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CHAPTER 1

Introduction

1.1 A Bit of History

The Java® programming language is a general-purpose, concurrent, object-oriented language. Its syntax is similar to C and C++, but it omits many of the features that make C and C++ complex, confusing, and unsafe. The Java platform was initially developed to address the problems of building software for networked consumer devices. It was designed to support multiple host architectures and to allow secure delivery of software components. To meet these requirements, compiled code had to survive transport across networks, operate on any client, and assure the client that it was safe to run.

The popularization of the World Wide Web made these attributes much more interesting. Web browsers enabled millions of people to surf the Net and access media-rich content in simple ways. At last there was a medium where what you saw and heard was essentially the same regardless of the machine you were using and whether it was connected to a fast network or a slow modem.

Web enthusiasts soon discovered that the content supported by the Web's HTML document format was too limited. HTML extensions, such as forms, only highlighted those limitations, while making it clear that no browser could include all the features users wanted. Extensibility was the answer.

The HotJava browser first showcased the interesting properties of the Java programming language and platform by making it possible to embed programs inside HTML pages. Programs are transparently downloaded into the browser along with the HTML pages in which they appear. Before being accepted by the browser, programs are carefully checked to make sure they are safe. Like HTML pages, compiled programs are network- and host-independent. The programs behave the same way regardless of where they come from or what kind of machine they are being loaded into and run on.
A Web browser incorporating the Java platform is no longer limited to a predetermined set of capabilities. Visitors to Web pages incorporating dynamic content can be assured that their machines cannot be damaged by that content. Programmers can write a program once, and it will run on any machine supplying a Java run-time environment.

1.2 The Java Virtual Machine

The Java Virtual Machine is the cornerstone of the Java platform. It is the component of the technology responsible for its hardware- and operating system-independence, the small size of its compiled code, and its ability to protect users from malicious programs.

The Java Virtual Machine is an abstract computing machine. Like a real computing machine, it has an instruction set and manipulates various memory areas at run time. It is reasonably common to implement a programming language using a virtual machine; the best-known virtual machine may be the P-Code machine of UCSD Pascal.

The first prototype implementation of the Java Virtual Machine, done at Sun Microsystems, Inc., emulated the Java Virtual Machine instruction set in software hosted by a handheld device that resembled a contemporary Personal Digital Assistant (PDA). Oracle's current implementations emulate the Java Virtual Machine on mobile, desktop and server devices, but the Java Virtual Machine does not assume any particular implementation technology, host hardware, or host operating system. It is not inherently interpreted, but can just as well be implemented by compiling its instruction set to that of a silicon CPU. It may also be implemented in microcode or directly in silicon.

The Java Virtual Machine knows nothing of the Java programming language, only of a particular binary format, the class file format. A class file contains Java Virtual Machine instructions (or bytecodes) and a symbol table, as well as other ancillary information.

For the sake of security, the Java Virtual Machine imposes strong syntactic and structural constraints on the code in a class file. However, any language with functionality that can be expressed in terms of a valid class file can be hosted by the Java Virtual Machine. Attracted by a generally available, machine-independent platform, implementors of other languages can turn to the Java Virtual Machine as a delivery vehicle for their languages.
The Java Virtual Machine specified here is compatible with the Java SE 8 platform, and supports the Java programming language specified in *The Java Language Specification, Java SE 8 Edition*.

### 1.3 Summary of Chapters

The rest of this book is structured as follows:

- **Chapter 2** gives an overview of the Java Virtual Machine architecture.
- **Chapter 3** introduces compilation of code written in the Java programming language into the instruction set of the Java Virtual Machine.
- **Chapter 4** specifies the *class* file format, the hardware- and operating system-independent binary format used to represent compiled classes and interfaces.
- **Chapter 5** specifies the start-up of the Java Virtual Machine and the loading, linking, and initialization of classes and interfaces.
- **Chapter 6** specifies the instruction set of the Java Virtual Machine, presenting the instructions in alphabetical order of opcode mnemonics.
- **Chapter 7** gives a table of Java Virtual Machine opcode mnemonics indexed by opcode value.

In the Second Edition of *The Java Virtual Machine Specification*, Chapter 2 gave an overview of the Java programming language that was intended to support the specification of the Java Virtual Machine but was not itself a part of the specification. In *The Java Virtual Machine Specification, Java SE 8 Edition*, the reader is referred to *The Java Language Specification, Java SE 8 Edition* for information about the Java programming language. References of the form: (JLS §x.y) indicate where this is necessary.

1.4 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 fully qualified name for classes or interfaces from packages other than `java.lang`.

Whenever we refer to a class or interface that is declared in the package `java` or any of its subpackages, the intended reference is to that class or interface as loaded by the bootstrap class loader (§5.3.1).

Whenever we refer to a subpackage of a package named `java`, the intended reference is to that subpackage as determined by the bootstrap class loader.

The use of fonts in this specification is as follows:

- A fixed width font is used for Java Virtual Machine data types, exceptions, errors, class file structures, Prolog code, and Java code fragments.

- Italic is used for Java Virtual Machine "assembly language", its opcodes and operands, as well as items in the Java Virtual Machine's run-time data areas. It is also used to introduce new terms and simply for emphasis.

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 Structure of the Java Virtual Machine

This document specifies an abstract machine. It does not describe any particular implementation of the Java Virtual Machine.

To implement the Java Virtual Machine correctly, you need only be able to read the class file format and correctly perform the operations specified therein. Implementation details that are not part of the Java Virtual Machine's specification would unnecessarily constrain the creativity of implementors. For example, the memory layout of run-time data areas, the garbage-collection algorithm used, and any internal optimization of the Java Virtual Machine instructions (for example, translating them into machine code) are left to the discretion of the implementor.

All references to Unicode in this specification are given with respect to The Unicode Standard, Version 6.0.0, available at http://www.unicode.org/.

2.1 The class File Format

Compiled code to be executed by the Java Virtual Machine is represented using a hardware- and operating system-independent binary format, typically (but not necessarily) stored in a file, known as the class file format. The class file format precisely defines the representation of a class or interface, including details such as byte ordering that might be taken for granted in a platform-specific object file format.

Chapter 4, "The class File Format", covers the class file format in detail.
2.2 Data Types

Like the Java programming language, the Java Virtual Machine operates on two kinds of types: primitive types and reference types. There are, correspondingly, two kinds of values that can be stored in variables, passed as arguments, returned by methods, and operated upon: primitive values and reference values.

The Java Virtual Machine expects that nearly all type checking is done prior to run time, typically by a compiler, and does not have to be done by the Java Virtual Machine itself. Values of primitive types need not be tagged or otherwise be inspectable to determine their types at run time, or to be distinguished from values of reference types. Instead, the instruction set of the Java Virtual Machine distinguishes its operand types using instructions intended to operate on values of specific types. For instance, \texttt{iadd}, \texttt{ladd}, \texttt{fadd}, and \texttt{dadd} are all Java Virtual Machine instructions that add two numeric values and produce numeric results, but each is specialized for its operand type: \texttt{int}, \texttt{long}, \texttt{float}, and \texttt{double}, respectively. For a summary of type support in the Java Virtual Machine instruction set, see §2.11.1.

The Java Virtual Machine contains explicit support for objects. An object is either a dynamically allocated class instance or an array. A reference to an object is considered to have Java Virtual Machine type \texttt{reference}. Values of type \texttt{reference} can be thought of as pointers to objects. More than one reference to an object may exist. Objects are always operated on, passed, and tested via values of type \texttt{reference}.

2.3 Primitive Types and Values

The primitive data types supported by the Java Virtual Machine are the numeric types, the boolean type (§2.3.4), and the returnAddress type (§2.3.3).

The numeric types consist of the integral types (§2.3.1) and the floating-point types (§2.3.2).

