of the following actions occurs:

- If *n* is zero (i.e., thread *t* does not already possess the lock for target *m*), then an `IllegalMonitorStateException` is thrown.
- If this is a timed wait and the `nanosecs` argument is not in the range of 0–9999999 or the `millisecs` argument is negative, then an `IllegalArgumentException` is thrown.
- If thread *t* is interrupted, then an `InterruptedException` is thrown and *t*'s interruption status is set to false.
- Otherwise, the following sequence occurs:
  1. Thread *t* is added to the wait set of object *m*, and performs *n* unlock actions on *m*.
  2. Thread *t* does not execute any further instructions until it has been removed from *m*'s wait set. The thread may be removed from the wait set due to any one of the following actions, and will resume sometime afterward:
A notify action being performed on $m$ in which $t$ is selected for removal from the wait set.

A notifyAll action being performed on $m$.

An interrupt action being performed on $t$.

If this is a timed wait, an internal action removing $t$ from $m$'s wait set that occurs after at least $\text{millisecs}$ milliseconds plus $\text{nanosecs}$ nanoseconds elapse since the beginning of this wait action.

An internal action by the implementation. Implementations are permitted, although not encouraged, to perform "spurious wake-ups", that is, to remove threads from wait sets and thus enable resumption without explicit instructions to do so.

Notice that this provision necessitates the Java coding practice of using \texttt{wait} only within loops that terminate only when some logical condition that the thread is waiting for holds.

Each thread must determine an order over the events that could cause it to be removed from a wait set. That order does not have to be consistent with other orderings, but the thread must behave as though those events occurred in that order.

For example, if a thread $t$ is in the wait set for $m$, and then both an interrupt of $t$ and a notification of $m$ occur, there must be an order over these events. If the interrupt is deemed to have occurred first, then $t$ will eventually return from \texttt{wait} by throwing \texttt{InterruptedException}, and some other thread in the wait set for $m$ (if any exist at the time of the notification) must receive the notification. If the notification is deemed to have occurred first, then $t$ will eventually return normally from \texttt{wait} with an interrupt still pending.

3. Thread $t$ performs $n$ lock actions on $m$.

4. If thread $t$ was removed from $m$'s wait set in step 2 due to an interrupt, then $t$'s interruption status is set to false and the \texttt{wait} method throws \texttt{InterruptedException}.

### 17.2.2 Notification

Notification actions occur upon invocation of methods \texttt{notify} and \texttt{notifyAll}.

Let thread $t$ be the thread executing either of these methods on object $m$, and let $n$ be the number of lock actions by $t$ on $m$ that have not been matched by unlock actions. One of the following actions occurs:
• If \( n \) is zero, then an \texttt{IllegalMonitorStateException} is thrown.
  
  This is the case where thread \( t \) does not already possess the lock for target \( m \).

• If \( n \) is greater than zero and this is a \texttt{notify} action, then if \( m \)'s wait set is not empty, a thread \( u \) that is a member of \( m \)'s current wait set is selected and removed from the wait set.

  There is no guarantee about which thread in the wait set is selected. This removal from the wait set enables \( u \)'s resumption in a wait action. Notice, however, that \( u \)'s lock actions upon resumption cannot succeed until some time after \( t \) fully unlocks the monitor for \( m \).

• If \( n \) is greater than zero and this is a \texttt{notifyAll} action, then all threads are removed from \( m \)'s wait set, and thus resume.

  Notice, however, that only one of them at a time will lock the monitor required during the resumption of wait.

### 17.2.3 Interruptions

Interruption actions occur upon invocation of \texttt{Thread.interrupt}, as well as methods defined to invoke it in turn, such as \texttt{ThreadGroup.interrupt}.

Let \( t \) be the thread invoking \( u \).\texttt{interrupt}, for some thread \( u \), where \( t \) and \( u \) may be the same. This action causes \( u \)'s interruption status to be set to true.

Additionally, if there exists some object \( m \) whose wait set contains \( u \), then \( u \) is removed from \( m \)'s wait set. This enables \( u \) to resume in a wait action, in which case this wait will, after re-locking \( m \)'s monitor, throw \texttt{InterruptedException}.

Invocations of \texttt{Thread.isInterrupted} can determine a thread's interruption status. The static method \texttt{Thread.interrupted} may be invoked by a thread to observe and clear its own interruption status.

### 17.2.4 Interactions of Waits, Notification, and Interruption

The above specifications allow us to determine several properties having to do with the interaction of waits, notification, and interruption.

If a thread is both notified and interrupted while waiting, it may either:

• return normally from \texttt{wait}, while still having a pending interrupt (in other words, a call to \texttt{Thread.interrupted} would return true)

• return from \texttt{wait} by throwing an \texttt{InterruptedException}
The thread may not reset its interrupt status and return normally from the call to \texttt{wait}.

Similarly, notifications cannot be lost due to interrupts. Assume that a set \( s \) of threads is in the wait set of an object \( m \), and another thread performs a \texttt{notify} on \( m \). Then either:

- at least one thread in \( s \) must return normally from \texttt{wait}, or
- all of the threads in \( s \) must exit \texttt{wait} by throwing \texttt{InterruptedException}

Note that if a thread is both interrupted and woken via \texttt{notify}, and that thread returns from \texttt{wait} by throwing an \texttt{InterruptedException}, then some other thread in the wait set must be notified.

### 17.3 Sleep and Yield

\texttt{Thread.sleep} causes the currently executing thread to sleep (temporarily cease execution) for the specified duration, subject to the precision and accuracy of system timers and schedulers. The thread does not lose ownership of any monitors, and resumption of execution will depend on scheduling and the availability of processors on which to execute the thread.

It is important to note that neither \texttt{Thread.sleep} nor \texttt{Thread.yield} have any synchronization semantics. In particular, the compiler does not have to flush writes cached in registers out to shared memory before a call to \texttt{Thread.sleep} or \texttt{Thread.yield}, nor does the compiler have to reload values cached in registers after a call to \texttt{Thread.sleep} or \texttt{Thread.yield}.

For example, in the following (broken) code fragment, assume that \texttt{this.done} is a non-volatile boolean field:

\begin{verbatim}
while (!this.done)
    Thread.sleep(1000);
\end{verbatim}

The compiler is free to read the field \texttt{this.done} just once, and reuse the cached value in each execution of the loop. This would mean that the loop would never terminate, even if another thread changed the value of \texttt{this.done}. 
17.4 Memory Model

A memory model describes, given a program and an execution trace of that program, whether the execution trace is a legal execution of the program. The Java programming language memory model works by examining each read in an execution trace and checking that the write observed by that read is valid according to certain rules.

The memory model describes possible behaviors of a program. An implementation is free to produce any code it likes, as long as all resulting executions of a program produce a result that can be predicted by the memory model.

This provides a great deal of freedom for the implementor to perform a myriad of code transformations, including the reordering of actions and removal of unnecessary synchronization.

Example 17.4-1. Incorrectly Synchronized Programs May Exhibit Surprising Behavior

The semantics of the Java programming language allow compilers and microprocessors to perform optimizations that can interact with incorrectly synchronized code in ways that can produce behaviors that seem paradoxical. Here are some examples of how incorrectly synchronized programs may exhibit surprising behaviors.

Consider, for example, the example program traces shown in Table 17.1. This program uses local variables `r1` and `r2` and shared variables `A` and `B`. Initially, `A == B == 0`.

Table 17.1. Surprising results caused by statement reordering - original code

<table>
<thead>
<tr>
<th>Thread 1</th>
<th>Thread 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>1: r2 = A;</td>
<td>3: r1 = B;</td>
</tr>
<tr>
<td>2: B = 1;</td>
<td>4: A = 2;</td>
</tr>
</tbody>
</table>

It may appear that the result `r2 == 2` and `r1 == 1` is impossible. Intuitively, either instruction 1 or instruction 3 should come first in an execution. If instruction 1 comes first, it should not be able to see the write at instruction 4. If instruction 3 comes first, it should not be able to see the write at instruction 2.

If some execution exhibited this behavior, then we would know that instruction 4 came before instruction 1, which came before instruction 2, which came before instruction 3, which came before instruction 4. This is, on the face of it, absurd.

However, compilers are allowed to reorder the instructions in either thread, when this does not affect the execution of that thread in isolation. If instruction 1 is reordered with instruction 2, as shown in the trace in Table 17.2, then it is easy to see how the result `r2 == 2` and `r1 == 1` might occur.
To some programmers, this behavior may seem "broken". However, it should be noted that this code is improperly synchronized:

- there is a write in one thread,
- a read of the same variable by another thread,
- and the write and read are not ordered by synchronization.

This situation is an example of a data race (§17.4.5). When code contains a data race, counterintuitive results are often possible.

Several mechanisms can produce the reordering in Table 17.2. A Just-In-Time compiler in a Java Virtual Machine implementation may rearrange code, or the processor. In addition, the memory hierarchy of the architecture on which a Java Virtual Machine implementation is run may make it appear as if code is being reordered. In this chapter, we shall refer to anything that can reorder code as a compiler.

Another example of surprising results can be seen in Table 17.3. Initially, $p == q$ and $p.x == 0$. This program is also incorrectly synchronized; it writes to shared memory without enforcing any ordering between those writes.

### Table 17.2. Surprising results caused by statement reordering - valid compiler transformation

<table>
<thead>
<tr>
<th>Thread 1</th>
<th>Thread 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>$B = 1;$</td>
<td>$r1 = B;$</td>
</tr>
<tr>
<td>$r2 = A;$</td>
<td>$A = 2;$</td>
</tr>
</tbody>
</table>

### Table 17.3. Surprising results caused by forward substitution

<table>
<thead>
<tr>
<th>Thread 1</th>
<th>Thread 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>$r1 = p;$</td>
<td>$r6 = p;$</td>
</tr>
<tr>
<td>$r2 = r1.x;$</td>
<td>$r6.x = 3;$</td>
</tr>
<tr>
<td>$r3 = q;$</td>
<td></td>
</tr>
<tr>
<td>$r4 = r3.x;$</td>
<td></td>
</tr>
<tr>
<td>$r5 = r1.x;$</td>
<td></td>
</tr>
</tbody>
</table>

One common compiler optimization involves having the value read for $r2$ reused for $r5$: they are both reads of $r1.x$ with no intervening write. This situation is shown in Table 17.4.
### Table 17.4. Surprising results caused by forward substitution

<table>
<thead>
<tr>
<th>Thread 1</th>
<th>Thread 2</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>r1 = p;</code></td>
<td><code>r6 = p;</code></td>
</tr>
<tr>
<td><code>r2 = r1.x;</code></td>
<td><code>r6.x = 3;</code></td>
</tr>
<tr>
<td><code>r3 = q;</code></td>
<td><code>r4 = r3.x;</code></td>
</tr>
<tr>
<td><code>r5 = r2;</code></td>
<td><code>r5 = r2;</code></td>
</tr>
</tbody>
</table>

Now consider the case where the assignment to `r6.x` in Thread 2 happens between the first read of `r1.x` and the read of `r3.x` in Thread 1. If the compiler decides to reuse the value of `r2` for the `r5`, then `r2` and `r5` will have the value 0, and `r4` will have the value 3. From the perspective of the programmer, the value stored at `p.x` has changed from 0 to 3 and then changed back.

The memory model determines what values can be read at every point in the program. The actions of each thread in isolation must behave as governed by the semantics of that thread, with the exception that the values seen by each read are determined by the memory model. When we refer to this, we say that the program obeys *intra-thread semantics*. Intra-thread semantics are the semantics for single-threaded programs, and allow the complete prediction of the behavior of a thread based on the values seen by read actions within the thread. To determine if the actions of thread $t$ in an execution are legal, we simply evaluate the implementation of thread $t$ as it would be performed in a single-threaded context, as defined in the rest of this specification.

Each time the evaluation of thread $t$ generates an inter-thread action, it must match the inter-thread action $a$ of $t$ that comes next in program order. If $a$ is a read, then further evaluation of $t$ uses the value seen by $a$ as determined by the memory model.

This section provides the specification of the Java programming language memory model except for issues dealing with *final* fields, which are described in §17.5.

The memory model specified herein is not fundamentally based in the object-oriented nature of the Java programming language. For conciseness and simplicity in our examples, we often exhibit code fragments without class or method definitions, or explicit dereferencing. Most examples consist of two or more threads containing statements with access to local variables, shared global variables, or instance fields of an object. We typically use variables names such as `r1` or `r2` to indicate variables local to a method or thread. Such variables are not accessible by other threads.
17.4 Memory Model

17.4.1 Shared Variables

Memory that can be shared between threads is called *shared memory* or *heap memory*.

All instance fields, *static* fields, and array elements are stored in heap memory. In this chapter, we use the term *variable* to refer to both fields and array elements.

Local variables (§14.4), formal method parameters (§8.4.1), and exception handler parameters (§14.20) are never shared between threads and are unaffected by the memory model.

Two accesses to (reads of or writes to) the same variable are said to be *conflicting* if at least one of the accesses is a write.

17.4.2 Actions

An *inter-thread action* is an action performed by one thread that can be detected or directly influenced by another thread. There are several kinds of inter-thread action that a program may perform:

- *Read* (normal, or non-volatile). Reading a variable.
- *Write* (normal, or non-volatile). Writing a variable.
- *Synchronization actions*, which are:
  - *Volatile read*. A volatile read of a variable.
  - *Volatile write*. A volatile write of a variable.
  - *Lock*. Locking a monitor
  - *Unlock*. Unlocking a monitor.
  - The (synthetic) first and last action of a thread.
  - Actions that start a thread or detect that a thread has terminated (§17.4.4).
- *External Actions*. An external action is an action that may be observable outside of an execution, and has a result based on an environment external to the execution.
- *Thread divergence actions* (§17.4.9). A thread divergence action is only performed by a thread that is in an infinite loop in which no memory, synchronization, or external actions are performed. If a thread performs a thread divergence action, it will be followed by an infinite number of thread divergence actions.
Thread divergence actions are introduced to model how a thread may cause all other threads to stall and fail to make progress.

This specification is only concerned with inter-thread actions. We do not need to concern ourselves with intra-thread actions (e.g., adding two local variables and storing the result in a third local variable). As previously mentioned, all threads need to obey the correct intra-thread semantics for Java programs. We will usually refer to inter-thread actions more succinctly as simply *actions*.

An action \(a\) is described by a tuple \(< t, k, v, u >\), comprising:

- \(t\) - the thread performing the action
- \(k\) - the kind of action
- \(v\) - the variable or monitor involved in the action.

For lock actions, \(v\) is the monitor being locked; for unlock actions, \(v\) is the monitor being unlocked.

If the action is a (volatile or non-volatile) read, \(v\) is the variable being read.

If the action is a (volatile or non-volatile) write, \(v\) is the variable being written.

- \(u\) - an arbitrary unique identifier for the action

An external action tuple contains an additional component, which contains the results of the external action as perceived by the thread performing the action. This may be information as to the success or failure of the action, and any values read by the action.

Parameters to the external action (e.g., which bytes are written to which socket) are not part of the external action tuple. These parameters are set up by other actions within the thread and can be determined by examining the intra-thread semantics. They are not explicitly discussed in the memory model.

In non-terminating executions, not all external actions are observable. Non-terminating executions and observable actions are discussed in §17.4.9.

### 17.4.3 Programs and Program Order

Among all the inter-thread actions performed by each thread \(t\), the *program order* of \(t\) is a total order that reflects the order in which these actions would be performed according to the intra-thread semantics of \(t\).
A set of actions is *sequentially consistent* if all actions occur in a total order (the execution order) that is consistent with program order, and furthermore, each read \( r \) of a variable \( v \) sees the value written by the write \( w \) to \( v \) such that:

- \( w \) comes before \( r \) in the execution order, and
- there is no other write \( w' \) such that \( w \) comes before \( w' \) and \( w' \) comes before \( r \) in the execution order.

Sequential consistency is a very strong guarantee that is made about visibility and ordering in an execution of a program. Within a sequentially consistent execution, there is a total order over all individual actions (such as reads and writes) which is consistent with the order of the program, and each individual action is atomic and is immediately visible to every thread.

If a program has no data races, then all executions of the program will appear to be sequentially consistent.

Sequential consistency and/or freedom from data races still allows errors arising from groups of operations that need to be perceived atomically and are not.

If we were to use sequential consistency as our memory model, many of the compiler and processor optimizations that we have discussed would be illegal. For example, in the trace in Table 17.3, as soon as the write of 3 to \( p.x \) occurred, subsequent reads of that location would be required to see that value.

### 17.4.4 Synchronization Order

Every execution has a *synchronization order*. A synchronization order is a total order over all of the synchronization actions of an execution. For each thread \( t \), the synchronization order of the synchronization actions (§17.4.2) in \( t \) is consistent with the program order (§17.4.3) of \( t \).

Synchronization actions induce the *synchronized-with* relation on actions, defined as follows:

- An unlock action on monitor \( m \) *synchronizes-with* all subsequent lock actions on \( m \) (where "subsequent" is defined according to the synchronization order).
- A write to a volatile variable \( v \) (§8.3.1.4) *synchronizes-with* all subsequent reads of \( v \) by any thread (where "subsequent" is defined according to the synchronization order).
- An action that starts a thread *synchronizes-with* the first action in the thread it starts.
• The write of the default value (zero, false, or null) to each variable synchronizes-with the first action in every thread.

Although it may seem a little strange to write a default value to a variable before the object containing the variable is allocated, conceptually every object is created at the start of the program with its default initialized values.

• The final action in a thread $T_1$ synchronizes-with any action in another thread $T_2$ that detects that $T_1$ has terminated.

$T_2$ may accomplish this by calling $T_1$.isAlive() or $T_1$.join().

• If thread $T_1$ interrupts thread $T_2$, the interrupt by $T_1$ synchronizes-with any point where any other thread (including $T_2$) determines that $T_2$ has been interrupted (by having an InterruptedException thrown or by invoking Thread.interrupted or Thread.isInterrupted).

The source of a synchronizes-with edge is called a release, and the destination is called an acquire.

17.4.5 Happens-before Order

Two actions can be ordered by a happens-before relationship. If one action happens-before another, then the first is visible to and ordered before the second.

If we have two actions $x$ and $y$, we write $hb(x, y)$ to indicate that $x$ happens-before $y$.

• If $x$ and $y$ are actions of the same thread and $x$ comes before $y$ in program order, then $hb(x, y)$.

• There is a happens-before edge from the end of a constructor of an object to the start of a finalizer (§12.6) for that object.

• If an action $x$ synchronizes-with a following action $y$, then we also have $hb(x, y)$.

• If $hb(x, y)$ and $hb(y, z)$, then $hb(x, z)$.

The wait methods of class Object (§17.2.1) have lock and unlock actions associated with them; their happens-before relationships are defined by these associated actions.

It should be noted that the presence of a happens-before relationship between two actions does not necessarily imply that they have to take place in that order in an implementation. If the reordering produces results consistent with a legal execution, it is not illegal.
For example, the write of a default value to every field of an object constructed by a thread need not happen before the beginning of that thread, as long as no read ever observes that fact.

More specifically, if two actions share a \textit{happens-before} relationship, they do not necessarily have to appear to have happened in that order to any code with which they do not share a \textit{happens-before} relationship. Writes in one thread that are in a data race with reads in another thread may, for example, appear to occur out of order to those reads.

The \textit{happens-before} relation defines when data races take place.

A set of synchronization edges, $S$, is \textit{sufficient} if it is the minimal set such that the transitive closure of $S$ with the program order determines all of the \textit{happens-before} edges in the execution. This set is unique.

It follows from the above definitions that:

- An unlock on a monitor \textit{happens-before} every subsequent lock on that monitor.
- A write to a \textit{volatile} field (§8.3.1.4) \textit{happens-before} every subsequent read of that field.
- A call to \textit{start()} on a thread \textit{happens-before} any actions in the started thread.
- All actions in a thread \textit{happen-before} any other thread successfully returns from a \textit{join()} on that thread.
- The default initialization of any object \textit{happens-before} any other actions (other than default-writes) of a program.

When a program contains two conflicting accesses (§17.4.1) that are not ordered by a happens-before relationship, it is said to contain a \textit{data race}.

The semantics of operations other than inter-thread actions, such as reads of array lengths (§10.7), executions of checked casts (§5.5, §15.16), and invocations of virtual methods (§15.12), are not directly affected by data races.

Therefore, a data race cannot cause incorrect behavior such as returning the wrong length for an array.

A program is \textit{correctly synchronized} if and only if all sequentially consistent executions are free of data races.

If a program is correctly synchronized, then all executions of the program will appear to be sequentially consistent (§17.4.3).
This is an extremely strong guarantee for programmers. Programmers do not need to reason about reorderings to determine that their code contains data races. Therefore they do not need to reason about reorderings when determining whether their code is correctly synchronized. Once the determination that the code is correctly synchronized is made, the programmer does not need to worry that reorderings will affect his or her code.

A program must be correctly synchronized to avoid the kinds of counterintuitive behaviors that can be observed when code is reordered. The use of correct synchronization does not ensure that the overall behavior of a program is correct. However, its use does allow a programmer to reason about the possible behaviors of a program in a simple way; the behavior of a correctly synchronized program is much less dependent on possible reorderings. Without correct synchronization, very strange, confusing and counterintuitive behaviors are possible.

We say that a read $r$ of a variable $v$ is allowed to observe a write $w$ to $v$ if, in the happens-before partial order of the execution trace:

- $r$ is not ordered before $w$ (i.e., it is not the case that $hb(r, w)$), and
- there is no intervening write $w'$ to $v$ (i.e. no write $w'$ to $v$ such that $hb(w, w')$ and $hb(w', r)$).

Informally, a read $r$ is allowed to see the result of a write $w$ if there is no happens-before ordering to prevent that read.

A set of actions $A$ is happens-before consistent if for all reads $r$ in $A$, where $W(r)$ is the write action seen by $r$, it is not the case that either $hb(r, W(r))$ or that there exists a write $w$ in $A$ such that $w.v = r.v$ and $hb(W(r), w)$ and $hb(w, r)$.

In a happens-before consistent set of actions, each read sees a write that it is allowed to see by the happens-before ordering.

Example 17.4.5-1. Happens-before Consistency

For the trace in Table 17.5, initially $A == B == 0$. The trace can observe $r2 == 0$ and $r1 == 0$ and still be happens-before consistent, since there are execution orders that allow each read to see the appropriate write.

Table 17.5. Behavior allowed by happens-before consistency, but not sequential consistency.

<table>
<thead>
<tr>
<th>Thread 1</th>
<th>Thread 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>$B = 1;$</td>
<td>$A = 2;$</td>
</tr>
<tr>
<td>$r2 = A;$</td>
<td>$r1 = B;$</td>
</tr>
</tbody>
</table>

Since there is no synchronization, each read can see either the write of the initial value or the write by the other thread. An execution order that displays this behavior is:
1: B = 1;
3: A = 2;
2: r2 = A;  // sees initial write of 0
4: r1 = B;  // sees initial write of 0

Another execution order that is happens-before consistent is:

1: r2 = A;  // sees write of A = 2
3: r1 = B;  // sees write of B = 1
2: B = 1;
4: A = 2;

In this execution, the reads see writes that occur later in the execution order. This may seem counterintuitive, but is allowed by happens-before consistency. Allowing reads to see later writes can sometimes produce unacceptable behaviors.

### 17.4.6 Executions

An execution $E$ is described by a tuple $\langle P, A, po, so, W, V, sw, hb \rangle$, comprising:

- $P$ - a program
- $A$ - a set of actions
- $po$ - program order, which for each thread $t$, is a total order over all actions performed by $t$ in $A$
- $so$ - synchronization order, which is a total order over all synchronization actions in $A$
- $W$ - a write-seen function, which for each read $r$ in $A$, gives $W(r)$, the write action seen by $r$ in $E$.
- $V$ - a value-written function, which for each write $w$ in $A$, gives $V(w)$, the value written by $w$ in $E$.
- $sw$ - synchronizes-with, a partial order over synchronization actions
- $hb$ - happens-before, a partial order over actions

Note that the synchronizes-with and happens-before elements are uniquely determined by the other components of an execution and the rules for well-formed executions ($\S17.4.7$).

An execution is *happens-before consistent* if its set of actions is *happens-before consistent* ($\S17.4.5$).
17.4.7 Well-Formed Executions

We only consider well-formed executions. An execution $E = \langle P, A, po, so, W, V, sw, hb \rangle$ is well formed if the following conditions are true:

1. Each read sees a write to the same variable in the execution.
   
   All reads and writes of volatile variables are volatile actions. For all reads $r$ in $A$, we have $W(r)$ in $A$ and $W(r).v = r.v$. The variable $r.v$ is volatile if and only if $r$ is a volatile read, and the variable $w.v$ is volatile if and only if $w$ is a volatile write.

2. The happens-before order is a partial order.
   
   The happens-before order is given by the transitive closure of synchronizes-with edges and program order. It must be a valid partial order: reflexive, transitive and antisymmetric.

3. The execution obeys intra-thread consistency.
   
   For each thread $t$, the actions performed by $t$ in $A$ are the same as would be generated by that thread in program-order in isolation, with each write $w$ writing the value $V(w)$, given that each read $r$ sees the value $V(W(r))$. Values seen by each read are determined by the memory model. The program order given must reflect the program order in which the actions would be performed according to the intra-thread semantics of $P$.

4. The execution is happens-before consistent (§17.4.6).

5. The execution obeys synchronization-order consistency.
   
   For all volatile reads $r$ in $A$, it is not the case that either $so(r, W(r))$ or that there exists a write $w$ in $A$ such that $w.v = r.v$ and $so(W(r), w)$ and $so(w, r)$.

17.4.8 Executions and Causality Requirements

We use $f|_d$ to denote the function given by restricting the domain of $f$ to $d$. For all $x$ in $d$, $f|_d(x) = f(x)$, and for all $x$ not in $d$, $f|_d(x)$ is undefined.

We use $p|_d$ to represent the restriction of the partial order $p$ to the elements in $d$. For all $x, y$ in $d$, $p(x, y)$ if and only if $p|_d(x, y)$. If either $x$ or $y$ are not in $d$, then it is not the case that $p|_d(x, y)$.

A well-formed execution $E = \langle P, A, po, so, W, V, sw, hb \rangle$ is validated by committing actions from $A$. If all of the actions in $A$ can be committed, then the execution satisfies the causality requirements of the Java programming language memory model.
Starting with the empty set as \( C_0 \), we perform a sequence of steps where we take actions from the set of actions \( A \) and add them to a set of committed actions \( C_i \) to get a new set of committed actions \( C_{i+1} \). To demonstrate that this is reasonable, for each \( C_i \) we need to demonstrate an execution \( E \) containing \( C_i \) that meets certain conditions.

Formally, an execution \( E \) satisfies the causality requirements of the Java programming language memory model if and only if there exist:

- Sets of actions \( C_0, C_1, \ldots \) such that:
  - \( C_0 \) is the empty set
  - \( C_i \) is a proper subset of \( C_{i+1} \)
  - \( A = \cup (C_0, C_1, \ldots) \)

  If \( A \) is finite, then the sequence \( C_0, C_1, \ldots \) will be finite, ending in a set \( C_n = A \).
  If \( A \) is infinite, then the sequence \( C_0, C_1, \ldots \) may be infinite, and it must be the case that the union of all elements of this infinite sequence is equal to \( A \).

- Well-formed executions \( E_1, \ldots, \) where \( E_i = \langle P, A_i, po_i, so_i, W_i, V_i, sw_i, hb_i \rangle \).

  Given these sets of actions \( C_0, \ldots \) and executions \( E_1, \ldots \), every action in \( C_i \) must be one of the actions in \( E_i \). All actions in \( C_i \) must share the same relative happens-before order and synchronization order in both \( E_i \) and \( E \). Formally:

  1. \( C_i \) is a subset of \( A_i \)
  2. \( hb|_{C_i} = hb|_{C_i} \)
  3. \( so|_{C_i} = so|_{C_i} \)

  The values written by the writes in \( C_i \) must be the same in both \( E_i \) and \( E \). Only the reads in \( C_{i-1} \) need to see the same writes in \( E_i \) as in \( E \). Formally:

  4. \( V_i|_{C_i} = V|_{C_i} \)
  5. \( W_i|_{C_{i-1}} = W|_{C_{i-1}} \)

  All reads in \( E_i \) that are not in \( C_{i-1} \) must see writes that happen-before them. Each read \( r \) in \( C_i - C_{i-1} \) must see writes in \( C_{i-1} \) in both \( E_i \) and \( E \), but may see a different write in \( E_i \) from the one it sees in \( E \). Formally:

  6. For any read \( r \) in \( A_i - C_{i-1} \), we have \( hb_i(W_i(r), r) \)
  7. For any read \( r \) in \( (C_i - C_{i-1}) \), we have \( W_i(r) \) in \( C_{i-1} \) and \( W(r) \) in \( C_{i-1} \)
Given a set of sufficient synchronizes-with edges for $E_i$, if there is a release-acquire pair that happens-before (§17.4.5) an action you are committing, then that pair must be present in all $E_j$, where $j \geq i$. Formally:

8. Let $ssw_i$ be the $sw_i$ edges that are also in the transitive reduction of $hb_i$ but not in $po$. We call $ssw_i$ the sufficient synchronizes-with edges for $E_i$. If $ssw_i(x, y)$ and $hb_i(y, z)$ and $z$ in $C_i$, then $sw_j(x, y)$ for all $j \geq i$.

If an action $y$ is committed, all external actions that happen-before $y$ are also committed.

9. If $y$ is in $C_i$, $x$ is an external action and $hb_j(x, y)$, then $x$ in $C_i$.

Example 17.4.8-1. Happens-before Consistency Is Not Sufficient

Happens-before consistency is a necessary, but not sufficient, set of constraints. Merely enforcing happens-before consistency would allow for unacceptable behaviors - those that violate the requirements we have established for programs. For example, happens-before consistency allows values to appear "out of thin air". This can be seen by a detailed examination of the trace in Table 17.6.

<table>
<thead>
<tr>
<th>Table 17.6. Happens-before consistency is not sufficient</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thread 1</td>
</tr>
<tr>
<td>r1 = x;</td>
</tr>
<tr>
<td>if (r1 != 0) y = 1;</td>
</tr>
</tbody>
</table>

The code shown in Table 17.6 is correctly synchronized. This may seem surprising, since it does not perform any synchronization actions. Remember, however, that a program is correctly synchronized if, when it is executed in a sequentially consistent manner, there are no data races. If this code is executed in a sequentially consistent way, each action will occur in program order, and neither of the writes will occur. Since no writes occur, there can be no data races: the program is correctly synchronized.

Since this program is correctly synchronized, the only behaviors we can allow are sequentially consistent behaviors. However, there is an execution of this program that is happens-before consistent, but not sequentially consistent:

```
r1 = x;  // sees write of x = 1
y = 1;
r2 = y;  // sees write of y = 1
x = 1;
```

This result is happens-before consistent: there is no happens-before relationship that prevents it from occurring. However, it is clearly not acceptable: there is no sequentially consistent execution that would result in this behavior. The fact that we allow a read to see a write that comes later in the execution order can sometimes thus result in unacceptable behaviors.
Although allowing reads to see writes that come later in the execution order is sometimes undesirable, it is also sometimes necessary. As we saw above, the trace in Table 17.5 requires some reads to see writes that occur later in the execution order. Since the reads come first in each thread, the very first action in the execution order must be a read. If that read cannot see a write that occurs later, then it cannot see any value other than the initial value for the variable it reads. This is clearly not reflective of all behaviors.

We refer to the issue of when reads can see future writes as *causality*, because of issues that arise in cases like the one found in Table 17.6. In that case, the reads cause the writes to occur, and the writes cause the reads to occur. There is no "first cause" for the actions. Our memory model therefore needs a consistent way of determining which reads can see writes early.

Examples such as the one found in Table 17.6 demonstrate that the specification must be careful when stating whether a read can see a write that occurs later in the execution (bearing in mind that if a read sees a write that occurs later in the execution, it represents the fact that the write is actually performed early).