The integral types are:

- \texttt{byte}, whose values are 8-bit signed two's-complement integers, and whose default value is zero
- \texttt{short}, whose values are 16-bit signed two's-complement integers, and whose default value is zero
• `int`, whose values are 32-bit signed two's-complement integers, and whose default value is zero

• `long`, whose values are 64-bit signed two's-complement integers, and whose default value is zero

• `char`, whose values are 16-bit unsigned integers representing Unicode code points in the Basic Multilingual Plane, encoded with UTF-16, and whose default value is the null code point (`\u0000`)

The floating-point types are:

• `float`, whose values are elements of the float value set or, where supported, the float-extended-exponent value set, and whose default value is positive zero

• `double`, whose values are elements of the double value set or, where supported, the double-extended-exponent value set, and whose default value is positive zero

The values of the `boolean` type encode the truth values `true` and `false`, and the default value is `false`.

The First Edition of *The Java Virtual Machine Specification* did not consider `boolean` to be a Java Virtual Machine type. However, `boolean` values do have limited support in the Java Virtual Machine. The Second Edition of *The Java Virtual Machine Specification* clarified the issue by treating `boolean` as a type.

The values of the `returnAddress` type are pointers to the opcodes of Java Virtual Machine instructions. Of the primitive types, only the `returnAddress` type is not directly associated with a Java programming language type.

### 2.3.1 Integral Types and Values

The values of the integral types of the Java Virtual Machine are:

• For `byte`, from -128 to 127 (-2^7 to 2^7 - 1), inclusive

• For `short`, from -32768 to 32767 (-2^15 to 2^15 - 1), inclusive

• For `int`, from -2147483648 to 2147483647 (-2^31 to 2^31 - 1), inclusive

• For `long`, from -9223372036854775808 to 9223372036854775807 (-2^63 to 2^63 - 1), inclusive

• For `char`, from 0 to 65535 inclusive
2.3.2 Floating-Point Types, Value Sets, and Values

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

The IEEE 754 standard includes not only positive and negative sign-magnitude numbers, but also positive and negative zeros, positive and negative *infinities*, and a special Not-a-Number value (hereafter abbreviated as "NaN"). The NaN value is used to represent the result of certain invalid operations such as dividing zero by zero.

Every implementation of the Java Virtual Machine 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 Virtual Machine may, at its option, 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 type `float` or `double`.

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 $2N$, and $e$ is an integer between $E_{\text{min}} = -(2^{K-1}-2)$ and $E_{\text{max}} = 2^{K-1}-1$, 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 2.1.
Table 2.1. 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 2.1; 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 the five values positive zero, negative zero, positive infinity, negative infinity, and NaN.

Note that the constraints in Table 2.1 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, except that there is only one NaN value (IEEE 754 specifies $2^{24}-2$ distinct NaN values). 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, except that there is only one NaN value (IEEE 754 specifies $2^{53}-2$ distinct NaN values). 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. This specification does not mandate a specific representation for the values of the floating-point value sets except where floating-point values must be represented in the class file format (§4.4.4, §4.4.5).

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 Virtual Machine to use an element of the float value set to represent a value of type float;
however, it may be permissible in certain contexts 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 contexts for an implementation to use an element of the double-extended-exponent value set instead.

Except for NaNs, values of the floating-point value sets are ordered. When arranged from smallest to largest, they are negative infinity, negative finite values, positive and negative zero, positive finite values, and positive infinity.

Floating-point positive zero and floating-point negative zero compare as equal, but there are other operations that can distinguish them; for example, dividing 1.0 by 0.0 produces positive infinity, but dividing 1.0 by -0.0 produces negative infinity.

NaNs are unordered, so numerical comparisons and tests for numerical equality have the value `false` if either or both of their operands are NaN. In particular, a test for numerical equality of a value against itself has the value `false` if and only if the value is NaN. A test for numerical inequality has the value `true` if either operand is NaN.

### 2.3.3 The `returnAddress` Type and Values

The `returnAddress` type is used by the Java Virtual Machine's `jsr`, `ret`, and `jsr_w` instructions (§`jsr`, §`ret`, §`jsr_w`). The values of the `returnAddress` type are pointers to the opcodes of Java Virtual Machine instructions. Unlike the numeric primitive types, the `returnAddress` type does not correspond to any Java programming language type and cannot be modified by the running program.

### 2.3.4 The `boolean` Type

Although the Java Virtual Machine defines a `boolean` type, it only provides very limited support for it. There are no Java Virtual Machine instructions solely dedicated to operations on `boolean` values. Instead, expressions in the Java programming language that operate on `boolean` values are compiled to use values of the Java Virtual Machine `int` data type.

The Java Virtual Machine does directly support `boolean` arrays. Its `newarray` instruction (§`newarray`) enables creation of `boolean` arrays. Arrays of type `boolean` are accessed and modified using the `byte` array instructions `baload` and `bastore` (§`baload`, §`bastore`).
In Oracle’s Java Virtual Machine implementation, boolean arrays in the Java programming language are encoded as Java Virtual Machine byte arrays, using 8 bits per boolean element.

The Java Virtual Machine encodes boolean array components using 1 to represent true and 0 to represent false. Where Java programming language boolean values are mapped by compilers to values of Java Virtual Machine type int, the compilers must use the same encoding.

### 2.4 Reference Types and Values

There are three kinds of reference types: class types, array types, and interface types. Their values are references to dynamically created class instances, arrays, or class instances or arrays that implement interfaces, respectively.

An array type consists of a component type with a single dimension (whose length is not given by the type). The component type of an array type may itself be an array type. 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 array type. The element type of an array type is necessarily either a primitive type, or a class type, or an interface type.

A reference value may also be the special null reference, a reference to no object, which will be denoted here by null. The null reference initially has no run-time type, but may be cast to any type. The default value of a reference type is null.

The Java Virtual Machine specification does not mandate a concrete value encoding null.

### 2.5 Run-Time Data Areas

The Java Virtual Machine defines various run-time data areas that are used during execution of a program. Some of these data areas are created on Java Virtual Machine start-up and are destroyed only when the Java Virtual Machine exits. Other data areas are per thread. Per-thread data areas are created when a thread is created and destroyed when the thread exits.
2.5 Run-Time Data Areas

2.5.1 The pc Register

The Java Virtual Machine can support many threads of execution at once (JLS §17). Each Java Virtual Machine thread has its own pc (program counter) register. At any point, each Java Virtual Machine thread is executing the code of a single method, namely the current method (§2.6) for that thread. If that method is not native, the pc register contains the address of the Java Virtual Machine instruction currently being executed. If the method currently being executed by the thread is native, the value of the Java Virtual Machine's pc register is undefined. The Java Virtual Machine's pc register is wide enough to hold a returnAddress or a native pointer on the specific platform.

2.5.2 Java Virtual Machine Stacks

Each Java Virtual Machine thread has a private Java Virtual Machine stack, created at the same time as the thread. A Java Virtual Machine stack stores frames (§2.6). A Java Virtual Machine stack is analogous to the stack of a conventional language such as C: it holds local variables and partial results, and plays a part in method invocation and return. Because the Java Virtual Machine stack is never manipulated directly except to push and pop frames, frames may be heap allocated. The memory for a Java Virtual Machine stack does not need to be contiguous.

In the First Edition of The Java Virtual Machine Specification, the Java Virtual Machine stack was known as the Java stack.

This specification permits Java Virtual Machine stacks either to be of a fixed size or to dynamically expand and contract as required by the computation. If the Java Virtual Machine stacks are of a fixed size, the size of each Java Virtual Machine stack may be chosen independently when that stack is created.

A Java Virtual Machine implementation may provide the programmer or the user control over the initial size of Java Virtual Machine stacks, as well as, in the case of dynamically expanding or contracting Java Virtual Machine stacks, control over the maximum and minimum sizes.

The following exceptional conditions are associated with Java Virtual Machine stacks:

• If the computation in a thread requires a larger Java Virtual Machine stack than is permitted, the Java Virtual Machine throws a StackOverflowError.

• If Java Virtual Machine stacks can be dynamically expanded, and expansion is attempted but insufficient memory can be made available to effect the expansion, or if insufficient memory can be made available to create the initial Java
Virtual Machine stack for a new thread, the Java Virtual Machine throws an OutOfMemoryError.