The memory model takes as input a given execution, and a program, and determines whether that execution is a legal execution of the program. It does this by gradually building a set of "committed" actions that reflect which actions were executed by the program. Usually, the next action to be committed will reflect the next action that can be performed by a sequentially consistent execution. However, to reflect reads that need to see later writes, we allow some actions to be committed earlier than other actions that happen-before them.

Obviously, some actions may be committed early and some may not. If, for example, one of the writes in Table 17.6 were committed before the read of that variable, the read could see the write, and the "out-of-thin-air" result could occur. Informally, we allow an action to be committed early if we know that the action can occur without assuming some data race occurs. In Table 17.6, we cannot perform either write early, because the writes cannot occur unless the reads see the result of a data race.

17.4.9 Observable Behavior and Nonterminating Executions

For programs that always terminate in some bounded finite period of time, their behavior can be understood (informally) simply in terms of their allowable executions. For programs that can fail to terminate in a bounded amount of time, more subtle issues arise.

The observable behavior of a program is defined by the finite sets of external actions that the program may perform. A program that, for example, simply prints "Hello" forever is described by a set of behaviors that for any non-negative integer $i$, includes the behavior of printing "Hello" $i$ times.

Termination is not explicitly modeled as a behavior, but a program can easily be extended to generate an additional external action $executionTermination$ that occurs when all threads have terminated.
We also define a special *hang* action. If behavior is described by a set of external actions including a *hang* action, it indicates a behavior where after the external actions are observed, the program can run for an unbounded amount of time without performing any additional external actions or terminating. Programs can hang if all threads are blocked or if the program can perform an unbounded number of actions without performing any external actions.

A thread can be blocked in a variety of circumstances, such as when it is attempting to acquire a lock or perform an external action (such as a read) that depends on external data.

An execution may result in a thread being blocked indefinitely and the execution's not terminating. In such cases, the actions generated by the blocked thread must consist of all actions generated by that thread up to and including the action that caused the thread to be blocked, and no actions that would be generated by the thread after that action.

To reason about observable behaviors, we need to talk about sets of observable actions.

If $O$ is a set of observable actions for an execution $E$, then set $O$ must be a subset of $E$’s actions, $A$, and must contain only a finite number of actions, even if $A$ contains an infinite number of actions. Furthermore, if an action $y$ is in $O$, and either $hb(x, y)$ or $so(x, y)$, then $x$ is in $O$.

Note that a set of observable actions are not restricted to external actions. Rather, only external actions that are in a set of observable actions are deemed to be observable external actions.

A behavior $B$ is an allowable behavior of a program $P$ if and only if $B$ is a finite set of external actions and either:

- There exists an execution $E$ of $P$, and a set $O$ of observable actions for $E$, and $B$ is the set of external actions in $O$ (If any threads in $E$ end in a blocked state and $O$ contains all actions in $E$, then $B$ may also contain a *hang* action); or

- There exists a set $O$ of actions such that $B$ consists of a *hang* action plus all the external actions in $O$ and for all $k \geq |O|$, there exists an execution $E$ of $P$ with actions $A$, and there exists a set of actions $O'$ such that:
  
  - Both $O$ and $O'$ are subsets of $A$ that fulfill the requirements for sets of observable actions.
  - $O \subseteq O' \subseteq A$
  - $|O'| \geq k$
- \( O' \) - \( O \) contains no external actions

Note that a behavior \( B \) does not describe the order in which the external actions in \( B \) are observed, but other (internal) constraints on how the external actions are generated and performed may impose such constraints.

### 17.5 final Field Semantics

Fields declared final are initialized once, but never changed under normal circumstances. The detailed semantics of final fields are somewhat different from those of normal fields. In particular, compilers have a great deal of freedom to move reads of final fields across synchronization barriers and calls to arbitrary or unknown methods. Correspondingly, compilers are allowed to keep the value of a final field cached in a register and not reload it from memory in situations where a non-final field would have to be reloaded.

Final fields also allow programmers to implement thread-safe immutable objects without synchronization. A thread-safe immutable object is seen as immutable by all threads, even if a data race is used to pass references to the immutable object between threads. This can provide safety guarantees against misuse of an immutable class by incorrect or malicious code. Final fields must be used correctly to provide a guarantee of immutability.

An object is considered to be completely initialized when its constructor finishes. A thread that can only see a reference to an object after that object has been completely initialized is guaranteed to see the correctly initialized values for that object's final fields.

The usage model for final fields is a simple one: Set the final fields for an object in that object's constructor; and do not write a reference to the object being constructed in a place where another thread can see it before the object's constructor is finished. If this is followed, then when the object is seen by another thread, that thread will always see the correctly constructed version of that object's final fields. It will also see versions of any object or array referenced by those final fields that are at least as up-to-date as the final fields are.

**Example 17.5-1. final Fields In The Java Memory Model**

The program below illustrates how final fields compare to normal fields.

```java
class FinalFieldExample {
    final int x;
    int y;
}
```
static FinalFieldExample f;

public FinalFieldExample() {
    x = 3;
    y = 4;
}

static void writer() {
    f = new FinalFieldExample();
}

static void reader() {
    if (f != null) {
        int i = f.x;  // guaranteed to see 3
        int j = f.y;  // could see 0
    }
}

The class FinalFieldExample has a final int field x and a non-final int field y. One thread might execute the method writer and another might execute the method reader.

Because the writer method writes f after the object’s constructor finishes, the reader method will be guaranteed to see the properly initialized value for f.x: it will read the value 3. However, f.y is not final; the reader method is therefore not guaranteed to see the value 4 for it.

Example 17.5-2. final Fields For Security

final fields are designed to allow for necessary security guarantees. Consider the following program. One thread (which we shall refer to as thread 1) executes:

    Global.s = "/tmp/usr".substring(4);

while another thread (thread 2) executes

    String myS = Global.s;
    if (myS.equals("/tmp")) System.out.println(myS);

String objects are intended to be immutable and string operations do not perform synchronization. While the String implementation does not have any data races, other code could have data races involving the use of String objects, and the memory model makes weak guarantees for programs that have data races. In particular, if the fields of the String class were not final, then it would be possible (although unlikely) that thread 2 could initially see the default value of 0 for the offset of the string object, allowing it to compare as equal to "/tmp". A later operation on the String object might see the correct offset of 4, so that the String object is perceived as being "/usr". Many security features of the Java programming language depend upon String objects being perceived as truly immutable, even if malicious code is using data races to pass String references between threads.
17.5.1 Semantics of final Fields

Let \( o \) be an object, and \( c \) be a constructor for \( o \) in which a final field \( f \) is written. A freeze action on final field \( f \) of \( o \) takes place when \( c \) exits, either normally or abruptly.

Note that if one constructor invokes another constructor, and the invoked constructor sets a final field, the freeze for the final field takes place at the end of the invoked constructor.

For each execution, the behavior of reads is influenced by two additional partial orders, the dereference chain \( \text{dereferences}() \) and the memory chain \( \text{mc}() \), which are considered to be part of the execution (and thus, fixed for any particular execution). These partial orders must satisfy the following constraints (which need not have a unique solution):

- **Dereference Chain:** If an action \( a \) is a read or write of a field or element of an object \( o \) by a thread \( t \) that did not initialize \( o \), then there must exist some read \( r \) by thread \( t \) that sees the address of \( o \) such that \( r \text{ dereferences}(r, a) \).

- **Memory Chain:** There are several constraints on the memory chain ordering:
  - If \( r \) is a read that sees a write \( w \), then it must be the case that \( \text{mc}(w, r) \).
  - If \( r \) and \( a \) are actions such that \( \text{dereferences}(r, a) \), then it must be the case that \( \text{mc}(r, a) \).
  - If \( w \) is a write of the address of an object \( o \) by a thread \( t \) that did not initialize \( o \), then there must exist some read \( r \) by thread \( t \) that sees the address of \( o \) such that \( \text{mc}(r, w) \).

Given a write \( w \), a freeze \( f \), an action \( a \) (that is not a read of a final field), a read \( r_1 \) of the final field frozen by \( f \), and a read \( r_2 \) such that \( \text{hb}(w, f), \text{hb}(f, a), \text{mc}(a, r_1) \), and \( \text{dereferences}(r_1, r_2) \), then when determining which values can be seen by \( r_2 \), we consider \( \text{hb}(w, r_2) \). (This happens-before ordering does not transitively close with other happens-before orderings.)

Note that the dereferences order is reflexive, and \( r_1 \) can be the same as \( r_2 \).

For reads of final fields, the only writes that are deemed to come before the read of the final field are the ones derived through the final field semantics.

17.5.2 Reading final Fields During Construction

A read of a final field of an object within the thread that constructs that object is ordered with respect to the initialization of that field within the constructor by the
usual happens-before rules. If the read occurs after the field is set in the constructor, it sees the value the final field is assigned, otherwise it sees the default value.

17.5.3 Subsequent Modification of final Fields

In some cases, such as deserialization, the system will need to change the final fields of an object after construction. final fields can be changed via reflection and other implementation-dependent means. The only pattern in which this has reasonable semantics is one in which an object is constructed and then the final fields of the object are updated. The object should not be made visible to other threads, nor should the final fields be read, until all updates to the final fields of the object are complete. Freezes of a final field occur both at the end of the constructor in which the final field is set, and immediately after each modification of a final field via reflection or other special mechanism.

Even then, there are a number of complications. If a final field is initialized to a constant expression (§15.28) in the field declaration, changes to the final field may not be observed, since uses of that final field are replaced at compile time with the value of the constant expression.

Another problem is that the specification allows aggressive optimization of final fields. Within a thread, it is permissible to reorder reads of a final field with those modifications of a final field that do not take place in the constructor.

Example 17.5.3-1. Aggressive Optimization of final Fields

class A {
    final int x;
    A() {
        x = 1;
    }

    int f() {
        return d(this, this);
    }

    int d(A a1, A a2) {
        int i = a1.x;
        g(a1);
        int j = a2.x;
        return j - i;
    }

    static void g(A a) {
        // uses reflection to change a.x to 2
    }
}
In the \( d \) method, the compiler is allowed to reorder the reads of \( x \) and the call to \( g \) freely. Thus, \( \text{new } A().f() \) could return -1, 0, or 1.

An implementation may provide a way to execute a block of code in a final-field-safe context. If an object is constructed within a final-field-safe context, the reads of a final field of that object will not be reordered with modifications of that final field that occur within that final-field-safe context.

A final-field-safe context has additional protections. If a thread has seen an incorrectly published reference to an object that allows the thread to see the default value of a final field, and then, within a final-field-safe context, reads a properly published reference to the object, it will be guaranteed to see the correct value of the final field. In the formalism, code executed within a final-field-safe context is treated as a separate thread (for the purposes of final field semantics only).

In an implementation, a compiler should not move an access to a final field into or out of a final-field-safe context (although it can be moved around the execution of such a context, so long as the object is not constructed within that context).

One place where use of a final-field-safe context would be appropriate is in an executor or thread pool. By executing each Runnable in a separate final-field-safe context, the executor could guarantee that incorrect access by one Runnable to a object \( o \) will not remove final field guarantees for other R unnables handled by the same executor.

### 17.5.4 Write-protected Fields

Normally, a field that is final and static may not be modified. However, System.in, System.out, and System.err are static final fields that, for legacy reasons, must be allowed to be changed by the methods System.setIn, System.setOut, and System.setErr. We refer to these fields as being write-protected to distinguish them from ordinary final fields.

The compiler needs to treat these fields differently from other final fields. For example, a read of an ordinary final field is "immune" to synchronization: the barrier involved in a lock or volatile read does not have to affect what value is read from a final field. Since the value of write-protected fields may be seen to change, synchronization events should have an effect on them. Therefore, the semantics dictate that these fields be treated as normal fields that cannot be changed by user code, unless that user code is in the System class.
17.6 Word Tearing

One consideration for implementations of the Java Virtual Machine is that every field and array element is considered distinct; updates to one field or element must not interact with reads or updates of any other field or element. In particular, two threads that update adjacent elements of a byte array separately must not interfere or interact and do not need synchronization to ensure sequential consistency.

Some processors do not provide the ability to write to a single byte. It would be illegal to implement byte array updates on such a processor by simply reading an entire word, updating the appropriate byte, and then writing the entire word back to memory. This problem is sometimes known as word tearing, and on processors that cannot easily update a single byte in isolation some other approach will be required.

Example 17.6-1. Detection of Word Tearing

The following program is a test case to detect word tearing:

```java
public class WordTearing extends Thread {
    static final int LENGTH = 8;
    static final int ITERS = 1000000;
    static byte[] counts = new byte[LENGTH];
    static Thread[] threads = new Thread[LENGTH];

    final int id;
    WordTearing(int i) {
        id = i;
    }

    public void run() {
        byte v = 0;
        for (int i = 0; i < ITERS; i++) {
            byte v2 = counts[id];
            if (v != v2) {
                System.err.println("Word-Tearing found: counts[" + id + "] = "+ v2 + ", should be "+ v);
                return;
            }
            v++;
            counts[id] = v;
        }
    }

    public static void main(String[] args) {
        for (int i = 0; i < LENGTH; ++i) {
            threads[i] = new WordTearing(i)).start();
        }
    }
}
```
This makes the point that bytes must not be overwritten by writes to adjacent bytes.

17.7 Non-atomic Treatment of long and double

For the purposes of the Java programming language memory model, a single write to a non-volatile long or double value is treated as two separate writes: one to each 32-bit half. This can result in a situation where a thread sees the first 32 bits of a 64-bit value from one write, and the second 32 bits from another write.

Writes and reads of volatile long and double values are always atomic.

Writes to and reads of references are always atomic, regardless of whether they are implemented as 32-bit or 64-bit values.

Some implementations may find it convenient to divide a single write action on a 64-bit long or double value into two write actions on adjacent 32-bit values. For efficiency's sake, this behavior is implementation-specific; an implementation of the Java Virtual Machine is free to perform writes to long and double values atomically or in two parts.

Implementations of the Java Virtual Machine are encouraged to avoid splitting 64-bit values where possible. Programmers are encouraged to declare shared 64-bit values as volatile or synchronize their programs correctly to avoid possible complications.
A variety of compile-time analyses require reasoning about types that are not yet known. Principal among these are generic method applicability testing (§18.5.1) and generic method invocation type inference (§18.5.2). In general, we refer to the process of reasoning about unknown types as type inference.

At a high level, type inference can be decomposed into three processes:

• Reduction takes a compatibility assertion about an expression or type, called a constraint formula, and reduces it to a set of bounds on inference variables. Often, a constraint formula reduces to other constraint formulas, which must be recursively reduced. A procedure is followed to identify these additional constraint formulas and, ultimately, to express via a bound set the conditions under which the choices for inferred types would render each constraint formula true.

• Incorporation maintains a set of inference variable bounds, ensuring that these are consistent as new bounds are added. Because the bounds on one variable can sometimes impact the possible choices for another variable, this process propagates bounds between such interdependent variables.

• Resolution examines the bounds on an inference variable and determines an instantiation that is compatible with those bounds. It also decides the order in which interdependent inference variables are to be resolved.

These processes interact closely: reduction can trigger incorporation; incorporation may lead to further reduction; and resolution may cause further incorporation.

• §18.1 more precisely defines the concepts used as intermediate results and the notation used to express them.

• §18.2 describes reduction in detail.

• §18.3 describes incorporation in detail.
• §18.4 describes resolution in detail.

• §18.5 defines how these inference tools are used to solve certain compile-time analysis problems.

In comparison to the Java SE 7 Edition of The Java Language Specification, important changes to inference include:

• Adding support for lambda expressions and method references as method invocation arguments.

• Generalizing to define inference in terms of poly expressions, which may not have well-defined types until after inference is complete. This has the notable effect of improving inference for nested generic method and diamond constructor invocations.

• Describing how inference is used to handle wildcard-parameterized functional interface target types and most specific method analysis.

• Clarifying the distinction between invocation applicability testing (which involves only the invocation arguments) and invocation type inference (which incorporates a target type).

• Delaying resolution of all inference variables, even those with lower bounds, until invocation type inference, in order to get better results.

• Improving inference behavior for interdependent (or self-dependent) variables.

• Eliminating bugs and potential sources of confusion. This revision more carefully and precisely handles the distinction between specific conversion contexts and subtyping, and describes reduction by paralleling the corresponding non-inference relations. Where there are intentional departures from the non-inference relations, these are explicitly identified as such.