2.5.3 Heap

The Java Virtual Machine has a heap that is shared among all Java Virtual Machine threads. The heap is the run-time data area from which memory for all class instances and arrays is allocated. The heap is created on virtual machine start-up. Heap storage for objects is reclaimed by an automatic storage management system (known as a garbage collector); objects are never explicitly deallocated. The Java Virtual Machine assumes no particular type of automatic storage management system, and the storage management technique may be chosen according to the implementor's system requirements. The heap may be of a fixed size or may be expanded as required by the computation and may be contracted if a larger heap becomes unnecessary. The memory for the heap does not need to be contiguous.

A Java Virtual Machine implementation may provide the programmer or the user control over the initial size of the heap, as well as, if the heap can be dynamically expanded or contracted, control over the maximum and minimum heap size.

The following exceptional condition is associated with the heap:

- If a computation requires more heap than can be made available by the automatic storage management system, the Java Virtual Machine throws an OutOfMemoryError.

2.5.4 Method Area

The Java Virtual Machine has a method area that is shared among all Java Virtual Machine threads. The method area is analogous to the storage area for compiled code of a conventional language or analogous to the "text" segment in an operating system process. It stores per-class structures such as the run-time constant pool, field and method data, and the code for methods and constructors, including the special methods (§2.9) used in class and instance initialization and interface initialization.

The method area is created on virtual machine start-up. Although the method area is logically part of the heap, simple implementations may choose not to either garbage collect or compact it. This version of the Java Virtual Machine specification does not mandate the location of the method area or the policies used to manage compiled code. The method area may be of a fixed size or may be expanded as
required by the computation and may be contracted if a larger method area becomes unnecessary. The memory for the method area does not need to be contiguous.

A Java Virtual Machine implementation may provide the programmer or the user control over the initial size of the method area, as well as, in the case of a varying-size method area, control over the maximum and minimum method area size.

The following exceptional condition is associated with the method area:

- If memory in the method area cannot be made available to satisfy an allocation request, the Java Virtual Machine throws an **OutOfMemoryError**.

### 2.5.5 Run-Time Constant Pool

A *run-time constant pool* is a per-class or per-interface run-time representation of the `constant_pool` table in a class file (§4.4). It contains several kinds of constants, ranging from numeric literals known at compile-time to method and field references that must be resolved at run-time. The run-time constant pool serves a function similar to that of a symbol table for a conventional programming language, although it contains a wider range of data than a typical symbol table.

Each run-time constant pool is allocated from the Java Virtual Machine's method area (§2.5.4). The run-time constant pool for a class or interface is constructed when the class or interface is created (§5.3) by the Java Virtual Machine.

The following exceptional condition is associated with the construction of the run-time constant pool for a class or interface:

- When creating a class or interface, if the construction of the run-time constant pool requires more memory than can be made available in the method area of the Java Virtual Machine, the Java Virtual Machine throws an **OutOfMemoryError**.

See §5 (Loading, Linking, and Initializing) for information about the construction of the run-time constant pool.

### 2.5.6 Native Method Stacks

An implementation of the Java Virtual Machine may use conventional stacks, colloquially called "C stacks," to support native methods (methods written in a language other than the Java programming language). Native method stacks may also be used by the implementation of an interpreter for the Java Virtual Machine's instruction set in a language such as C. Java Virtual Machine implementations that cannot load native methods and that do not themselves rely on conventional
stacks need not supply native method stacks. If supplied, native method stacks are
typically allocated per thread when each thread is created.

This specification permits native method stacks either to be of a fixed size or to
dynamically expand and contract as required by the computation. If the native
method stacks are of a fixed size, the size of each native method stack may be
chosen independently when that stack is created.

A Java Virtual Machine implementation may provide the programmer or the user control
over the initial size of the native method stacks, as well as, in the case of varying-size native
method stacks, control over the maximum and minimum method stack sizes.

The following exceptional conditions are associated with native method stacks:

- If the computation in a thread requires a larger native method stack than is
  permitted, the Java Virtual Machine throws a `StackOverflowError`.
- If native method stacks can be dynamically expanded and native method stack
  expansion is attempted but insufficient memory can be made available, or if
  insufficient memory can be made available to create the initial native method
  stack for a new thread, the Java Virtual Machine throws an `OutOfMemoryError`.

2.6 Frames

A frame is used to store data and partial results, as well as to perform dynamic
linking, return values for methods, and dispatch exceptions.

A new frame is created each time a method is invoked. A frame is destroyed when
its method invocation completes, whether that completion is normal or abrupt (it
throws an uncaught exception). Frames are allocated from the Java Virtual Machine
stack (§2.5.2) of the thread creating the frame. Each frame has its own array of
local variables (§2.6.1), its own operand stack (§2.6.2), and a reference to the run-
time constant pool (§2.5.5) of the class of the current method.

A frame may be extended with additional implementation-specific information, such as
debugging information.

The sizes of the local variable array and the operand stack are determined at
compile-time and are supplied along with the code for the method associated with
the frame (§4.7.3). Thus the size of the frame data structure depends only on the
implementation of the Java Virtual Machine, and the memory for these structures
can be allocated simultaneously on method invocation.
Only one frame, the frame for the executing method, is active at any point in a given thread of control. This frame is referred to as the current frame, and its method is known as the current method. The class in which the current method is defined is the current class. Operations on local variables and the operand stack are typically with reference to the current frame.

A frame ceases to be current if its method invokes another method or if its method completes. When a method is invoked, a new frame is created and becomes current when control transfers to the new method. On method return, the current frame passes back the result of its method invocation, if any, to the previous frame. The current frame is then discarded as the previous frame becomes the current one.

Note that a frame created by a thread is local to that thread and cannot be referenced by any other thread.

### 2.6.1 Local Variables

Each frame (§2.6) contains an array of variables known as its local variables. The length of the local variable array of a frame is determined at compile-time and supplied in the binary representation of a class or interface along with the code for the method associated with the frame (§4.7.3).

A single local variable can hold a value of type boolean, byte, char, short, int, float, reference, or returnAddress. A pair of local variables can hold a value of type long or double. Local variables are addressed by indexing. The index of the first local variable is zero. An integer is considered to be an index into the local variable array if and only if that integer is between zero and one less than the size of the local variable array.

A value of type long or type double occupies two consecutive local variables. Such a value may only be addressed using the lesser index. For example, a value of type double stored in the local variable array at index $n$ actually occupies the local variables with indices $n$ and $n+1$; however, the local variable at index $n+1$ cannot be loaded from. It can be stored into. However, doing so invalidates the contents of local variable $n$.

The Java Virtual Machine does not require $n$ to be even. In intuitive terms, values of types long and double need not be 64-bit aligned in the local variables array. Implementors are free to decide the appropriate way to represent such values using the two local variables reserved for the value.

The Java Virtual Machine uses local variables to pass parameters on method invocation. On class method invocation, any parameters are passed in consecutive
local variables starting from local variable 0. On instance method invocation, local variable 0 is always used to pass a reference to the object on which the instance method is being invoked (this in the Java programming language). Any parameters are subsequently passed in consecutive local variables starting from local variable 1.

2.6.2 Operand Stacks

Each frame (§2.6) contains a last-in-first-out (LIFO) stack known as its operand stack. The maximum depth of the operand stack of a frame is determined at compile-time and is supplied along with the code for the method associated with the frame (§4.7.3).

Where it is clear by context, we will sometimes refer to the operand stack of the current frame as simply the operand stack.

The operand stack is empty when the frame that contains it is created. The Java Virtual Machine supplies instructions to load constants or values from local variables or fields onto the operand stack. Other Java Virtual Machine instructions take operands from the operand stack, operate on them, and push the result back onto the operand stack. The operand stack is also used to prepare parameters to be passed to methods and to receive method results.

For example, the iadd instruction (§iadd) adds two int values together. It requires that the int values to be added be the top two values of the operand stack, pushed there by previous instructions. Both of the int values are popped from the operand stack. They are added, and their sum is pushed back onto the operand stack. Subcomputations may be nested on the operand stack, resulting in values that can be used by the encompassing computation.

Each entry on the operand stack can hold a value of any Java Virtual Machine type, including a value of type long or type double.