• Laying a foundation for future evolution: enhancements to or new applications of inference will be easier to integrate into the specification.

### 18.1 Concepts and Notation

This section defines inference variables, constraint formulas, and bounds, as the terms will be used throughout this chapter. It also presents notation.

#### 18.1.1 Inference Variables

Inference variables are meta-variables for types - that is, they are special names that allow abstract reasoning about types. To distinguish them from type variables, inference variables are represented with Greek letters, principally \( \alpha \).

The term "type" is used loosely in this chapter to include type-like syntax that contains inference variables. The term proper type excludes such "types"
that mention inference variables. Assertions that involve inference variables are assertions about every proper type that can be produced by replacing each inference variable with a proper type.

### 18.1.2 Constraint Formulas

**Constraint formulas** are assertions of compatibility or subtyping that may involve inference variables. The formulas may take one of the following forms:

- \( \langle \text{Expression} \rightarrow \alpha \rangle \): An expression is compatible in a loose invocation context with type \( \alpha \) (§5 (Conversions and Contexts)).
- \( \langle S \rightarrow \alpha \rangle \): A type \( S \) is compatible in a loose invocation context with type \( \alpha \) (§5.3).
- \( \langle S <: \alpha \rangle \): A reference type \( S \) is a subtype of a reference type \( \alpha \) (§4.10).
- \( \langle S <= \alpha \rangle \): A type argument \( S \) is contained by a type argument \( \alpha \) (§4.5.1).
- \( \langle S = \alpha \rangle \): A reference type \( S \) is the same as a reference type \( \alpha \) (§4.3.4), or a type argument \( S \) is the same as type argument \( \alpha \).
- \( \langle \text{Expression} \subseteq \text{throws} \alpha \rangle \): The checked exceptions thrown by lambda bodies and referenced methods in Expression are contained by the corresponding function type throws clauses, as derived from \( \alpha \).

Examples of constraint formulas:

- From `Collections.singleton("hi")`, we have the constraint formula \( \langle "hi" \rightarrow \alpha \rangle \). Through reduction, this will become the constraint formula: \( \langle \text{String} <: \alpha \rangle \).
- From `Arrays.asList(1, 2.0)`, we have the constraint formulas \( \langle 1 \rightarrow \alpha \rangle \) and \( \langle 2.0 \rightarrow \alpha \rangle \). Through reduction, these will become the constraint formulas \( \langle \text{int} \rightarrow \alpha \rangle \) and \( \langle \text{double} \rightarrow \alpha \rangle \), and then \( \langle \text{Integer} <: \alpha \rangle \) and \( \langle \text{Double} <: \alpha \rangle \).
- From the target type of the constructor invocation `List<Thread> lt = new ArrayList<>()`, we have the constraint formula \( \langle \text{ArrayList<\alpha>} \rightarrow \text{List<Thread>} \rangle \). Through reduction, this eventually becomes the constraint formula \( \langle \alpha = \text{Thread} \rangle \).

### 18.1.3 Bounds

During the inference process, a set of **bounds** on inference variables is maintained. A bound has one of the following forms:

- \( S = \alpha \), where at least one of \( S \) or \( \alpha \) is an inference variable: \( S \) is the same as \( \alpha \).
- \( S <: \alpha \), where at least one of \( S \) or \( \alpha \) is an inference variable: \( S \) is a subtype of \( \alpha \).
- \( false \): No valid choice of inference variables exists.
• \( G<\alpha_1, ..., \alpha_n> = \text{capture}(G<A_1, ..., A_n>): \) The variables \( \alpha_1, ..., \alpha_n \) represent the result of capture conversion (§5.1.10) applied to \( G<A_1, ..., A_n> \) (where \( A_1, ..., A_n \) may be types or wildcards and may mention inference variables).

• \( \text{throws } \alpha: \) The inference variable \( \alpha \) appears in a \text{throws} clause.

A bound is \textit{satisfied} by an inference variable substitution if, after applying the substitution, the assertion is true. The bound \textit{false} can never be satisfied.

Some bounds relate an inference variable to a proper type. Let \( T \) be a proper type. Given a bound of the form \( \alpha = T \) or \( T = \alpha \), we say \( T \) is an \textit{instantiation} of \( \alpha \). Similarly, given a bound of the form \( \alpha <: T \), we say \( T \) is a \textit{proper upper bound} of \( \alpha \), and given a bound of the form \( T <: \alpha \), we say \( T \) is a \textit{proper lower bound} of \( \alpha \).

Other bounds relate two inference variables, or an inference variable to a type that contains inference variables. Such bounds, of the form \( S = T \) or \( S <: T \), are called \textit{dependencies}.

A bound of the form \( G<\alpha_1, ..., \alpha_n> = \text{capture}(G<A_1, ..., A_n>) \) indicates that \( \alpha_1, ..., \alpha_n \) are placeholders for the results of capture conversion. This is necessary because capture conversion can only be performed on a proper type, and the inference variables in \( A_1, ..., A_n \) may not yet be resolved.

A bound of the form \( \text{throws } \alpha \) is purely informational: it directs resolution to optimize the instantiation of \( \alpha \) so that, if possible, it is not a checked exception type.

An important intermediate result of inference is a \textit{bound set}. It is sometimes convenient to refer to an \textit{empty} bound set with the symbol \textit{true}; this is merely out of convenience, and the two are interchangeable.

Examples of bound sets:

• \( \{ \alpha = \text{String} \} \) contains a single bound, instantiating \( \alpha \) as \text{String}.

• \( \{ \text{Integer} <: \alpha, \text{Double} <: \alpha, \alpha <: \text{Object} \} \) describes two proper lower bounds and one proper upper bound for \( \alpha \).

• \( \{ \alpha <: \text{Iterable<}?, \beta <: \text{Object}, \alpha <: \text{List<}\beta> \} \) describes a proper upper bound for each of \( \alpha \) and \( \beta \), along with a dependency between them.

• \( \{ \} \) contains no bounds nor dependencies, and can be referred to as \textit{true}.

• \( \{ \text{false} \} \) expresses the fact that no satisfactory instantiation exists.

When inference begins, a bound set is typically generated from a list of type parameter declarations \( P_1, ..., P_p \) and associated inference variables \( \alpha_1, ..., \alpha_p \). Such a bound set is constructed as follows. For each \( l (1 \leq l \leq p) \):

• If \( P_l \) has no \text{TypeBound}, the bound \( \alpha_1 <: \text{Object} \) appears in the set.
• Otherwise, for each type \( \tau \) delimited by \& in the TypeBound, the bound \( \alpha_1 <: \tau[p_1:=\alpha_1, ..., p_p:=\alpha_p] \) appears in the set; if this results in no proper upper bounds for \( \alpha_1 \) (only dependencies), then the bound \( \alpha_1 <: \text{Object} \) also appears in the set.

### 18.2 Reduction

Reduction is the process by which a set of constraint formulas (§18.1.2) is simplified to produce a bound set (§18.1.3).

Each constraint formula is considered in turn. The rules in this section outline how the formula is reduced to one or both of:

• A bound or bound set, which is to be incorporated with the current bound set. Initially, the "current" bound set is empty.

• Further constraint formulas, which are to be reduced recursively.

Reduction completes when no further constraint formulas remain to be reduced.

The results of a reduction step are always soundness-preserving: if an inference variable instantiation satisfies the reduced constraints and bounds, it will also satisfy the original constraint. On the other hand, reduction is not completeness-preserving: there may exist inference variable instantiations that satisfy the original constraint but do not satisfy a reduced constraint or bound. This is due to inherent limitations of the algorithm, along with a desire to avoid undue complexity. One effect is that there are expressions for which type argument inference fails to find a solution, but that can be well-typed if the programmer explicitly inserts appropriate types.

#### 18.2.1 Expression Compatibility Constraints

A constraint formula of the form \( \langle \text{Expression} \rightarrow \tau \rangle \) is reduced as follows:

• If \( \tau \) is a proper type, the constraint reduces to true if the expression is compatible in a loose invocation context with \( \tau \) (§5 (Conversions and Contexts)), and false otherwise.

• Otherwise, if the expression is a standalone expression (§15.2) of type \( s \), the constraint reduces to \( \langle s \rightarrow \tau \rangle \).

• Otherwise, the expression is a poly expression (§15.2). The result depends on the form of the expression:
– If the expression is a parenthesized expression of the form \( (Expression') \), the constraint reduces to \( \langle \text{Expression}' \rightarrow T \rangle \).

– If the expression is a class instance creation expression or a method invocation, the constraint reduces to the bound set \( B_3 \) which would be used to determine the expression's invocation type when targeting \( T \), as defined in §18.5.2. (For a class instance creation expression, the corresponding "method" used for inference is defined in §15.9.3).

This bound set may contain new inference variables, as well as dependencies between these new variables and the inference variables in \( T \).

– If the expression is a conditional expression of the form \( e_1 ? e_2 : e_3 \), the constraint reduces to two constraint formulas, \( \langle e_2 \rightarrow T \rangle \) and \( \langle e_3 \rightarrow T \rangle \).

– If the expression is a lambda expression, the result is defined in §18.2.1.1.

– If the expression is a method reference expression, the result is defined in §18.2.1.2.

By treating nested generic method invocations as poly expressions, we improve the behavior of inference for nested invocations. For example, the following is illegal in Java SE 7 but legal in Java SE 8:

```java
ProcessBuilder b = new ProcessBuilder(Collections.emptyList());
// ProcessBuilder's constructor expects a List<String>
```

When both the outer and the nested invocation require inference, the problem is more difficult. For example:

```java
List<String> ls = new ArrayList<String>(Collections.emptyList());
```

Our approach is to "lift" the bounds inferred for the nested invocation (simply \( \{ \alpha <: \text{Object} \} \) in the case of `emptyList`) into the outer inference process (in this case, trying to infer \( \beta \) where the constructor is for type `ArrayList<\beta>`). We also infer dependencies between the nested inference variables and the outer inference variables (the constraint \( \langle \text{List}<\alpha> \rightarrow \text{Collection}<\beta> \rangle \) would reduce to the dependency \( \alpha = \beta \)). In this way, resolution of the inference variables in the nested invocation can wait until additional information can be inferred from the outer invocation (based on the assignment target, \( \beta = \text{String} \)).

18.2.1.1 Lambda Expression Compatibility

A constraint formula of the form \( \langle \text{LambdaExpression} \rightarrow T \rangle \), where \( T \) mentions at least one inference variable, is reduced as follows, following the compatibility rules outlined in §15.27.3.
If $T$ is not a functional interface type (§9.8), the constraint reduces to $false$.

Otherwise, a ground target type, $T'$, is derived from $T$, as described in §15.27.3. If §18.5.3 is used to derive a functional interface type which is parameterized, then the test that $F< A'_1, \ldots, A'_m >$ is a subtype of $F< A_1, \ldots, A_m >$ is not performed (instead, it is asserted with a constraint formula below).

If no valid type can be found, the constraint reduces to $false$. Otherwise, the congruence of the $\textit{LambdaExpression}$ with the target function type is asserted as follows:

- If the number of lambda parameters differs from the number of parameter types of the function type, the constraint reduces to $false$.
- If the lambda expression is implicitly typed and one or more of the function type’s parameter types is not a proper type, the constraint reduces to $false$.
- If the function type's result is $\text{void}$ and the lambda body is neither a statement expression nor a void-compatible block, the constraint reduces to $false$.
- If the function type's result is not $\text{void}$ and the lambda body is a block that is not value-compatible, the constraint reduces to $false$.
- Otherwise, the constraint reduces to all of the following simplified constraint formulas:
  - If the lambda parameters have explicitly declared types $F_1, \ldots, F_n$ and the targeted function type has parameter types $G_1, \ldots, G_n$, then i) for all $i$ ($1 \leq i \leq n$), $< F_i = G_i >$, and ii) $< T' <: T >$.
  - If the function type's return type is a (non-$\text{void}$) type $R$, assume the lambda's parameter types are the same as the function type's parameter types. Then:
    - If $R$ is a proper type, and if the lambda body or some result expression in the lambda body is not compatible in an assignment context with $R$, then $false$.
    - Otherwise, if $R$ is not a proper type, then where the lambda body has the form $\textit{Expression}$, the constraint $< \textit{Expression} \rightarrow R >$; or where the lambda body is a block with result expressions $e_1, \ldots, e_m$, for all $i$ ($1 \leq i \leq m$), $< e_i \rightarrow R >$.

The key piece of information to derive from a compatibility constraint involving a lambda expression is the set of bounds on inference variables appearing in the target function type’s return type. This is crucial, because functional interfaces are often generic, and many methods operating on these types are generic, too.

In the simplest case, a lambda expression may simply provide a lower bound for an inference variable:
In more complex cases, a result expression may be a poly expression - perhaps even another lambda expression - and so the inference variable might be passed through multiple constraint formulas with different target types before a bound is produced.

Most of the work described in this section precedes assertions about the result expressions; its purpose is to derive the lambda expression's function type, and to check for expressions that are clearly disqualified from compatibility.

We do not attempt to produce bounds on inference variables that appear in the target function type's throws clause. This is because exception containment is not part of compatibility (§15.27.3) - in particular, it must not influence method applicability (§18.5.1). However, we do get bounds on these variables later, because invocation type inference (§18.5.2) produces exception containment constraint formulas (§18.2.5).

Note that if the target type is an inference variable, or if the target type's parameter types contain inference variables, we produce false. During invocation type inference (§18.5.2), extra substitutions are performed in order to instantiate these inference variables, thus avoiding this scenario. (In other words, reduction will, in practice, never be "invoked" with a target type of one of these forms.)

There is an interesting difference between reduction of \(<\text{LambdaExpression} \rightarrow T>\) and reduction of the more general \(<\text{Expression} \rightarrow T>\). For the former, consider the return type of \(T\)'s function type, i.e., the targeted return type. If the targeted return type is a proper type, then the result expressions of the \(\text{LambdaExpression}\) may be compatible with it in an assignment context. This allows narrowing of constant expressions, such as Byte \(b = 100\). But if the targeted return type is an inference variable, then the result expressions are reduced to constraints of the form \(<\text{Expression} \rightarrow T>\), wherein they must be compatible with the targeted return type in an invocation context. This does not allow narrowing of constant expressions. Effectively, we assume that no narrowing will be required of the result expressions. This is not completeness-preserving, although the cases that would benefit from more powerful inference are fairly unusual.

18.2.1.2 Method Reference Compatibility

A constraint formula of the form \(<\text{MethodReference} \rightarrow T>\), where \(T\) mentions at least one inference variable, is reduced as follows, following the compatibility rules outlined in §15.13.1.

If \(T\) is not a functional interface type (§9.8), or if \(T\) is a functional interface type that does not have a function type, the constraint reduces to false.

Otherwise, if there does not exist a potentially applicable method for the method reference when targeting \(T\), the constraint reduces to false.

Otherwise, there are two cases:
• If the method reference is *exact*:

Let \( P_1, \ldots, P_n \) be the parameter types of the function type of \( T \), and let \( F_1, \ldots, F_k \) be the parameter types of the potentially applicable method. The compatibility constraint reduces to a new set of constraints, as follows:

– For the special case where \( n = k+1 \) (where the parameter of type \( P_1 \) is to act as the target reference of the invocation): \( \langle P_1 <: \text{ReferenceType} \rangle \) and, for all \( i \) (\( 2 \leq i \leq n \)), \( \langle P_i \rightarrow F_{i-1} \rangle \).

– In all other cases, where \( n = k \); for all \( i \) (\( 1 \leq i \leq n \)), \( \langle P_i \rightarrow F_i \rangle \).

– If the function type's result is not \text{void}, let \( R \) be its return type. Then, if the result of the potentially applicable compile-time declaration is \text{void}, the constraint reduces to \text{false}. Otherwise, where \( R' \) is the result of applying capture conversion (§5.1.10) to the return type of the potentially applicable compile-time declaration, \( \langle R' \rightarrow R \rangle \).

• If the method reference is *inexact*:

If one or more of the function type's parameter types is not a proper type, the constraint reduces to \text{false}.

Otherwise, a search for a compile-time declaration is performed, as specified in §15.13.1. If there is no compile-time declaration for the method reference, the constraint reduces to \text{false}. If there is a compile-time declaration, there are three cases:

– If the result of the function type is \text{void}, the result is \text{true}.