Values from the operand stack must be operated upon in ways appropriate to their types. It is not possible, for example, to push two int values and subsequently treat them as a long or to push two float values and subsequently add them with an iadd instruction. A small number of Java Virtual Machine instructions (the dup instructions (§dup) and swap (§swap)) operate on run-time data areas as raw values without regard to their specific types; these instructions are defined in such a way that they cannot be used to modify or break up individual values. These restrictions on operand stack manipulation are enforced through class file verification (§4.10).
At any point in time, an operand stack has an associated depth, where a value of type `long` or `double` contributes two units to the depth and a value of any other type contributes one unit.

### 2.6.3 Dynamic Linking

Each frame (§2.6) contains a reference to the run-time constant pool (§2.5.5) for the type of the current method to support *dynamic linking* of the method code. The *class* file code for a method refers to methods to be invoked and variables to be accessed via symbolic references. Dynamic linking translates these symbolic method references into concrete method references, loading classes as necessary to resolve as-yet-undefined symbols, and translates variable accesses into appropriate offsets in storage structures associated with the run-time location of these variables.

This late binding of the methods and variables makes changes in other classes that a method uses less likely to break this code.

### 2.6.4 Normal Method Invocation Completion

A method invocation *completes normally* if that invocation does not cause an exception (§2.10) to be thrown, either directly from the Java Virtual Machine or as a result of executing an explicit `throw` statement. If the invocation of the current method completes normally, then a value may be returned to the invoking method. This occurs when the invoked method executes one of the return instructions (§2.11.8), the choice of which must be appropriate for the type of the value being returned (if any).

The current frame (§2.6) is used in this case to restore the state of the invoker, including its local variables and operand stack, with the program counter of the invoker appropriately incremented to skip past the method invocation instruction. Execution then continues normally in the invoking method's frame with the returned value (if any) pushed onto the operand stack of that frame.

### 2.6.5 Abrupt Method Invocation Completion

A method invocation *completes abruptly* if execution of a Java Virtual Machine instruction within the method causes the Java Virtual Machine to throw an exception (§2.10), and that exception is not handled within the method. Execution of an `athrow` instruction (§`athrow`) also causes an exception to be explicitly thrown and, if the exception is not caught by the current method, results in abrupt method
invocation completion. A method invocation that completes abruptly never returns a value to its invoker.

2.7 Representation of Objects

The Java Virtual Machine does not mandate any particular internal structure for objects.

In some of Oracle’s implementations of the Java Virtual Machine, a reference to a class instance is a pointer to a handle that is itself a pair of pointers: one to a table containing the methods of the object and a pointer to the class object that represents the type of the object, and the other to the memory allocated from the heap for the object data.

2.8 Floating-Point Arithmetic


2.8.1 Java Virtual Machine Floating-Point Arithmetic and IEEE 754

The key differences between the floating-point arithmetic supported by the Java Virtual Machine and the IEEE 754 standard are:

- The floating-point operations of the Java Virtual Machine do not throw exceptions, trap, or otherwise signal the IEEE 754 exceptional conditions of invalid operation, division by zero, overflow, underflow, or inexact. The Java Virtual Machine has no signaling NaN value.

- The Java Virtual Machine does not support IEEE 754 signaling floating-point comparisons.

- The rounding operations of the Java Virtual Machine always use IEEE 754 round to nearest mode. Inexact results are rounded to the nearest representable value, with ties going to the value with a zero least-significant bit. This is the IEEE 754 default mode. But Java Virtual Machine instructions that convert values of floating-point types to values of integral types round toward zero. The Java Virtual Machine does not give any means to change the floating-point rounding mode.
• The Java Virtual Machine does not support either the IEEE 754 single extended or double extended format, except insofar as the double and double-extended-exponent value sets may be said to support the single extended format. The float-extended-exponent and double-extended-exponent value sets, which may optionally be supported, do not correspond to the values of the IEEE 754 extended formats: the IEEE 754 extended formats require extended precision as well as extended exponent range.

2.8.2 Floating-Point Modes

Every method has a floating-point mode, which is either FP-strict or not FP-strict. The floating-point mode of a method is determined by the setting of the ACC_STRICT flag of the access_flags item of the method_info structure (§4.6) defining the method. A method for which this flag is set is FP-strict; otherwise, the method is not FP-strict.

Note that this mapping of the ACC_STRICT flag implies that methods in classes compiled by a compiler in JDK release 1.1 or earlier are effectively not FP-strict.

We will refer to an operand stack as having a given floating-point mode when the method whose invocation created the frame containing the operand stack has that floating-point mode. Similarly, we will refer to a Java Virtual Machine instruction as having a given floating-point mode when the method containing that instruction has that floating-point mode.

If a float-extended-exponent value set is supported (§2.3.2), values of type float on an operand stack that is not FP-strict may range over that value set except where prohibited by value set conversion (§2.8.3). If a double-extended-exponent value set is supported (§2.3.2), values of type double on an operand stack that is not FP-strict may range over that value set except where prohibited by value set conversion.

In all other contexts, whether on the operand stack or elsewhere, and regardless of floating-point mode, floating-point values of type float and double may only range over the float value set and double value set, respectively. In particular, class and instance fields, array elements, local variables, and method parameters may only contain values drawn from the standard value sets.

2.8.3 Value Set Conversion

An implementation of the Java Virtual Machine that supports an extended floating-point value set is permitted or required, under specified circumstances, to map a
value of the associated floating-point type between the extended and the standard value sets. Such a value set conversion is not a type conversion, but a mapping between the value sets associated with the same type.

Where value set conversion is indicated, an implementation is permitted to perform one of the following operations on a value:

- If the value is of type `float` and is not an element of the float value set, it maps the value to the nearest element of the float value set.
- If the value is of type `double` and is not an element of the double value set, it maps the value to the nearest element of the double value set.

In addition, where value set conversion is indicated, certain operations are required:

- Suppose execution of a Java Virtual Machine instruction that is not FP-strict causes a value of type `float` to be pushed onto an operand stack that is FP-strict, passed as a parameter, or stored into a local variable, a field, or an element of an array. If the value is not an element of the float value set, it maps the value to the nearest element of the float value set.

- Suppose execution of a Java Virtual Machine instruction that is not FP-strict causes a value of type `double` to be pushed onto an operand stack that is FP-strict, passed as a parameter, or stored into a local variable, a field, or an element of an array. If the value is not an element of the double value set, it maps the value to the nearest element of the double value set.

Such required value set conversions may occur as a result of passing a parameter of a floating-point type during method invocation, including native method invocation; returning a value of a floating-point type from a method that is not FP-strict to a method that is FP-strict; or storing a value of a floating-point type into a local variable, a field, or an array in a method that is not FP-strict.

Not all values from an extended-exponent value set can be mapped exactly to a value in the corresponding standard value set. If a value being mapped is too large to be represented exactly (its exponent is greater than that permitted by the standard value set), it is converted to a (positive or negative) infinity of the corresponding type. If a value being mapped is too small to be represented exactly (its exponent is smaller than that permitted by the standard value set), it is rounded to the nearest of a representable denormalized value or zero of the same sign.

Value set conversion preserves infinities and NaNs and cannot change the sign of the value being converted. Value set conversion has no effect on a value that is not of a floating-point type.
2.9 Special Methods

At the level of the Java Virtual Machine, every constructor written in the Java programming language (JLS §8.8) appears as an instance initialization method that has the special name `<init>`. This name is supplied by a compiler. Because the name `<init>` is not a valid identifier, it cannot be used directly in a program written in the Java programming language. Instance initialization methods may be invoked only within the Java Virtual Machine by the `invokespecial` instruction (§6.5.1), and they may be invoked only on uninitialized class instances. An instance initialization method takes on the access permissions (JLS §6.6) of the constructor from which it was derived.

A class or interface has at most one class or interface initialization method and is initialized (§5.5) by invoking that method. The initialization method of a class or interface has the special name `<clinit>`, takes no arguments, and is void (§4.3.3).

Other methods named `<clinit>` in a class file are of no consequence. They are not class or interface initialization methods. They cannot be invoked by any Java Virtual Machine instruction and are never invoked by the Java Virtual Machine itself.

In a class file whose version number is 51.0 or above, the method must additionally have its ACC_STATIC flag (§4.6) set in order to be the class or interface initialization method.

This requirement appeared in Java SE 7. In a class file whose version number is 50.0 or below, a method named `<clinit>` that is void and takes no arguments is considered the class or interface initialization method regardless of the setting of its ACC_STATIC flag.

The name `<clinit>` is supplied by a compiler. Because the name `<clinit>` is not a valid identifier, it cannot be used directly in a program written in the Java programming language. Class and interface initialization methods are invoked implicitly by the Java Virtual Machine; they are never invoked directly from any Java Virtual Machine instruction, but are invoked only indirectly as part of the class initialization process.

A method is signature polymorphic if all of the following conditions hold:

- It is declared in the `java.lang.invoke.MethodHandle` class.
- It has a single formal parameter of type `Object[]`.
- It has a return type of `Object`.
- It has the ACC_VARARGS and ACC_NATIVE flags set.
In Java SE 8, the only signature polymorphic methods are the `invoke` and `invokeExact` methods of the class `java.lang.invoke.MethodHandle`.

The Java Virtual Machine gives special treatment to signature polymorphic methods in the `invokevirtual` instruction (§`invokevirtual`), in order to effect invocation of a `method handle`. A method handle is a strongly typed, directly executable reference to an underlying method, constructor, field, or similar low-level operation (§5.4.3.5), with optional transformations of arguments or return values. These transformations are quite general, and include such patterns as conversion, insertion, deletion, and substitution. See the `java.lang.invoke` package in the Java SE platform API for more information.

### 2.10 Exceptions

An exception in the Java Virtual Machine is represented by an instance of the class `java.lang.Throwable` or one of its subclasses. Throwing an exception results in an immediate nonlocal transfer of control from the point where the exception was thrown.

Most exceptions occur synchronously as a result of an action by the thread in which they occur. An asynchronous exception, by contrast, can potentially occur at any point in the execution of a program. The Java Virtual Machine throws an exception for one of three reasons:

- An `athrow` instruction (§`athrow`) was executed.
- An abnormal execution condition was synchronously detected by the Java Virtual Machine. These exceptions are not thrown at an arbitrary point in the program, but only synchronously after execution of an instruction that either:
  - Specifies the exception as a possible result, such as:
    - When the instruction embodies an operation that violates the semantics of the Java programming language, for example indexing outside the bounds of an array.
    - When an error occurs in loading or linking part of the program.
  - Causes some limit on a resource to be exceeded, for example when too much memory is used.
- An asynchronous exception occurred because:
  - The `stop` method of class `Thread` or `ThreadGroup` was invoked, or
  - An internal error occurred in the Java Virtual Machine implementation.
The `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 is considered asynchronous (§6.3).

A Java Virtual Machine may permit a small but bounded amount of execution to occur before an asynchronous exception is thrown. This delay 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.

Exceptions thrown by the Java Virtual Machine are precise: when the transfer of control takes place, all effects of the instructions executed before the point from which the exception is thrown must appear to have taken place. No instructions 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 instructions 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.

Each method in the Java Virtual Machine may be associated with zero or more exception handlers. An exception handler specifies the range of offsets into the Java Virtual Machine code implementing the method for which the exception handler is active, describes the type of exception that the exception handler is able to handle, and specifies the location of the code that is to handle that exception. An exception matches an exception handler if the offset of the instruction that caused the exception is in the range of offsets of the exception handler and the exception type is the same class as or a subclass of the class of exception that the exception handler handles. When an exception is thrown, the Java Virtual Machine searches for a matching exception handler in the current method. If a matching exception handler is found, the system branches to the exception handling code specified by the matched handler.

If no such exception handler is found in the current method, the current method invocation completes abruptly (§2.6.5). On abrupt completion, the operand stack and local variables of the current method invocation are discarded, and its frame is popped, reinstating the frame of the invoking method. The exception is then
rethrown in the context of the invoker's frame and so on, continuing up the method
invocation chain. If no suitable exception handler is found before the top of the
method invocation chain is reached, the execution of the thread in which the
exception was thrown is terminated.

The order in which the exception handlers of a method are searched for a match is
important. Within a class file, the exception handlers for each method are stored in
a table (§4.7.3). At run time, when an exception is thrown, the Java Virtual Machine
searches the exception handlers of the current method in the order that they appear
in the corresponding exception handler table in the class file, starting from the
beginning of that table.

Note that the Java Virtual Machine does not enforce nesting of or any ordering
of the exception table entries of a method. The exception handling semantics of
the Java programming language are implemented only through cooperation with
the compiler (§3.12). When class files are generated by some other means, the
defined search procedure ensures that all Java Virtual Machine implementations
will behave consistently.

2.11 Instruction Set Summary

A Java Virtual Machine instruction consists of a one-byte opcode specifying
the operation to be performed, followed by zero or more operands supplying
arguments or data that are used by the operation. Many instructions have no
operands and consist only of an opcode.

Ignoring exceptions, the inner loop of a Java Virtual Machine interpreter is
effectively

    do {
        atomically calculate pc and fetch opcode at pc;
        if (operands) fetch operands;
        execute the action for the opcode;
    } while (there is more to do);

The number and size of the operands are determined by the opcode. If an operand
is more than one byte in size, then it is stored in big-endian order - high-order byte
first. For example, an unsigned 16-bit index into the local variables is stored as two
unsigned bytes, byte1 and byte2, such that its value is (byte1 << 8) | byte2.

The bytecode instruction stream is only single-byte aligned. The two exceptions
are the lookupswitch and tableswitch instructions (§lookupswitch, §tableswitch),
which are padded to force internal alignment of some of their operands on 4-byte boundaries.

The decision to limit the Java Virtual Machine opcode to a byte and to forgo data alignment within compiled code reflects a conscious bias in favor of compactness, possibly at the cost of some performance in naive implementations. A one-byte opcode also limits the size of the instruction set. Not assuming data alignment means that immediate data larger than a byte must be constructed from bytes at run time on many machines.

### 2.11.1 Types and the Java Virtual Machine

Most of the instructions in the Java Virtual Machine instruction set encode type information about the operations they perform. For instance, the `iload` instruction \( (§\text{iload}) \) loads the contents of a local variable, which must be an `int`, onto the operand stack. The `fload` instruction \( (§\text{fload}) \) does the same with a `float` value. The two instructions may have identical implementations, but have distinct opcodes.

For the majority of typed instructions, the instruction type is represented explicitly in the opcode mnemonic by a letter: \( i \) for an `int` operation, \( l \) for `long`, \( s \) for `short`, \( b \) for `byte`, \( c \) for `char`, \( f \) for `float`, \( d \) for `double`, and \( a \) for reference. Some instructions for which the type is unambiguous do not have a type letter in their mnemonic. For instance, `arraylength` always operates on an object that is an array. Some instructions, such as `goto`, an unconditional control transfer, do not operate on typed operands.

Given the Java Virtual Machine's one-byte opcode size, encoding types into opcodes places pressure on the design of its instruction set. If each typed instruction supported all of the Java Virtual Machine's run-time data types, there would be more instructions than could be represented in a byte. Instead, the instruction set of the Java Virtual Machine provides a reduced level of type support for certain operations. In other words, the instruction set is intentionally not orthogonal. Separate instructions can be used to convert between unsupported and supported data types as necessary.

Table 2.2 summarizes the type support in the instruction set of the Java Virtual Machine. A specific instruction, with type information, is built by replacing the `T` in the instruction template in the opcode column by the letter in the type column. If the type column for some instruction template and type is blank, then no instruction exists supporting that type of operation. For instance, there is a load instruction for type `int`, `iload`, but there is no load instruction for type `byte`.