– If the method reference expression elides \text{TypeArguments}, and the compile-time declaration is a generic method, and the return type of the compile-time declaration mentions at least one of the method's type parameters, then the constraint reduces to the bound set \( B_3 \) which would be used to determine the method reference's invocation type when targeting the return type of the function type, as defined in §18.5.2. \( B_3 \) may contain new inference variables, as well as dependencies between these new variables and the inference variables in \( T \).

– Otherwise, let \( R \) be the return type of the function type, and let \( R' \) be the result of applying capture conversion (§5.1.10) to the return type of the invocation type (§15.12.2.6) of the chosen declaration. If \( R' \) is \text{void}, the constraint reduces to \text{false}; otherwise, the constraint reduces to \( \langle R' \rightarrow R \rangle \).

The strategy used to determine a return type for a generic referenced method follows the same pattern as for generic method invocations (§18.2.1). This may involve “lifting”
bounds into the outer context and inferring dependencies between the two sets of inference variables.

### 18.2.2 Type Compatibility Constraints

A constraint formula of the form \( s \rightarrow t \) is reduced as follows:

- If \( s \) and \( t \) are proper types, the constraint reduces to \textit{true} if \( s \) is compatible in a loose invocation context with \( t \) (§5.3), and \textit{false} otherwise.

- Otherwise, if \( s \) is a primitive type, let \( s' \) be the result of applying boxing conversion (§5.1.7) to \( s \). Then the constraint reduces to \( s' \rightarrow t \).

- Otherwise, if \( t \) is a primitive type, let \( t' \) be the result of applying boxing conversion (§5.1.7) to \( t \). Then the constraint reduces to \( s = t' \).

- Otherwise, if \( t \) is a parameterized type of the form \( G<T_1, ..., T_n> \), and there exists no type of the form \( G<S_1, ..., S_n> \) that is a supertype of \( s \), but the raw type \( G \) is a supertype of \( s \), then the constraint reduces to \textit{true}.

- Otherwise, if \( t \) is an array type of the form \( G<T_1, ..., T_n>[k] \), and there exists no type of the form \( G<S_1, ..., S_n>[k] \) that is a supertype of \( s \), but the raw type \( G[k] \) is a supertype of \( s \), then the constraint reduces to \textit{true}. (The notation \([k]\) indicates an array type of \( k \) dimensions.)

- Otherwise, the constraint reduces to \( s <: t \).

The fourth and fifth cases are implicit uses of unchecked conversion (§5.1.9). These, along with any use of unchecked conversion in the first case, may result in compile-time unchecked warnings, and may influence a method's invocation type (§15.12.2.6).

Boxing \( t \) to \( t' \) is not completeness-preserving: for example, if \( t \) were \texttt{long}, \( s \) might be instantiated to \texttt{Integer}, which could be unboxed and then widened to \texttt{long}. We avoid this problem in most cases by giving special treatment to inference-variable return types that we know are already constrained to be certain boxed primitive types. See §18.5.2.

Similarly, the treatment of unchecked conversion sacrifices completeness in cases in which \( t \) is not a parameterized type (for example, if \( t \) is an inference variable). It is not usually clear in such situations whether the unchecked conversion is necessary or not. Since unchecked conversions introduce unchecked warnings, inference prefers to avoid them unless it is clearly necessary.

### 18.2.3 Subtyping Constraints

A constraint formula of the form \( s <: t \) is reduced as follows:
• If \( S \) and \( T \) are proper types, the constraint reduces to true if \( S \) is a subtype of \( T \) (§4.10), and false otherwise.

• Otherwise, if \( S \) is an inference variable, \( \alpha \), the constraint reduces to the bound \( \alpha <: T \).

• Otherwise, if \( T \) is an inference variable, \( \alpha \), the constraint reduces to the bound \( S <: \alpha \).

• Otherwise, if \( S \) is the null type, the constraint reduces to true.

• Otherwise, the constraint is reduced according to the form of \( T \):
  - If \( T \) is a non-parameterized class or interface type, then the constraint reduces to true if \( S \) is a parameterization of \( T \), or if \( T \) is a superclass or superinterface of \( S \), and false otherwise.
  - If \( T \) is a parameterized class type, \( C< A_1, ..., A_n > \), then among the supertypes of \( S \) that are parameterizations of \( C \), a most specific type is identified: \( C< B_1, ..., B_n > \) (this may be \( S \) itself). If no such parameterization exists, the constraint reduces to false. Otherwise, the constraint reduces to the following new constraints: for all \( i \) (1 ≤ \( i \) ≤ \( n \)), \( < B_i <= A_i > \).
  - If \( T \) is an array type, \( T'[] \), then among the supertypes of \( S \) that are array types, a most specific type is identified: \( S'[] \) (this may be \( S \) itself). If no such array type exists, the constraint reduces to false. Otherwise:
    > If neither \( S' \) nor \( T' \) is a primitive type, the constraint reduces to \( < S' <: T' > \).
    > Otherwise, the constraint reduces to true if \( S' \) and \( T' \) are the same primitive type, and false otherwise.
  - If \( T \) is a type variable, there are three cases:
    > If \( S \) is an intersection type of which \( T \) is an element, the constraint reduces to true.
    > Otherwise, if \( T \) has a lower bound, \( B \), the constraint reduces to \( < S <: B > \).
    > Otherwise, the constraint reduces to false.
  - If \( T \) is an intersection type, \( I_1 & ... & I_n \), the constraint reduces to the following new constraints: for all \( i \) (1 ≤ \( i \) ≤ \( n \)), \( < S <: I_i > \).
  - If \( T \) is the null type, the constraint reduces to false.

A constraint formula of the form \( < S <= T > \), where \( S \) and \( T \) are type arguments (§4.5.1), is reduced as follows:

• If \( T \) is a type:
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- If $S$ is a type, the constraint reduces to $\langle S = T \rangle$.
- If $S$ is a wildcard, the constraint reduces to $false$.

• If $T$ is a wildcard of the form $\?$, the constraint reduces to $true$.
• If $T$ is a wildcard of the form $\? \text{ extends } T'$:
  - If $S$ is a type, the constraint reduces to $\langle S <: T' \rangle$.
  - If $S$ is a wildcard of the form $\?$, the constraint reduces to $\langle \text{Object } <: T' \rangle$.
  - If $S$ is a wildcard of the form $\? \text{ extends } S'$, the constraint reduces to $\langle S' <: T' \rangle$.
  - If $S$ is a wildcard of the form $\? \supersub S'$, the constraint reduces to $\langle \text{Object } = T' \rangle$.
• If $T$ is a wildcard of the form $\? \supersub T'$:
  - If $S$ is a type, the constraint reduces to $\langle T' <: S \rangle$.
  - If $S$ is a wildcard of the form $\? \supersub S'$, the constraint reduces to $\langle T' <: S' \rangle$.
  - Otherwise, the constraint reduces to $false$.

18.2.4 Type Equality Constraints

A constraint formula of the form $\langle S = T \rangle$, where $S$ and $T$ are types, is reduced as follows:

• If $S$ and $T$ are proper types, the constraint reduces to $true$ if $S$ is the same as $T$ (§4.3.4), and $false$ otherwise.
• Otherwise, if $S$ is an inference variable, $\alpha$, the constraint reduces to the bound $\alpha = T$.
• Otherwise, if $T$ is an inference variable, $\alpha$, the constraint reduces to the bound $S = \alpha$.
• Otherwise, if $S$ and $T$ are parameterizations of the same class or interface, $C$, such that $S = C< B_1, ..., B_n >$ and $T = C< A_1, ..., A_n >$, the constraint reduces to the following new constraints: for all $i \ (1 \leq i \leq n)$, $\langle B_i = A_i \rangle$.
• Otherwise, if $S$ and $T$ are array types, $S' [\ ]$ and $T' [\ ]$, the constraint reduces to $\langle S' = T' \rangle$.
• Otherwise, if $S$ and $T$ are intersection types $S_1 \ & \ ... \ & S_m$ and $T_1 \ & \ ... \ & T_n$; if $m \neq n$, the constraint reduces to $false$; otherwise, for all $i \ (1 \leq i \leq n)$, $\langle S_i = T_i \rangle$.
• Otherwise, the constraint reduces to $false$. 
A constraint formula of the form \(<S = T>\), where \(S\) and \(T\) are type arguments (§4.5.1), is reduced as follows:

- If \(S\) and \(T\) are types, the constraint is reduced as described above.
- If \(S\) has the form ? and \(T\) has the form ?, the constraint reduces to true.
- If \(S\) has the form ? and \(T\) has the form ? extends \(T'\), the constraint reduces to \(<\text{Object} = T'>\).
- If \(S\) has the form ? extends \(S'\) and \(T\) has the form ?, the constraint reduces to \(<S' = \text{Object}>\).
- If \(S\) has the form ? extends \(S'\) and \(T\) has the form ? extends \(T'\), the constraint reduces to \(<S' = T'>\).
- If \(S\) has the form ? super \(S'\) and \(T\) has the form ? super \(T'\), the constraint reduces to \(<S' = T'>\).
- Otherwise, the constraint reduces to false.

18.2.5 Checked Exception Constraints

A constraint formula of the form \(<\text{Expression} \subseteq \text{throws } T>\) is reduced as follows.

If \(\text{Expression}\) is a standalone expression (§15.2), a poly class instance creation expression (§15.9), or a poly method invocation expression (§15.12), then the constraint trivially resolves to true.

If \(\text{Expression}\) is a lambda expression or a method reference expression, then:

- If \(T\) is not a functional interface type, the constraint reduces to false.
- Otherwise, a target function type for the expression must be determined, as specified in §15.27.3 and §15.13.2.

If no valid function type can be found, the constraint reduces to false. Otherwise:

- If \(\text{Expression}\) is an implicitly-typed lambda expression or an inexact method reference, and one or more of the function type's parameter types is not a proper type, the constraint reduces to false.
- Otherwise, if \(\text{Expression}\) is a lambda expression or an inexact method reference, and the function type's return type is neither void nor a proper type, the constraint reduces to false.
- Otherwise, let \(E_1, \ldots, E_n\) be the types in the function type's \text{throws} clause that are not proper types; and let \(x_1, \ldots, x_m\) be checked exceptions, determined as follows:
If expression is a lambda expression, then $x_1, ..., x_m$ are the checked exceptions that the lambda body can throw (§11.2) (where the parameter types and expected return type are given, if necessary, by the target function type).

If expression is a method reference expression, then $x_1, ..., x_m$ are the checked exceptions in the \texttt{throws} clause of the invocation type of the method reference’s compile-time declaration (§15.13.1) (derived from the target function type’s parameter types and return type).

Then there are two cases:

- If $n = 0$ (the function type’s \texttt{throws} clause consists only of proper types), then if there exists some $i$ ($1 \leq i \leq m$) such that $x_i$ is not a subtype of any proper type in the \texttt{throws} clause, the constraint reduces to \texttt{false}; otherwise, the constraint reduces to \texttt{true}.

- If $n > 0$, the constraint reduces to a set of subtyping constraints: for all $i$ ($1 \leq i \leq m$), if $x_i$ is not a subtype of any proper type in the \texttt{throws} clause, then the constraints include, for all $j$ ($1 \leq j \leq n$), $\langle x_i \leftarrow E_j \rangle$. In addition, for all $j$ ($1 \leq j \leq n$), the constraint reduces to the bound $\texttt{throws } E_j$.

If expression is a poly parenthesized expression (§15.8.5) with contained expression \texttt{Expression}', then the constraint reduces to $\langle \texttt{Expression}' \subseteq \texttt{throws } T \rangle$.

If expression is a poly conditional expression (§15.25.3) of the form $e_1 \? e_2 : e_3$, then the constraint reduces to two constraint formulas, $\langle e_2 \subseteq \texttt{throws } T \rangle$ and $\langle e_3 \subseteq \texttt{throws } T \rangle$.

Constraints on checked exceptions are handled separately from constraints on return types, because return type compatibility influences applicability of methods (§18.5.1), while exceptions only influence the invocation type after overload resolution is complete (§18.5.2). This could be simplified by including exception compatibility in the definition of lambda expression compatibility (§15.27.3), but this would lead to possibly surprising cases in which exceptions that can be thrown by an explicitly typed lambda body change overload resolution.

The exceptions thrown by a lambda body cannot be determined until i) the parameter types of the lambda are known, and ii) the target type of result expressions in the body is known. (The second requirement is to account for generic methods in which, for example, the same type parameter appears in the return type and the \texttt{throws} clause.) Hence, we require both of these, as derived from the target type $\tau$, to be proper types.

One consequence is that lambda expressions returned from other lambda expressions cannot generate constraints from their thrown exceptions. These constraints can only be generated from top-level lambda expressions.
Note that the handling of the case in which more than one inference variable appears in a function type's `throws` clause is not completeness-preserving. Either variable may, on its own, satisfy the constraint that each checked exception be declared, but we cannot be sure which one is intended. So, for predictability, we constrain them both.

### 18.3 Incorporation

As bound sets are constructed and grown during inference, it is possible that new bounds can be inferred based on the assertions of the original bounds. The process of incorporation identifies these new bounds and adds them to the bound set.

Incorporation can happen in two scenarios. One scenario is that the bound set contains complementary pairs of bounds; this implies new constraint formulas, as specified in §18.3.1. The other scenario is that the bound set contains a bound involving capture conversion; this implies new bounds and may imply new constraint formulas, as specified in §18.3.2. In both scenarios, any new constraint formulas are reduced, and any new bounds are added to the bound set. This may trigger further incorporation; ultimately, the set will reach a fixed point and no further bounds can be inferred.

A bound set is fully incorporated if it has the following properties: (and does not contain the bound `false`)

- For each combination of a proper lower bound \( L \) and a proper upper bound \( U \) of an inference variable, \( L <: U \).
- If every inference variable mentioned by a bound has an instantiation, the bound is satisfied by the corresponding substitution.
- Given a dependency \( \alpha = \beta \), every bound of \( \alpha \) matches a bound of \( \beta \), and vice versa.
- Given a dependency \( \alpha <: \beta \), every lower bound of \( \alpha \) is a lower bound of \( \beta \), and every upper bound of \( \beta \) is an upper bound of \( \alpha \).

The assertion that incorporation reaches a fixed point oversimplifies the matter slightly. Building on the work of Kennedy and Pierce, *On Decidability of Nominal Subtyping with Variance*, this property can be proven by making the argument that the set of types that may appear in the bound set is finite. The argument relies on two assumptions:

- New capture variables are not generated when reducing subtyping constraints (§18.2.3).
- Expansive inheritance paths are not pursued.

This specification does not currently guarantee these properties (it is imprecise about the handling of wildcards when reducing subtyping constraints, and does not detect expansive
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inference paths), but may do so in a future version. (This is not a new problem: the
subtyping algorithm in the Java SE 7 Edition of The Java Language Specification
was similarly at risk of non-termination.)

18.3.1 Complementary Pairs of Bounds

(In this section, \( S \) and \( T \) are inference variables or types, and \( U \) is a proper type. For
conciseness, a bound of the form \( \alpha = T \) may also match a bound of the form \( T = \alpha \).)

When a bound set contains a pair of bounds that match one of the following rules,
a new constraint formula is implied:

- \( \alpha = S \) and \( \alpha = T \) imply \( \langle S = T \rangle \)
- \( \alpha = S \) and \( \alpha <: T \) imply \( \langle S <: T \rangle \)
- \( \alpha = S \) and \( T <: \alpha \) imply \( \langle T <: S \rangle \)
- \( S <: \alpha \) and \( \alpha <: T \) imply \( \langle S <: T \rangle \)
- \( \alpha = U \) and \( S = T \) imply \( \langle S[\alpha:=U] = T[\alpha:=U] \rangle \)

When a bound set contains a pair of bounds \( \alpha <: S \) and \( \alpha <: T \), and there exists a
supertype of \( S \) of the form \( G<S_1, ..., S_n> \) and a supertype of \( T \) of the form \( G<T_1, ..., T_n> \) (for some generic class or
interface, \( G \)), then for all \( i \) (1 \( \leq i \leq n \)), if \( S_i \) and \( T_i \) are
types (not wildcards), the constraint formula \( \langle S_i = T_i \rangle \) is implied.