Note that most instructions in Table 2.2 do not have forms for the integral types `byte`, `char`, and `short`. None have forms for the `boolean` type. A compiler encodes loads of literal values of types `byte` and `short` using Java Virtual Machine
instructions that sign-extend those values to values of type \texttt{int} at compile-time or run-time. Loads of literal values of types \texttt{boolean} and \texttt{char} are encoded using instructions that zero-extend the literal to a value of type \texttt{int} at compile-time or run-time. Likewise, loads from arrays of values of type \texttt{boolean}, \texttt{byte}, \texttt{short}, and \texttt{char} are encoded using Java Virtual Machine instructions that sign-extend or zero-extend the values to values of type \texttt{int}. Thus, most operations on values of actual types \texttt{boolean}, \texttt{byte}, \texttt{char}, and \texttt{short} are correctly performed by instructions operating on values of computational type \texttt{int}.
### Table 2.2. Type support in the Java Virtual Machine instruction set

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<th>byte</th>
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<td>frem</td>
<td>drem</td>
<td></td>
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</tr>
<tr>
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<td></td>
<td></td>
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<td>lneg</td>
<td>fneg</td>
<td>dneg</td>
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<td></td>
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<tr>
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<td></td>
<td>ishl</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>lshl</td>
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<tr>
<td>Tshr</td>
<td></td>
<td></td>
<td>ishr</td>
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<td></td>
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<td>lushr</td>
</tr>
<tr>
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<td></td>
<td>iand</td>
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<td></td>
<td></td>
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<td>land</td>
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<td>i2f</td>
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<tr>
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<td></td>
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<td>d2l</td>
<td>d2f</td>
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<td>Temp</td>
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<td></td>
<td>lcmp</td>
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<tr>
<td>Tcmp</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>fcml</td>
<td>dcmpl</td>
<td></td>
<td></td>
</tr>
<tr>
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<td></td>
<td></td>
<td></td>
<td></td>
<td>fcmg</td>
<td>dcmg</td>
<td></td>
<td></td>
</tr>
<tr>
<td>if_TcmpOP</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>if_icmpOP</td>
<td></td>
<td></td>
<td>if_acmpOP</td>
</tr>
<tr>
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<td></td>
<td></td>
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<td>lreturn</td>
<td>freturn</td>
<td>dreturn</td>
<td></td>
<td>areturn</td>
</tr>
</tbody>
</table>
The mapping between Java Virtual Machine actual types and Java Virtual Machine computational types is summarized by Table 2.3.

Certain Java Virtual Machine instructions such as *pop* and *swap* operate on the operand stack without regard to type; however, such instructions are constrained to use only on values of certain categories of computational types, also given in Table 2.3.

**Table 2.3. Actual and Computational types in the Java Virtual Machine**

<table>
<thead>
<tr>
<th>Actual type</th>
<th>Computational type</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td>boolean</td>
<td>int</td>
<td>1</td>
</tr>
<tr>
<td>byte</td>
<td>int</td>
<td>1</td>
</tr>
<tr>
<td>char</td>
<td>int</td>
<td>1</td>
</tr>
<tr>
<td>short</td>
<td>int</td>
<td>1</td>
</tr>
<tr>
<td>int</td>
<td>int</td>
<td>1</td>
</tr>
<tr>
<td>float</td>
<td>float</td>
<td>1</td>
</tr>
<tr>
<td>reference</td>
<td>reference</td>
<td>1</td>
</tr>
<tr>
<td>returnAddress</td>
<td>returnAddress</td>
<td>1</td>
</tr>
<tr>
<td>long</td>
<td>long</td>
<td>2</td>
</tr>
<tr>
<td>double</td>
<td>double</td>
<td>2</td>
</tr>
</tbody>
</table>

**2.11.2 Load and Store Instructions**

The load and store instructions transfer values between the local variables (§2.6.1) and the operand stack (§2.6.2) of a Java Virtual Machine frame (§2.6):

- Load a local variable onto the operand stack: *iload, iload_<n>, lload, lload_<n>, fload, fload_<n>, dload, dload_<n>, aload, aload_<n>.*
- Store a value from the operand stack into a local variable: *istore, istore_<n>, lstore, lstore_<n>, fstore, fstore_<n>, dstore, dstore_<n>, astore, astore_<n>.*
- Load a constant on to the operand stack: *bipush, sipush, ldc, ldc_w, ldc2_w, aconst_null, iconst_m1, iconst_<i>, lconst_<l>, fconst_<f>, dconst_<d>.*
- Gain access to more local variables using a wider index, or to a larger immediate operand: *wide.*

Instructions that access fields of objects and elements of arrays (§2.11.5) also transfer data to and from the operand stack.
Instruction mnemonics shown above with trailing letters between angle brackets (for instance, \textit{iload}_{<n>}) denote families of instructions (with members \textit{iload}_0, \textit{iload}_1, \textit{iload}_2, and \textit{iload}_3 in the case of \textit{iload}_{<n>}). Such families of instructions are specializations of an additional generic instruction (\textit{iload}) that takes one operand. For the specialized instructions, the operand is implicit and does not need to be stored or fetched. The semantics are otherwise the same (\textit{iload}_0 means the same thing as \textit{iload} with the operand 0). The letter between the angle brackets specifies the type of the implicit operand for that family of instructions: for \textit{<n>}, a nonnegative integer; for \textit{<i>}, an \textit{int}; for \textit{<l>}, a \textit{long}; for \textit{<f>}, a \textit{float}; and for \textit{<d>}, a \textit{double}. Forms for type \textit{int} are used in many cases to perform operations on values of type \textit{byte}, \textit{char}, and \textit{short} (§2.11.1).

This notation for instruction families is used throughout this specification.

### 2.11.3 Arithmetic Instructions

The arithmetic instructions compute a result that is typically a function of two values on the operand stack, pushing the result back on the operand stack. There are two main kinds of arithmetic instructions: those operating on integer values and those operating on floating-point values. Within each of these kinds, the arithmetic instructions are specialized to Java Virtual Machine numeric types. There is no direct support for integer arithmetic on values of the \textit{byte}, \textit{short}, and \textit{char} types (§2.11.1), or for values of the \textit{boolean} type; those operations are handled by instructions operating on type \textit{int}. Integer and floating-point instructions also differ in their behavior on overflow and divide-by-zero. The arithmetic instructions are as follows:

- Add: \textit{iadd}, \textit{ladd}, \textit{fadd}, \textit{dadd}.
- Subtract: \textit{isub}, \textit{lsub}, \textit{fsub}, \textit{dsub}.
- Divide: \textit{idiv}, \textit{ldiv}, \textit{fdiv}, \textit{ddiv}.
- Remainder: \textit{irem}, \textit{lrem}, \textit{frem}, \textit{drem}.
- Negate: \textit{ineg}, \textit{lneg}, \textit{fneg}, \textit{dneg}.
- Bitwise OR: \textit{ior}, \textit{lor}.
- Bitwise AND: \textit{iand}, \textit{land}.
- Bitwise exclusive OR: \textit{ixor}, \textit{lxor}.
• Local variable increment: `iinc`.

• Comparison: `dcmpg`, `dcml`, `fcmpg`, `fcml`, `lcmp`.

The semantics of the Java programming language operators on integer and floating-point values (JLS §4.2.2, JLS §4.2.4) are directly supported by the semantics of the Java Virtual Machine instruction set.

The Java Virtual Machine does not indicate overflow during operations on integer data types. The only integer operations that can throw an exception are the integer divide instructions (`idiv` and `ldiv`) and the integer remainder instructions (`irem` and `lrem`), which throw an `ArithmeticException` if the divisor is zero.

Java Virtual Machine operations on floating-point numbers behave as specified in IEEE 754. In particular, the Java Virtual Machine requires full support of IEEE 754 denormalized floating-point numbers and gradual underflow, which make it easier to prove desirable properties of particular numerical algorithms.

The Java Virtual Machine 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 having a least significant bit of zero is chosen. This is the IEEE 754 standard's default rounding mode, known as round to nearest mode.

The Java Virtual Machine uses the IEEE 754 round towards zero mode when converting a floating-point value to an integer. This results in the number being truncated; any bits of the significand that represent the fractional part of the operand value are discarded. Round towards zero mode chooses as its result the type's value closest to, but no greater in magnitude than, the infinitely precise result.

The Java Virtual Machine's floating-point operators do not throw run-time exceptions (not to be confused with IEEE 754 floating-point exceptions). An operation that overflows produces a signed infinity, an operation that underflows produces a denormalized value or a signed zero, and an operation that has no mathematically definite result produces NaN. All numeric operations with NaN as an operand produce NaN as a result.