18.3.2 Bounds Involving Capture Conversion

When a bound set contains a bound of the form \( G<\alpha_1, ..., \alpha_n> = \text{capture}(G<A_1, ..., A_n>) \), new bounds are implied and new constraint formulas may be implied.

Let \( P_1, ..., P_n \) represent the type parameters of \( G \) and let \( B_1, ..., B_n \) represent the bounds
of these type parameters. Let \( \theta \) represent the substitution \( [P_1:=\alpha_1, ..., P_n:=\alpha_n] \). Let
\( R \) be a type that is not an inference variable (but is not necessarily a proper type).
Then for all \( i \) (1 \( \leq i \leq n \)):

- A set of bounds on \( \alpha_1, ..., \alpha_n \), constructed from the declared bounds of \( P_1, ..., P_n \)
as described in §18.1.3, is implied.
- If \( A_i \) is a wildcard of the form \( ? : \)
  - \( \alpha_i = R \) implies the bound \( \text{false} \)
  - \( \alpha_i <: R \) implies the constraint formula \( \langle B_i \alpha \theta <: R \rangle \)
  - \( R <: \alpha_i \) implies the bound \( \text{false} \)
• If $A_i$ is a wildcard of the form $?\ extends T$:
  – $\alpha_i = R$ implies the bound $false$
  – If $B_i$ is $Object$, then $\alpha_i <: R$ implies the constraint formula $<T <: R>$
  – If $T$ is $Object$, then $\alpha_i <: R$ implies the constraint formula $<B_i \theta <: R>$
  – $R <: \alpha_i$ implies the bound $false$

• If $A_i$ is a wildcard of the form $?\ super T$:
  – $\alpha_i = R$ implies the bound $false$
  – $\alpha_i <: R$ implies the constraint formula $<B_i \theta <: R>$
  – $R <: \alpha_i$ implies the constraint formula $<R <: T>$

• If $A_i$ is not a wildcard, then the bound $\alpha_i = A_i$ is implied.

18.4 Resolution

Given a bound set that does not contain the bound $false$, a subset of the inference variables mentioned by the bound set may be resolved. This means that a satisfactory instantiation may be added to the set for each inference variable, until all the requested variables have instantiations.

Dependencies in the bound set may require that the variables be resolved in a particular order, or that additional variables be resolved. Dependencies are specified as follows:

• Given a bound of one of the following forms, where $T$ is either an inference variable $\beta$ or a type that mentions $\beta$:
  – $\alpha = T$
  – $\alpha <: T$
  – $T = \alpha$
  – $T <: \alpha$

If $\alpha$ appears on the left-hand side of another bound of the form $G<..., \alpha, ...> = \text{capture}(G<...>)$, then $\beta$ depends on the resolution of $\alpha$. Otherwise, $\alpha$ depends on the resolution of $\beta$. 
• An inference variable $\alpha$ appearing on the left-hand side of a bound of the form $G<\ldots, \alpha, \ldots> = \text{capture}(G<\ldots>)$ depends on the resolution of every other inference variable mentioned in this bound (on both sides of the $=$ sign).

• An inference variable $\alpha$ depends on the resolution of itself, as well as on the resolution of an inference variable $\beta$, if there exists an inference variable $\gamma$ such that $\alpha$ depends on the resolution of $\gamma$ and $\gamma$ depends on the resolution of $\beta$.

Given a set of inference variables to resolve, let $V$ be the union of this set and all variables upon which the resolution of at least one variable in this set depends.

If every variable in $V$ has an instantiation, then resolution succeeds and this procedure terminates.

Otherwise, let $\{ \alpha_1, \ldots, \alpha_n \}$ be a non-empty subset of uninstantiated variables in $V$ such that i) for all $i$ ($1 \leq i \leq n$), if $\alpha_i$ depends on the resolution of a variable $\beta$, then either $\beta$ has an instantiation or there is some $j$ such that $\beta = \alpha_j$; and ii) there exists no non-empty proper subset of $\{ \alpha_1, \ldots, \alpha_n \}$ with this property. Resolution proceeds by generating an instantiation for each of $\alpha_1, \ldots, \alpha_n$ based on the bounds in the bound set:

• If the bound set does not contain a bound of the form $G<\ldots, \alpha_i, \ldots> = \text{capture}(G<\ldots>)$ for any $i$ ($1 \leq i \leq n$), then a candidate instantiation $T_i$ is defined for each $\alpha_i$:
  – If $\alpha_i$ has one or more proper lower bounds, $L_1, \ldots, L_k$, then $T_i = \text{lub}(L_1, \ldots, L_k)$.
  – Otherwise, if the bound set contains throws $\alpha_i$, and the proper upper bounds of $\alpha_i$ are, at most, Exception, Throwable, and Object, then $T_i = \text{RuntimeException}$.
  – Otherwise, where $\alpha_i$ has proper upper bounds $U_1, \ldots, U_k$, $T_i = \text{glb}(U_1, \ldots, U_k)$.

A new bound set is produced by incorporating the bounds $\alpha_1 = T_1, \ldots, \alpha_n = T_n$ into the current bound set.

If the result contains the bound $false$, resolution fails. Otherwise, the result is the new bound set, and resolution proceeds by selecting a new set of variables to instantiate (if necessary), as described above.

• If the bound set does contain a bound of the form $G<\ldots, \alpha_i, \ldots> = \text{capture}(G<\ldots>)$ for some $i$ ($1 \leq i \leq n$), then let $Y_1, \ldots, Y_n$ be fresh type variables whose bounds are as follows:
  – For all $i$ ($1 \leq i \leq n$), if $\alpha_i$ has one or more proper lower bounds $L_1, \ldots, L_k$, then let the lower bound of $Y_i$ be $\text{lub}(L_1, \ldots, L_k)$; if not, then $Y_i$ has no lower bound.
For all $i$ $(1 \leq i \leq n)$, where $\alpha_i$ has upper bounds $u_1, ..., u_k$, let the upper bound of $y_i$ be $\text{glb}(u_1\theta, ..., u_k\theta)$, where $\theta$ is the substitution $[\alpha_1:=y_1, ..., \alpha_n:=y_n]$.

If the type variables $y_1, ..., y_n$ do not have well-formed bounds (that is, a lower bound is not a subtype of an upper bound, or an intersection type is inconsistent), then resolution fails.

Otherwise, a new bound set is produced by removing all bounds of the form $G<..., \alpha_i, ...>$ = capture($G<...>$) for all $i$ $(1 \leq i \leq n)$, and incorporating $\alpha_i = y_i, ..., \alpha_n = y_n$.

If the result contains the bound $false$, resolution fails. Otherwise, the result is the new bound set, and resolution proceeds by selecting a new set of variables to instantiate (if necessary), as described above.

The first method of instantiating an inference variable derives the instantiation from that variable's bounds. Sometimes, however, complex dependencies mean that the result is not within the variable's bounds. In that case, a different method of instantiation is performed, analogous to capture conversion (§5.1.10): fresh type variables are introduced, with bounds derived from the bounds of the inference variables. Note that the lower bounds of these "capture" variables are computed using only proper types: this is important in order to avoid attempts to perform typing computations on uninstantiated type variables.

### 18.5 Uses of Inference

Using the inference processes defined above, the following analyses are performed at compile time.

#### 18.5.1 Invocation Applicability Inference

Given a method invocation that provides no explicit type arguments, the following process, modeled after the applicability rules in §15.12.2.2, §15.12.2.3, and §15.12.2.4, determines whether a potentially applicable generic method $m$ is applicable:

- Where $P_1, ..., P_p$ $(p \geq 1)$ are the type parameters of $m$, let $\alpha_1, ..., \alpha_p$ be inference variables, and let $\theta$ be the substitution $[P_1:=\alpha_1, ..., P_p:=\alpha_p]$.
- An initial bound set, $B_0$, is constructed from the declared bounds of $P_1, ..., P_p$, as described in §18.1.3.
- For all $i$ $(0 \leq i \leq p)$, if $P_i$ appears in the `throws` clause of $m$, then the bound `throws $\alpha_i$` is incorporated with $B_0$ to produce a new bound set, $B_i$. 


• Let $F_1, ..., F_n$ be the types of the formal parameters of $m$, and let $e_1, ..., e_k$ be the actual argument expressions of the invocation. These are used to construct a set of constraint formulas; the contents of this set depends on the type of applicability being tested:

  – To test for **applicability by strict invocation**:

    If $k \neq n$, or if there exists an $i$ ($1 \leq i \leq n$) such that either i) $e_i$ is a standalone expression of a primitive type but $F_i$ is a reference type, or ii) $F_i$ is a primitive type but $e_i$ is not a standalone expression of a primitive type; then the method is not applicable and there is no need to proceed with inference.

    Otherwise, the initial constraint formula set includes, for all $i$ ($1 \leq i \leq k$), if $e_i$ is pertinent to applicability (§15.12.2.2), $\langle e_i \rightarrow F_i \theta \rangle$.

  – To test for **applicability by loose invocation**:

    If $k \neq n$, the method is not applicable and there is no need to proceed with inference.

    Otherwise, the initial constraint formula set includes, for all $i$ ($1 \leq i \leq k$), if $e_i$ is pertinent to applicability, $\langle e_i \rightarrow F_i \theta \rangle$.

  – To test for **applicability by variable arity invocation**:

    Let $F'_1, ..., F'_k$ be the first $k$ variable arity parameter types of $m$ (§15.12.2.4). The initial constraint formula set includes, for all $i$ ($1 \leq i \leq k$), if $e_i$ is pertinent to applicability, $\langle e_i \rightarrow F'_i \theta \rangle$.

• The constraint formula set is reduced (§18.2) and the resulting bounds are incorporated with $B_1$ to produce a new bound set, $B_2$.

• Finally, the method $m$ is applicable if resolution of all the inference variables in $B_2$ succeeds (§18.4).

Consider the following method invocation and assignment:

```java
List<Number> ln = Arrays.asList(1, 2.0);
```

A most specific applicable method for the invocation must be identified as described in §15.12. The only potentially applicable method (§15.12.2.1) is declared as follows:

```java
public static <T> List<T> asList(T... a)
```

Trivially (because of its arity), this method is neither applicable by strict invocation (§15.12.2.2) nor applicable by loose invocation (§15.12.2.3). But since there are no other candidates, in a third phase the method is checked for applicability as a variable arity method.
The initial bound set, \( B \), is a trivial upper bound for a single inference variable, \( \alpha \):

\[
\{ \alpha <: \text{Object} \}
\]

The initial constraint formula set is as follows:

\[
\{ 1 \rightarrow \alpha, 2.0 \rightarrow \alpha \}
\]

These are reduced to a new bound set, \( B_1 \):

\[
\{ \alpha <: \text{Object, Integer <:} \alpha, \text{Double <:} \alpha \}
\]

Then, to test whether the method is applicable, we attempt to resolve these bounds. We succeed, producing the rather complex instantiation

\[
\alpha = \text{Number & Comparable<? extends Number & Comparable?>}
\]

We have thus demonstrated that the method is applicable; since no other candidates exist, it is the most specific applicable method. The type of the method, and its compatibility with the target type in the assignment, is not determined until further inference can occur, as described in the next section.

### 18.5.2 Invocation Type Inference

Given a method invocation that provides no explicit type arguments, and a corresponding most specific applicable generic method \( m \), the process to infer the invocation type (§15.12.2.6) of the chosen method is as follows:

- Let \( \theta \) be the substitution \([P_1:=\alpha_1, ..., P_p:=\alpha_p]\) defined in §18.5.1, used to replace the type parameters of \( m \) with inference variables.

- Let \( B_2 \) be the bound set produced by reduction in order to demonstrate that \( m \) is applicable in §18.5.1. (While it was necessary in §18.5.1 to demonstrate that the inference variables in \( B_2 \) could be resolved, in order to establish applicability, the instantiations produced by this resolution step are not considered part of \( B_2 \).)

- If the invocation is a poly expression, let \( R \) be the return type of \( m \), and let \( T \) be the invocation's target type. Then one of the following cases applies, producing a new bound set, \( B_3 \):
  - If \( R \theta \) is a parameterized type, \( G<A_1, ..., A_n> \), and one of \( A_1, ..., A_n \) is a wildcard, then, for fresh inference variables \( \beta_1, ..., \beta_n \), the constraint formula \( G<\beta_1, ..., \beta_n> \rightarrow T \) is reduced and incorporated, along with the bound \( G<\beta_1, ..., \beta_n> = \text{capture}(G<A_1, ..., A_n>) \), with \( B_2 \).
– If $R \theta$ is an inference variable $\alpha$, and one of the following conditions is true:

   › $T$ is a reference type, but is not a wildcard-parameterized type, and either
     i) $B_2$ contains a bound of one of the forms $\alpha = S$ or $S <: \alpha$, where $S$ is a
        wildcard-parameterized type, or ii) $B_2$ contains two bounds of the forms $S_1$
        $<: \alpha$ and $S_2 <: \alpha$, where $S_1$ and $S_2$ have supertypes that are two different
        parameterizations of the same generic class or interface.

   › $T$ is a parameterization of a generic class or interface, $G$, and $B_2$ contains a
     bound of one of the forms $\alpha = S$ or $S <: \alpha$, where there exists no type of the
     form $G<...>$ that is a supertype of $S$, but the raw type $|G<...>|$ is a supertype
     of $S$.

   › $T$ is a primitive type, and one of the primitive wrapper classes mentioned in
     §5.1.7 is an instantiation, upper bound, or lower bound for $\alpha$ in $B_2$.

then $\alpha$ is resolved in $B_2$, and where the resulting instantiation of $\alpha$ is $U$, the
constraint formula $\langle U \to T \rangle$ is reduced and incorporated with $B_2$.

– Otherwise, the constraint formula $\langle R \theta \to T \rangle$ is reduced and incorporated with
$B_2$.

If the invocation is not a poly expression, let the bound set $B_3$ be the same as $B_2$.

• Let $e_1$, ..., $e_k$ be the actual argument expressions of the invocation. If $m$ is
applicable by strict or loose invocation, let $F_1$, ..., $F_k$ be the types of the formal
parameters of $m$, and if $m$ is instead applicable by variable arity invocation, let
$F_1$, ..., $F_k$ the first $k$ variable arity parameter types of $m$ (§15.12.2.4).

A set of constraint formulas, $C$, is constructed as follows:

– For all $i$ ($1 \leq i \leq k$), if $e_i$ is not pertinent to applicability, the set contains
$\langle e_i \to F_i \theta \rangle$.

– For all $i$ ($1 \leq i \leq k$), the set contains $\langle e_i \subseteq \text{throws } F_i \theta \rangle$.

While $C$ is not empty, the following process is repeated, starting with the bound
set $B_3$ and accumulating new bounds into a "current" bound set, ultimately
producing a new bound set, $B_4$:

– A subset of constraints is selected in $C$, satisfying the property that, for each
constraint, no input variable depends (§18.4) on an output variable of another
constraint in $C$. (%input variable% and %output variable% are defined below.)

If this subset is empty, then there is a cycle (or cycles) in the graph of
dependencies between constraints, and we instead select a single constraint
that i) participates in a dependency cycle (or cycles), ii) does not depend on
any constraints outside of the cycle (or cycles), iii) has the form \(\langle \text{Expression} \to T \rangle\), if any such constraints satisfy (i) and (ii), and iv) contains an expression that appears to the left of the expression of every other constraint satisfying (i)-(iii).

- The selected constraints are removed from \(c\).
- The union of the input variables of all the selected constraints, \(\alpha_1, \ldots, \alpha_m\), is resolved.
- Where \(T_1, \ldots, T_m\) are the instantiations of \(\alpha_1, \ldots, \alpha_m\), the substitution \(\{\alpha_1:=T_1, \ldots, \alpha_m:=T_m\}\) is applied to each constraint.
- The constraints resulting from substitution are reduced and incorporated with the current bound set.

- Finally, the inference variables in \(B_4\) are resolved (§18.4).

If resolution succeeds with instantiations \(T_1, \ldots, T_p\) for inference variables \(\alpha_1, \ldots, \alpha_p\), then let \(\theta'\) be the substitution \(\{P_1:=T_1, \ldots, P_p:=T_p\}\).