Comparisons on values of type `long` (`lcmp`) perform a signed comparison. Comparisons on values of floating-point types (`dcmpg`, `dcml`, `fcmpg`, `fcml`) are performed using IEEE 754 nonsignaling comparisons.
2.11.4 Type Conversion Instructions

The type conversion instructions allow conversion between Java Virtual Machine numeric types. These may be used to implement explicit conversions in user code or to mitigate the lack of orthogonality in the instruction set of the Java Virtual Machine.

The Java Virtual Machine directly supports the following widening numeric conversions:

- int to long, float, or double
- long to float or double
- float to double

The widening numeric conversion instructions are \textit{i2l}, \textit{i2f}, \textit{i2d}, \textit{l2f}, \textit{l2d}, and \textit{f2d}. The mnemonics for these opcodes are straightforward given the naming conventions for typed instructions and the punning use of 2 to mean "to." For instance, the \textit{i2d} instruction converts an \textit{int} value to a \textit{double}. Widening numeric conversions do not lose information about the overall magnitude of a numeric value. Indeed, conversions widening from \textit{int} to \textit{long} and \textit{int} to \textit{double} do not lose any information at all; the numeric value is preserved exactly. Conversions widening from \textit{float} to \textit{double} that are FP-strict (§2.8.2) also preserve the numeric value exactly; however, such conversions that are not FP-strict may lose information about the overall magnitude of the converted value.

Conversion of an \textit{int} or a \textit{long} value to \textit{float}, or of a \textit{long} value to \textit{double}, may lose \textit{precision}, that is, may lose some of the least significant bits of the value; the resulting floating-point value is a correctly rounded version of the integer value, using IEEE 754 round to nearest mode.

A widening numeric conversion of an \textit{int} to a \textit{long} simply sign-extends the two's-complement representation of the \textit{int} value to fill the wider format. A widening numeric conversion of a \textit{char} to an integral type zero-extends the representation of the \textit{char} value to fill the wider format.

Despite the fact that loss of precision may occur, widening numeric conversions never cause the Java Virtual Machine to throw a run-time exception (not to be confused with an IEEE 754 floating-point exception).

Note that widening numeric conversions do not exist from integral types \textit{byte}, \textit{char}, and \textit{short} to type \textit{int}. As noted in §2.11.1, values of type \textit{byte}, \textit{char}, and \textit{short} are internally widened to type \textit{int}, making these conversions implicit.
The Java Virtual Machine also directly supports the following narrowing numeric conversions:

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

The narrowing numeric conversion instructions are `i2b`, `i2c`, `i2s`, `l2i`, `f2i`, `f2l`, `d2i`, `d2l`, and `d2f`. A narrowing numeric conversion can result in a value of different sign, a different order of magnitude, or both; it may thereby lose precision.

A narrowing numeric conversion of an `int` or `long` 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`. This may cause the resulting value not to have the same sign as the input value.

In a narrowing numeric conversion of a floating-point value to an integral type `T`, where `T` is either `int` or `long`, the floating-point value is converted as follows:

- If the floating-point value is NaN, the result of the conversion is an `int` or `long` 0.
- Otherwise, if the floating-point value is not an infinity, the floating-point value is rounded to an integer value `V` using IEEE 754 round towards zero mode. There are two cases:
  - If `T` is `long` and this integer value can be represented as a `long`, then the result is the `long` value `V`.
  - If `T` is of type `int` and this integer value can be represented as an `int`, then the result is the `int` value `V`.
- Otherwise:
  - Either the value must be too small (a negative value of large magnitude or negative infinity), and the result is the smallest representable value of type `int` or `long`.
  - Or the value must be too large (a positive value of large magnitude or positive infinity), and the result is the largest representable value of type `int` or `long`.

A narrowing numeric conversion from `double` to `float` behaves in accordance with IEEE 754. The result is correctly rounded using IEEE 754 round to nearest mode. A value too small to be represented as a `float` is converted to a positive or negative zero of type `float`; a value too large to be represented as a `float` is
converted to a positive or negative infinity. A double NaN is always converted to a float NaN.

Despite the fact that overflow, underflow, or loss of precision may occur, narrowing conversions among numeric types never cause the Java Virtual Machine to throw a run-time exception (not to be confused with an IEEE 754 floating-point exception).

### 2.11.5 Object Creation and Manipulation

Although both class instances and arrays are objects, the Java Virtual Machine creates and manipulates class instances and arrays using distinct sets of instructions:

- Create a new class instance: `new`.
- Create a new array: `newarray`, `anewarray`, `multianewarray`.
- Access fields of classes (static fields, known as class variables) and fields of class instances (non-static fields, known as instance variables): `getfield`, `putfield`, `getstatic`, `putstatic`.
- Load an array component onto the operand stack: `baload`, `caload`, `saload`, `iaload`, `laload`, `faload`, `daload`, `aaload`.
- Store a value from the operand stack as an array component: `bastore`, `castore`, `sastore`, `iastore`, `lastore`, `fastore`, `dastore`, `aastore`.
- Get the length of array: `arraylength`.
- Check properties of class instances or arrays: `instanceof`, `checkcast`.

### 2.11.6 Operand Stack Management Instructions

A number of instructions are provided for the direct manipulation of the operand stack: `pop`, `pop2`, `dup`, `dup2`, `dup_x1`, `dup2_x1`, `dup_x2`, `dup2_x2`, `swap`.

### 2.11.7 Control Transfer Instructions

The control transfer instructions conditionally or unconditionally cause the Java Virtual Machine to continue execution with an instruction other than the one following the control transfer instruction. They are:

- Conditional branch: `ifeq`, `ifne`, `iflt`, `ifle`, `ifgt`, `ifge`, `ifnull`, `ifnonnull`, `if_icmpeq`, `if_icmpne`, `if_icmplt`, `if_icmpgt`, `if_icmpge`, `if_acmpeq`, `if_acmpne`.
- Compound conditional branch: `tableswitch`, `lookupswitch`. 
• Unconditional branch: goto, goto_w, jsr, jsr_w, ret.

The Java Virtual Machine has distinct sets of instructions that conditionally branch on comparison with data of int and reference types. It also has distinct conditional branch instructions that test for the null reference and thus it is not required to specify a concrete value for null (§2.4).

Conditional branches on comparisons between data of types boolean, byte, char, and short are performed using int comparison instructions (§2.11.1). A conditional branch on a comparison between data of types long, float, or double is initiated using an instruction that compares the data and produces an int result of the comparison (§2.11.3). A subsequent int comparison instruction tests this result and effects the conditional branch. Because of its emphasis on int comparisons, the Java Virtual Machine provides a rich complement of conditional branch instructions for type int.

All int conditional control transfer instructions perform signed comparisons.

2.11.8 Method Invocation and Return Instructions

The following five instructions invoke methods:

• invokevirtual invokes an instance method of an object, dispatching on the (virtual) type of the object. This is the normal method dispatch in the Java programming language.

• invokeinterface invokes an interface method, searching the methods implemented by the particular run-time object to find the appropriate method.

• invokespecial invokes an instance method requiring special handling, whether an instance initialization method (§2.9), a private method, or a superclass method.

• invokevirtual invokes a class (static) method in a named class.

• invokedynamic invokes the method which is the target of the call site object bound to the invokedynamic instruction. The call site object was bound to a specific lexical occurrence of the invokedynamic instruction by the Java Virtual Machine as a result of running a bootstrap method before the first execution of the instruction. Therefore, each occurrence of an invokedynamic instruction has a unique linkage state, unlike the other instructions which invoke methods.

The method return instructions, which are distinguished by return type, are ireturn (used to return values of type boolean, byte, char, short, or int), lreturn, freturn, dreturn, and areturn. In addition, the return instruction is used to return from
methods declared to be void, instance initialization methods, and class or interface initialization methods.

2.11.9 Throwing Exceptions

An exception is thrown programmatically using the `athrow` instruction. Exceptions can also be thrown by various Java Virtual Machine instructions if they detect an abnormal condition.

2.11.10 Synchronization

The Java Virtual Machine supports synchronization of both methods and sequences of instructions within a method by a single synchronization construct: the `monitor`.