If unchecked conversion was not necessary for the method to be applicable in §18.5.1, then the invocation type of \(m\) is obtained by applying \(\theta'\) to the type of \(m\).

If unchecked conversion was necessary for the method to be applicable, then the parameter types of the invocation type of \(m\) are obtained by applying \(\theta'\) to the parameter types of \(m\)'s type, and the return type and thrown types of the invocation type of \(m\) are given by the erasure of the return type and thrown type of \(m\)'s type.

If resolution fails, then a compile-time error occurs.

Invocation type inference may require carefully sequencing the reduction of constraint formulas of the form \(\langle \text{Expression} \to T \rangle\) and \(\langle \text{Expression} \subseteq \text{throws } T \rangle\).

To facilitate this sequencing, the **input variables** of these constraints are defined as follows:

- For \(\langle \text{LambdaExpression} \to T \rangle\):
  - If \(T\) is an inference variable, it is the (only) input variable.
  - If \(T\) is a functional interface type, and a function type can be derived from \(T\) (§15.27.3), then the input variables include i) if the lambda expression is implicitly typed, the inference variables mentioned by the function type's parameter types; and ii) if the function type's return type, \(R\), is not \(\text{void}\), then for each result expression \(e\) in the lambda body (or for the body itself if it is an expression), the input variables of \(\langle e \to R \rangle\).
  - Otherwise, there are no input variables.
• For \(<\text{LambdaExpression} \subseteq \text{throws } T\>:
  – If \(T\) is an inference variable, it is the (only) input variable.
  – If \(T\) is a functional interface type, and a function type can be derived, as described in §15.27.3, the input variables include i) if the lambda expression is implicitly typed, the inference variables mentioned by the function type's parameter types; and ii) the inference variables mentioned by the function type's return type.
  – Otherwise, there are no input variables.

• For \(<\text{MethodReference} \rightarrow T>\):
  – If \(T\) is an inference variable, it is the (only) input variable.
  – If \(T\) is a functional interface type with a function type, and if the method reference is inexact (§15.13.1), the input variables are the inference variables mentioned by the function type's parameter types.
  – Otherwise, there are no input variables.

• For \(<\text{MethodReference} \subseteq \text{throws } T>\>:
  – If \(T\) is an inference variable, it is the (only) input variable.
  – If \(T\) is a functional interface type with a function type, and if the method reference is inexact (§15.13.1), the input variables are the inference variables mentioned by the function type's parameter types and the function type's return type.
  – Otherwise, there are no input variables.

• For \(<\text{Expression} \rightarrow T>\ \text{or} \ <\text{Expression} \subseteq \text{throws } T>\), if \text{Expression} is a poly parenthesized expression:
  Where the contained expression of \text{Expression}' is \text{Expression}', the input variables are the input variables of \(<\text{Expression}' \rightarrow T>\ \text{or} \ <\text{Expression}' \subseteq \text{throws } T>\), respectively.

• For \(<\text{ConditionalExpression} \rightarrow T>\ \text{or} \ <\text{ConditionalExpression} \subseteq \text{throws } T>\), if the conditional expression is a poly expression:
  Where the conditional expression has the form \(e_1 \ ? \ e_2 : e_3\), the input variables are the input variables of \(<e_2 \rightarrow T>\ \text{and} \ <e_3 \rightarrow T>\), or \(<e_2 \subseteq \text{throws } T>\ \text{and} \ <e_3 \subseteq \text{throws } T>\), respectively.

• For all other constraint formulas, there are no input variables.
The output variables of these constraints are all inference variables mentioned by the type on the right-hand side of the constraint, $\tau$, that are not input variables.

It is important to note that two "rounds" of inference are involved in finding the type of a method invocation. This is necessary to allow a target type to influence the type of the invocation without allowing it to influence the choice of an applicable method. The first round produces a bound set and tests that a resolution exists, but does not commit to that resolution. The second round reduces additional constraints and then performs a second resolution, this time "for real".

Consider the example from the previous section:

```java
List<Number> ln = Arrays.asList(1, 2.0);
```

The most specific applicable method was identified as:

```java
public static <T> List<T> asList(T... a)
```

In order to complete type-checking of the method invocation, we must determine whether it is compatible with its target type, List<Number>.

The bound set used to demonstrate applicability in the previous section, $B_2$, was:

$$\{ \alpha <: Object, Integer <: \alpha, Double <: \alpha \}$$

The new constraint formula set is as follows:

$$\{ \langle 1 \subseteq \text{throws } \alpha, \langle 2.0 \subseteq \text{throws } \alpha, \langle \text{List}<\alpha> \rightarrow \text{List}<\text{Number}> \rangle \}$$

The \(\ll\text{throws}\) constraints are trivially true, because they do not involve lambda expressions or method references. The assignability constraint produces an equality bound for $\alpha$, which is included in the new bound set, $B_3$:

$$\{ \alpha <: Object, Integer <: \alpha, Double <: \alpha, \alpha = \text{Number} \}$$

These bounds are trivially resolved:

$$\alpha = \text{Number}$$

Finally, we perform a substitution on the declared return type of `asList` to determine that the invocation expression has type `List<Number>`; clearly, this is compatible with the target type.

Note that this strategy for inference is different than the Java SE 7 Edition of *The Java Language Specification*, which would have instantiated $\alpha$ based on its lower bounds (before even considering the invocation's target type), as we did in the previous section. This would result in a type error, since the resulting type is not a subtype of `List<Number>`.
18.5.3 Functional Interface Parameterization Inference

Where a lambda expression with explicit parameter types \( P_1, ..., P_n \) targets a functional interface type \( F<A_1, ..., A_m> \) with at least one wildcard type argument, then a parameterization of \( F \) may be derived as the ground target type of the lambda expression.

Let \( Q_1, ..., Q_k \) be the parameter types of the function type of the type \( F<\alpha_1, ..., \alpha_m> \), where \( \alpha_1, ..., \alpha_m \) are fresh inference variables.

If \( n \neq k \), no valid parameterization exists. Otherwise, a set of constraint formulas is formed with, for all \( i \ (1 \leq i \leq n) \), \( P_i = Q_i \). This constraint formula set is reduced to form the bound set \( B \).

If \( B \) contains the bound \( false \), no valid parameterization exists. Otherwise, a new parameterization of the functional interface type, \( F'<A'_1, ..., A'_m> \), is constructed as follows, for \( 1 \leq i \leq m \):

- If \( B \) contains an instantiation for \( \alpha_i \), \( T \), then \( A'_i = T \).
- Otherwise, \( A'_i = A_i \).

If \( F'<A'_1, ..., A'_m> \) is not a well-formed type (that is, the type arguments are not within their bounds), or if \( F'<A'_1, ..., A'_m> \) is not a subtype of \( F<A_1, ..., A_m> \), no valid parameterization exists. Otherwise, the inferred parameterization is either \( F'<A'_1, ..., A'_m> \), if all the type arguments are types, or the non-wildcard parameterization (§9.8) of \( F'<A'_1, ..., A'_m> \), if one or more type arguments are still wildcards.

In order to determine the function type of a wildcard-parameterized functional interface, we have to "instantiate" the wildcard type arguments with specific types. The "default" approach is to simply replace the wildcards with their bounds, as described in §9.8, but this produces spurious errors in cases where a lambda expression has explicit parameter types that do not correspond to the wildcard bounds. For example:

\[
\text{Predicate<? super Integer> p = (Number n) -> n.equals(23);}
\]

The lambda expression is a \text{Predicate<Number>}, which is a subtype of \text{Predicate<? super Integer> but not Predicate<Integer>.} The analysis in this section is used to infer that \text{Number} is an appropriate choice for the type argument to \text{Predicate}.

That said, the analysis here, while described in terms of general type inference, is intentionally quite simple. The only constraints are equality constraints, which means that reduction amounts to simple pattern matching. A more powerful strategy might also infer constraints from the body of the lambda expression. But, given possible interactions with inference for surrounding and/or nested generic method invocations, this would introduce a lot of extra complexity.
18.5.4 More Specific Method Inference

When testing that one applicable method is more specific than another (§15.12.2.5), where the second method is generic, it is necessary to test whether some instantiation of the second method’s type parameters can be inferred to make the first method more specific than the second.

Let \( m_1 \) be the first method and \( m_2 \) be the second. Where \( m_2 \) has type parameters \( P_1, \ldots, P_p \), let \( \alpha_1, \ldots, \alpha_p \) be inference variables, and let \( \theta \) be the substitution \([ P_i := \alpha_i, \ldots, P_p := \alpha_p ]\).

Let \( e_1, \ldots, e_k \) be the argument expressions of the corresponding invocation. Then:

- If \( m_1 \) and \( m_2 \) are applicable by strict or loose invocation (§15.12.2.2, §15.12.2.3), then let \( S_1, \ldots, S_k \) be the parameter types of \( m_1 \), and let \( T_1, \ldots, T_k \) be the result of \( \theta \) applied to the parameter types of \( m_2 \).
- If \( m_1 \) and \( m_2 \) are applicable by variable arity invocation (§15.12.2.4), then let \( S_1, \ldots, S_k \) be the first \( k \) variable arity parameter types of \( m_1 \), and let \( T_1, \ldots, T_k \) be the result of \( \theta \) applied to the first \( k \) variable arity parameter types of \( m_2 \).

Note that no substitution is applied to \( S_1, \ldots, S_k \); even if \( m_1 \) is generic, the type parameters of \( m_1 \) are treated as type variables, not inference variables.

The process to determine if \( m_1 \) is more specific than \( m_2 \) is as follows:

- First, an initial bound set, \( B \), is constructed from the declared bounds of \( P_1, \ldots, P_p \), as described in §18.1.3.
- Second, for all \( i \) (1 \( \leq \) \( i \) \( \leq \) \( k \)), a set of constraint formulas or bounds is generated.

If \( S_i \) and \( T_i \) are proper types, the result is \( true \) if \( S_i \) is more specific than \( T_i \) for \( e_i \) (§15.12.2.5), and \( false \) otherwise.

Otherwise, if \( S_i \) and \( T_i \) are functional interface types, and neither interface is a subinterface of the other, then the following constraint formulas or bounds are generated (where \( U_1 \ldots U_k \) and \( R_1 \) are the parameter types and return type of the capture of \( S \), and \( V_1 \ldots V_k \) and \( R_2 \) are the parameter types and return type of the function type of \( T \)):

- If \( e_i \) is an explicitly typed lambda expression:
  - If \( R_2 \) is \( void \), \( true \).
  - Otherwise, if \( R_1 \) and \( R_2 \) are functional interface types, and neither interface is a subinterface of the other, then these rules are applied recursively to \( R_1 \) and \( R_2 \), for each result expression in \( e_i \).
Otherwise, if $R_1$ is a primitive type and $R_2$ is not, and each result expression is a standalone expression (§15.2) of a primitive type, true.

Otherwise, if $R_2$ is a primitive type and $R_1$ is not, and each result expression is a reference expression (§15.12.2.5), true.

Otherwise, $⟨R_1 <: R_2⟩$.

– If $e_i$ is an exact method reference:
  > For all $j (1 \leq j \leq k)$, $⟨U_j = V_j⟩$.
  > If $R_2$ is void, true.
  > Otherwise, if $R_1$ is a primitive type and $R_2$ is not, and the compile-time declaration for the method reference has a primitive return type, true.
  > Otherwise if $R_2$ is a primitive type and $R_1$ is not, and the compile-time declaration for the method reference has a reference return type, true.
  > Otherwise, $⟨R_1 <: R_2⟩$.

– If $e_i$ is a parenthesized expression, these rules are applied recursively to the contained expression.

– If $e_i$ is a poly conditional expression, these rules are applied recursively to each of the second and third operands.

– Otherwise, false.

Otherwise, the constraint formula $⟨S_i <: T_i⟩$ is generated.

– Third, if $m_2$ is applicable by variable arity invocation and has $k+1$ parameters, then where $S_{k+1}$ is the $k+1$th variable arity parameter type of $m_1$ and $T_{k+1}$ is $\theta$ applied to the $k+1$th variable arity parameter type of $m_2$, the constraint $⟨S_{k+1} <: T_{k+1}⟩$ is generated.

– Fourth, the generated bounds and constraint formulas are reduced and incorporated with $B$ to produce a bound set $B'$.

If $B'$ does not contain the bound false, and resolution of all the inference variables in $B'$ succeeds, then $m_1$ is more specific than $m_2$.

Otherwise, $m_1$ is not more specific than $m_2$. 
This chapter repeats the syntactic grammar given in Chapters 4, 6-10, 14, and 15, as well as key parts of the lexical grammar from Chapter 3, using the notation from §2.4.

Productions from §3 (Lexical Structure)

Identifier:

IdentifierChars but not a Keyword or BooleanLiteral or NullLiteral

IdentifierChars:

JavaLetter [JavaLetterOrDigit]

JavaLetter:

any Unicode character that is a "Java letter"

JavaLetterOrDigit:

any Unicode character that is a "Java letter-or-digit"

Literal:

IntegerLiteral
FloatingPointLiteral
BooleanLiteral
CharacterLiteral
StringLiteral
NullLiteral
Productions from §4 (Types, Values, and Variables)

Type:
  PrimitiveType
  ReferenceType

PrimitiveType:
  {Annotation} NumericType
  {Annotation} boolean

NumericType:
  IntegralType
  FloatingPointType

IntegralType: one of
  byte short int long char

FloatingPointType: one of
  float double

ReferenceType:
  ClassOrInterfaceType
  TypeVariable
  ArrayType

ClassOrInterfaceType:
  ClassType
  InterfaceType

ClassType:
  {Annotation} Identifier [TypeArguments]
  ClassOrInterfaceType . {Annotation} Identifier [TypeArguments]

InterfaceType:
  ClassType

TypeVariable:
  {Annotation} Identifier
**ArrayType:**
- PrimitiveType \{Annotation\} [ ]
- ClassOrInterfaceType \{Annotation\} [ ]
- TypeVariable \{Annotation\} [ ]

**TypeParameter:**
- \{TypeParameterModifier\} Identifier [TypeBound]

**TypeBound:**
- extends TypeVariable
- extends ClassOrInterfaceType \{AdditionalBound\}

**AdditionalBound:**
- & InterfaceType

**TypeArguments:**
- < TypeArgumentList >

**TypeArgumentList:**
- TypeArgument \{ , TypeArgument\}

**TypeArgument:**
- ReferenceType
- Wildcard

**Wildcard:**
- \{Annotation\} ? [WildcardBounds]

**WildcardBounds:**
- extends ReferenceType
- super ReferenceType
Productions from §7 (Packages)

CompilationUnit:
    [PackageDeclaration] {ImportDeclaration} {TypeDeclaration}

PackageDeclaration:
    {PackageModifier} package Identifier { Identifier } ;

ImportDeclaration:
    SingleTypeImportDeclaration
    TypeImportOnDemandDeclaration
    SingleStaticImportDeclaration
    StaticImportOnDemandDeclaration

SingleTypeImportDeclaration:
    import TypeName ;

TypeImportOnDemandDeclaration:
    import PackageOrTypeName . * ;

SingleStaticImportDeclaration:
    import static TypeName . Identifier ;

StaticImportOnDemandDeclaration:
    import static TypeName . * ;

TypeDeclaration:
    ClassDeclaration
    InterfaceDeclaration
    ;
Productions from §8 (Classes)

ClassDeclaration:
   NormalClassDeclaration
   EnumDeclaration

NormalClassDeclaration:
   [ClassModifier] class Identifier [TypeParameters]
   [Superclass] [Superinterfaces] ClassBody

ClassModifier: one of
   Annotation public protected private
   abstract static final strictfp

TypeParameters:
   < TypeParameterList >

TypeParameterList:
   TypeParameter {, TypeParameter}

Superclass:
   extends ClassType

Superinterfaces:
   implements InterfaceTypeList

InterfaceTypeList:
   InterfaceType {, InterfaceType}

ClassBody:
   { [ClassBodyDeclaration] }

ClassBodyDeclaration:
   ClassMemberDeclaration
   InstanceInitializer
   StaticInitializer
   ConstructorDeclaration
ClassMemberDeclaration:
  FieldDeclaration
  MethodDeclaration
  ClassDeclaration
  InterfaceDeclaration
  ;

FieldDeclaration:
  {FieldModifier} UnannType VariableDeclaratorList ;

FieldModifier: one of
  Annotation public protected private
  static final transient volatile

VariableDeclaratorList:
  VariableDeclarator { , VariableDeclarator}

VariableDeclarator:
  VariableDeclaratorId [= VariableInitializer]

VariableDeclaratorId:
  Identifier { {Annotation} [ ]}

VariableInitializer:
  Expression
  ArrayInitializer
**MethodDeclaration:**
  MethodHeader MethodBody

**MethodHeader:**
  {MethodModifier} [TypeParameters] Result MethodDeclarator [Throws]

**MethodModifier:** one of
  Annotation public protected private
  abstract static final synchronized native strictfp

**Result:**
  UnannType
  void

**MethodDeclarator:**
  Identifier ([FormalParameterList]) { {Annotation} [ ]}

**FormalParameterList:**
  FormalParameters, LastFormalParameter
  LastFormalParameter

**FormalParameters:**
  FormalParameter [, FormalParameter]
  ReceiverParameter [, FormalParameter]

**FormalParameter:**
  {VariableModifier} UnannType VariableDeclaratorId

**VariableModifier:** one of
  Annotation final

**LastFormalParameter:**
  {VariableModifier} UnannType [Annotation] ... VariableDeclaratorId
  FormalParameter
Throws:
  throws ExceptionTypeList

ExceptionTypeList:
  ExceptionType { , ExceptionType}

ExceptionType:
  ClassType
  TypeVariable

MethodBody:
  Block
  ;

InstanceInitializer:
  Block

StaticInitializer:
  static Block

ConstructorDeclaration:
  { ConstructorModifier } ConstructorDeclarator [ Throws ] ConstructorBody

ConstructorModifier:
  one of
    Annotation public protected private

ConstructorDeclarator:
  [ TypeParameters ] SimpleTypeName ( [ FormalParameterList ] )

ConstructorBody:
  { [ ExplicitConstructorInvocation ] [ BlockStatements ] }

ExplicitConstructorInvocation:
  [ TypeArguments ] this ( [ ArgumentList ] ) ;
  [ TypeArguments ] super ( [ ArgumentList ] ) ;
  ExpressionName . [ TypeArguments ] super ( [ ArgumentList ] ) ;
  Primary . [ TypeArguments ] super ( [ ArgumentList ] ) ;
**SYNTAX**

\[
\text{EnumDeclaration:} \\
\quad \{ \text{ClassModifier} \} \text{enum Identifier } [\text{Superinterfaces}] \text{ EnumBody}
\]

\[
\text{EnumBody:} \\
\quad \{ [\text{EnumConstantList}] [ , ] [\text{EnumBodyDeclarations}] \}
\]

\[
\text{EnumConstantList:} \\
\quad \text{EnumConstant} [ , \text{EnumConstant}]
\]

\[
\text{EnumConstant:} \\
\quad \{ \text{EnumConstantModifier} \} \text{Identifier } [\text{Arguments}] [\text{ClassBody}]
\]

\[
\text{Arguments:} \\
\quad ( [\text{ArgumentList}] )
\]

\[
\text{EnumBodyDeclarations:} \\
\quad ; \{ \text{ClassBodyDeclaration} \}
Productions from §9 (Interfaces)

InterfaceDeclaration:
   NormalInterfaceDeclaration
   AnnotationTypeDeclaration

NormalInterfaceDeclaration:
   {InterfaceModifier} interface Identifier [TypeParameters]
   [ExtendsInterfaces] InterfaceBody

InterfaceModifier: one of
   Annotation public protected private
   abstract static strictfp

ExtendsInterfaces:
   extends InterfaceTypeList

InterfaceBody:
   { {InterfaceMemberDeclaration} }

InterfaceMemberDeclaration:
   ConstantDeclaration
   InterfaceMethodDeclaration
   ClassDeclaration
   InterfaceDeclaration
   ;

ConstantDeclaration:
   {ConstantModifier} UnannType VariableDeclaratorList ;

ConstantModifier: one of
   Annotation public
   static final

InterfaceMethodDeclaration:
   {InterfaceMethodModifier} [TypeParameters] Result MethodDeclarator
   [Throws] MethodBody

InterfaceMethodModifier: one of
   Annotation public
   abstract default static strictfp
**SYNTAX**

*AnnotationTypeDeclaration:*
  `{InterfaceModifier} @ interface Identifier AnnotationTypeBody`

*AnnotationTypeBody:*
  `{ {AnnotationTypeMemberDeclaration} }`

*AnnotationTypeMemberDeclaration:*
  `AnnotationTypeElementDeclaration`
  `ConstantDeclaration`
  `ClassDeclaration`
  `InterfaceDeclaration`
  `;`

*AnnotationTypeElementDeclaration:*
  `{AnnotationTypeElementModifier} UnannType Identifier ( ) {}`
  `[DefaultValue] ;`

*AnnotationTypeElementModifier: one of*
  `Annotation`
  `public`
  `abstract`

*DefaultValue:*
  `default ElementValue`
Annotation:
   NormalAnnotation
   MarkerAnnotation
   SingleElementAnnotation

NormalAnnotation:
   @ TypeName ([ElementValuePairList])

ElementValuePairList:
   ElementValuePair { , ElementValuePair}

ElementValuePair:
   Identifier = ElementValue

ElementValue:
   ConditionalExpression
   ElementValueArrayInitializer
   Annotation

ElementValueArrayInitializer:
   { [ElementValueList] [ , ] }

ElementValueList:
   ElementValue { , ElementValue}

MarkerAnnotation:
   @ TypeName

SingleElementAnnotation:
   @ TypeName ( ElementValue )

Productions from §10 (Arrays)

ArrayInitializer:
   { [VariableInitializerList] [ , ] }

VariableInitializerList:
   VariableInitializer { , VariableInitializer}
Productions from §14 (*Blocks and Statements*)

**Block:**
\[
\{ \ [\text{BlockStatements}] \  \}
\]

**BlockStatements:**
\[
\text{BlockStatement} \ \{ \text{BlockStatement} \}
\]

**BlockStatement:**
\[
\text{LocalVariableDeclarationStatement} \\
\text{ClassDeclaration} \\
\text{Statement}
\]

**LocalVariableDeclarationStatement:**
\[
\text{LocalVariableDeclaration} \\
; \\
\]

**LocalVariableDeclaration:**
\[
\{ \text{VariableModifier} \} \ \text{UnannType} \ \text{VariableDeclaratorList}
\]

**Statement:**
\[
\text{StatementWithoutTrailingSubstatement} \\
\text{LabeledStatement} \\
\text{IfThenStatement} \\
\text{IfThenElseStatement} \\
\text{WhileStatement} \\
\text{ForStatement}
\]

**StatementNoShortIf:**
\[
\text{StatementWithoutTrailingSubstatement} \\
\text{LabeledStatementNoShortIf} \\
\text{IfThenElseStatementNoShortIf} \\
\text{WhileStatementNoShortIf} \\
\text{ForStatementNoShortIf}
\]
StatementWithoutTrailingSubstatement:
  Block
  EmptyStatement
  ExpressionStatement
  AssertStatement
  SwitchStatement
  DoStatement
  BreakStatement
  ContinueStatement
  ReturnStatement
  SynchronizedStatement
  ThrowStatement
  TryStatement

EmptyStatement:
  ;

LabeledStatement:
  Identifier : Statement

LabeledStatementNoShortIf:
  Identifier : StatementNoShortIf

ExpressionStatement:
  StatementExpression ;

StatementExpression:
  Assignment
  PreIncrementExpression
  PreDecrementExpression
  PostIncrementExpression
  PostDecrementExpression
  MethodInvocation
  ClassInstanceCreationExpression
**SYNTAX**

```plaintext
IfThenStatement:
   if ( Expression ) Statement

IfThenElseStatement:
   if ( Expression ) StatementNoShortIf else Statement

IfThenElseStatementNoShortIf:
   if ( Expression ) StatementNoShortIf else StatementNoShortIf

AssertStatement:
   assert Expression ;
   assert Expression : Expression ;

SwitchStatement:
   switch ( Expression ) SwitchBlock

SwitchBlock:
   { {SwitchBlockStatementGroup} {SwitchLabel} }

SwitchBlockStatementGroup:
   SwitchLabels BlockStatements

SwitchLabels:
   SwitchLabel {SwitchLabel}

SwitchLabel:
   case ConstantExpression :
   case EnumConstantName :
   default :

EnumConstantName:
   Identifier

WhileStatement:
   while ( Expression ) Statement

WhileStatementNoShortIf:
   while ( Expression ) StatementNoShortIf

DoStatement:
   do Statement while ( Expression ) ;
```
ForStatement:
    BasicForStatement
    EnhancedForStatement

ForStatementNoShortIf:
    BasicForStatementNoShortIf
    EnhancedForStatementNoShortIf

BasicForStatement:
    for ([ForInit] ; [Expression] ; [ForUpdate]) Statement

BasicForStatementNoShortIf:
    for ([ForInit] ; [Expression] ; [ForUpdate]) StatementNoShortIf

ForInit:
    StatementExpressionList
    LocalVariableDeclaration

ForUpdate:
    StatementExpressionList

StatementExpressionList:
    StatementExpression { , StatementExpression}

EnhancedForStatement:
    for ( [VariableModifier] UnannType VariableDeclaratorId
         : Expression )
    Statement

EnhancedForStatementNoShortIf:
    for ( [VariableModifier] UnannType VariableDeclaratorId
         : Expression )
    StatementNoShortIf

BreakStatement:
    break [Identifier] ;

ContinueStatement:
    continue [Identifier] ;

ReturnStatement:
    return [Expression] ;
SYNTAX

ThrowStatement:
    throw Expression;

SynchronizedStatement:
    synchronized (Expression) Block

TryStatement:
    try Block Catches
    try Block [Catches] Finally
    TryWithResourcesStatement

Catches:
    CatchClause {CatchClause}

CatchClause:
    catch (CatchFormalParameter) Block

CatchFormalParameter:
    {VariableModifier} CatchType VariableDeclaratorId

CatchType:
    UnannClassType | ClassType

Finally:
    finally Block

TryWithResourcesStatement:
    try ResourceSpecification Block [Catches] [Finally]

ResourceSpecification:
    (ResourceList [;])

ResourceList:
    Resource {; Resource}

Resource:
    {VariableModifier} UnannType VariableDeclaratorId = Expression
Productions from §15 (Expressions)

Primary:
  PrimaryNoNewArray
  ArrayCreationExpression

PrimaryNoNewArray:
  Literal
  TypeName [[]].class
  void.class
  this
  TypeName.this
  (Expression)
  ClassInstanceCreationExpression
  FieldAccess
  ArrayAccess
  MethodInvocation
  MethodReference

ClassInstanceCreationExpression:
  new [TypeArguments] [Annotation] Identifier
    [TypeArgumentsOrDiamond] ( [ArgumentList] ) [ClassBody]
  ExpressionName .new [TypeArguments] [Annotation] Identifier
    [TypeArgumentsOrDiamond] ( [ArgumentList] ) [ClassBody]
  Primary .new [TypeArguments] [Annotation] Identifier
    [TypeArgumentsOrDiamond] ( [ArgumentList] ) [ClassBody]

TypeArgumentsOrDiamond:
  TypeArguments
  <>

FieldAccess:
  Primary . Identifier
  super . Identifier
  TypeName . super . Identifier
**MethodInvocation:**

- `MethodName ( [ArgumentList] )`
- `ClassName . [TypeArguments] Identifier ( [ArgumentList] )`
- `ExpressionName . [TypeArguments] Identifier ( [ArgumentList] )`
- `Primary . [TypeArguments] Identifier ( [ArgumentList] )`
- `super . [TypeArguments] Identifier ( [ArgumentList] )`
- `ClassName . super . [TypeArguments] Identifier ( [ArgumentList] )`

**ArgumentList:**

- `Expression { , Expression}`

**ArrayAccess:**

- `ExpressionName [ Expression ]`
- `PrimaryNoNewArray [ Expression ]`

**ArrayCreationExpression:**

- `new PrimitiveType DimExprs [ Dims ]`
- `new ClassOrInterfaceType DimExprs [ Dims ]`
- `new PrimitiveType Dims ArrayInitializer`
- `new ClassOrInterfaceType Dims ArrayInitializer`

**DimExprs:**

- `DimExpr { DimExpr }

**DimExpr:**

- `{Annotation} [ Expression ]`

**Dims:**

- `{Annotation} [ ] { {Annotation} [ ] }`
ConstantExpression:
Expression

Expression:
LambdaExpression
AssignmentExpression

AssignmentExpression:
ConditionalExpression
Assignment

Assignment:
LeftHandSide AssignmentOperator Expression

LeftHandSide:
ExpressionName
FieldAccess
ArrayAccess

AssignmentOperator: one of
=  *= /= %= += -= <<= >>= >>>= &= ^= |=

ConditionalExpression:
ConditionalOrExpression
ConditionalOrExpression ? Expression : ConditionalExpression

ConditionalOrExpression:
ConditionalAndExpression
ConditionalOrExpression || ConditionalAndExpression

ConditionalAndExpression:
InclusiveOrExpression
ConditionalAndExpression && InclusiveOrExpression

InclusiveOrExpression:
ExclusiveOrExpression
InclusiveOrExpression | ExclusiveOrExpression

ExclusiveOrExpression:
AndExpression
ExclusiveOrExpression ^ AndExpression
SYNTAX

AndExpression:
   EqualityExpression
   AndExpression & EqualityExpression

EqualityExpression:
   RelationalExpression
   EqualityExpression == RelationalExpression
   EqualityExpression != RelationalExpression

RelationalExpression:
   ShiftExpression
   RelationalExpression < ShiftExpression
   RelationalExpression > ShiftExpression
   RelationalExpression <= ShiftExpression
   RelationalExpression >= ShiftExpression
   RelationalExpression instanceof ReferenceType

ShiftExpression:
   AdditiveExpression
   ShiftExpression << AdditiveExpression
   ShiftExpression >> AdditiveExpression
   ShiftExpression >>> AdditiveExpression

AdditiveExpression:
   MultiplicativeExpression
   AdditiveExpression + MultiplicativeExpression
   AdditiveExpression – MultiplicativeExpression

MultiplicativeExpression:
   UnaryExpression
   MultiplicativeExpression * UnaryExpression
   MultiplicativeExpression / UnaryExpression
   MultiplicativeExpression % UnaryExpression

UnaryExpression:
   PreIncrementExpression
   PreDecrementExpression
   + UnaryExpression
   - UnaryExpression
   UnaryExpressionNotPlusMinus
PreIncrementExpression:
   ++ UnaryExpression

PreDecrementExpression:
   -- UnaryExpression

UnaryExpressionNotPlusMinus:
   PostfixExpression
   ~ UnaryExpression
   ! UnaryExpression
   CastExpression

CastExpression:
   ( PrimitiveType ) UnaryExpression
   ( ReferenceType ) UnaryExpressionNotPlusMinus
   ( ReferenceType ) LambdaExpression
   ( ClassOrInterfaceType { AdditionalBound } )
   UnaryExpressionNotPlusMinus
   ( ClassOrInterfaceType { AdditionalBound } ) LambdaExpression

PostfixExpression:
   Primary
   ExpressionName
   PostIncrementExpression
   PostDecrementExpression

PostIncrementExpression:
   PostfixExpression ++

PostDecrementExpression:
   PostfixExpression --
LambdaExpression:
  LambdaParameters -> LambdaBody

LambdaParameters:
  Identifier
   ( [FormalParameterList] )
   ( InferredFormalParameterList )

InferredFormalParameterList:
  Identifier [ , Identifier]

LambdaBody:
  Expression
  Block

MethodReference:
  ExpressionName :: [TypeArguments] Identifier
  TypeName :: [TypeArguments] Identifier
  ReferenceType :: [TypeArguments] Identifier
  Primary :: [TypeArguments] Identifier
  super :: [TypeArguments] Identifier
  typeName . super :: [TypeArguments] Identifier
  ClassType :: [TypeArguments] new
  ArrayType :: new
Appendix A. Limited License Grant

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