Method-level synchronization is performed implicitly, as part of method invocation and return (§2.11.8). A `synchronized` method is distinguished in the run-time constant pool's `method_info` structure (§4.6) by the `ACC_SYNCHRONIZED` flag, which is checked by the method invocation instructions. When invoking a method for which `ACC_SYNCHRONIZED` is set, the executing thread enters a monitor, invokes the method itself, and exits the monitor whether the method invocation completes normally or abruptly. During the time the executing thread owns the monitor, no other thread may enter it. If an exception is thrown during invocation of the `synchronized` method and the `synchronized` method does not handle the exception, the monitor for the method is automatically exited before the exception is rethrown out of the `synchronized` method.

Synchronization of sequences of instructions is typically used to encode the `synchronized` block of the Java programming language. The Java Virtual Machine supplies the `monitorenter` and `monitorexit` instructions to support such language constructs. Proper implementation of `synchronized` blocks requires cooperation from a compiler targeting the Java Virtual Machine (§3.14).

`Structured locking` is the situation when, during a method invocation, every exit on a given monitor matches a preceding entry on that monitor. Since there is no assurance that all code submitted to the Java Virtual Machine will perform structured locking, implementations of the Java Virtual Machine are permitted but not required to enforce both of the following two rules guaranteeing structured locking. Let $T$ be a thread and $M$ be a monitor. Then:

1. The number of monitor entries performed by $T$ on $M$ during a method invocation must equal the number of monitor exits performed by $T$ on $M$ during the method invocation whether the method invocation completes normally or abruptly.
2. At no point during a method invocation may the number of monitor exits performed by \( T \) on \( M \) since the method invocation exceed the number of monitor entries performed by \( T \) on \( M \) since the method invocation.

Note that the monitor entry and exit automatically performed by the Java Virtual Machine when invoking a synchronized method are considered to occur during the calling method's invocation.

### 2.12 Class Libraries

The Java Virtual Machine must provide sufficient support for the implementation of the class libraries of the Java SE platform. Some of the classes in these libraries cannot be implemented without the cooperation of the Java Virtual Machine.

Classes that might require special support from the Java Virtual Machine include those that support:

- Reflection, such as the classes in the package `java.lang.reflect` and the class `Class`.
- Loading and creation of a class or interface. The most obvious example is the class `ClassLoader`.
- Linking and initialization of a class or interface. The example classes cited above fall into this category as well.
- Security, such as the classes in the package `java.security` and other classes such as `SecurityManager`.
- Multithreading, such as the class `Thread`.
- Weak references, such as the classes in the package `java.lang.ref`.

The list above is meant to be illustrative rather than comprehensive. An exhaustive list of these classes or of the functionality they provide is beyond the scope of this specification. See the specifications of the Java SE platform class libraries for details.

### 2.13 Public Design, Private Implementation

Thus far this specification has sketched the public view of the Java Virtual Machine: the `class` file format and the instruction set. These components are vital
to the hardware-, operating system-, and implementation-independence of the Java Virtual Machine. The implementor may prefer to think of them as a means to securely communicate fragments of programs between hosts each implementing the Java SE platform, rather than as a blueprint to be followed exactly.

It is important to understand where the line between the public design and the private implementation lies. A Java Virtual Machine implementation must be able to read class files and must exactly implement the semantics of the Java Virtual Machine code therein. One way of doing this is to take this document as a specification and to implement that specification literally. But it is also perfectly feasible and desirable for the implementor to modify or optimize the implementation within the constraints of this specification. So long as the class file format can be read and the semantics of its code are maintained, the implementor may implement these semantics in any way. What is "under the hood" is the implementor's business, as long as the correct external interface is carefully maintained.

There are some exceptions: debuggers, profilers, and just-in-time code generators can each require access to elements of the Java Virtual Machine that are normally considered to be “under the hood.” Where appropriate, Oracle works with other Java Virtual Machine implementors and with tool vendors to develop common interfaces to the Java Virtual Machine for use by such tools, and to promote those interfaces across the industry.

The implementor can use this flexibility to tailor Java Virtual Machine implementations for high performance, low memory use, or portability. What makes sense in a given implementation depends on the goals of that implementation. The range of implementation options includes the following:

- Translating Java Virtual Machine code at load-time or during execution into the instruction set of another virtual machine.

- Translating Java Virtual Machine code at load-time or during execution into the native instruction set of the host CPU (sometimes referred to as just-in-time, or JIT, code generation).

The existence of a precisely defined virtual machine and object file format need not significantly restrict the creativity of the implementor. The Java Virtual Machine is designed to support many different implementations, providing new and interesting solutions while retaining compatibility between implementations.
Compiling for the Java Virtual Machine

The Java Virtual Machine machine is designed to support the Java programming language. Oracle's JDK software contains a compiler from source code written in the Java programming language to the instruction set of the Java Virtual Machine, and a run-time system that implements the Java Virtual Machine itself. Understanding how one compiler utilizes the Java Virtual Machine is useful to the prospective compiler writer, as well as to one trying to understand the Java Virtual Machine itself. The numbered sections in this chapter are not normative.

Note that the term "compiler" is sometimes used when referring to a translator from the instruction set of a Java Virtual Machine to the instruction set of a specific CPU. One example of such a translator is a just-in-time (JIT) code generator, which generates platform-specific instructions only after Java Virtual Machine code has been loaded. This chapter does not address issues associated with code generation, only those associated with compiling source code written in the Java programming language to Java Virtual Machine instructions.

3.1 Format of Examples

This chapter consists mainly of examples of source code together with annotated listings of the Java Virtual Machine code that the javac compiler in Oracle’s JDK release 1.0.2 generates for the examples. The Java Virtual Machine code is written in the informal “virtual machine assembly language” output by Oracle's javap utility, distributed with the JDK release. You can use javap to generate additional examples of compiled methods.
The format of the examples should be familiar to anyone who has read assembly code. Each instruction takes the form:

```
<index> <opcode> [ <operand1> [ <operand2>... ]] [<comment>]
```

The `<index>` is the index of the opcode of the instruction in the array that contains the bytes of Java Virtual Machine code for this method. Alternatively, the `<index>` may be thought of as a byte offset from the beginning of the method. The `<opcode>` is the mnemonic for the instruction's opcode, and the zero or more `<operandN>` are the operands of the instruction. The optional `<comment>` is given in end-of-line comment syntax:

```
8  bipush 100    // Push int constant 100
```

Some of the material in the comments is emitted by `javap`; the rest is supplied by the authors. The `<index>` prefacing each instruction may be used as the target of a control transfer instruction. For instance, a `goto 8` instruction transfers control to the instruction at index 8. Note that the actual operands of Java Virtual Machine control transfer instructions are offsets from the addresses of the opcodes of those instructions; these operands are displayed by `javap` (and are shown in this chapter) as more easily read offsets into their methods.

We preface an operand representing a run-time constant pool index with a hash sign and follow the instruction by a comment identifying the run-time constant pool item referenced, as in:

```
10  ldc #1       // Push float constant 100.0
```

or:

```
9  invokevirtual #4  // Method Example.addTwo(II)I
```

For the purposes of this chapter, we do not worry about specifying details such as operand sizes.

### 3.2 Use of Constants, Local Variables, and Control Constructs

Java Virtual Machine code exhibits a set of general characteristics imposed by the Java Virtual Machine's design and use of types. In the first example we encounter many of these, and we consider them in some detail.

The `spin` method simply spins around an empty for loop 100 times:

```
void spin() {
```
int i;
for (i = 0; i < 100; i++) {
    // Loop body is empty
}

A compiler might compile `spin` to:

```
0  iconst_0    // Push int constant 0
1  istore_1   // Store into local variable 1 (i=0)
2  goto 8     // First time through don't increment
5  iinc 1 1   // Increment local variable 1 by 1 (i++)
8  iload_1    // Push local variable 1 (i)
9  bipush 100  // Push int constant 100
11 if_icmplt 5 // Compare and loop if less than (i < 100)
14 return     // Return void when done
```

The Java Virtual Machine is stack-oriented, with most operations taking one or more operands from the operand stack of the Java Virtual Machine's current frame or pushing results back onto the operand stack. A new frame is created each time a method is invoked, and with it is created a new operand stack and set of local variables for use by that method (§2.6). At any one point of the computation, there are thus likely to be many frames and equally many operand stacks per thread of control, corresponding to many nested method invocations. Only the operand stack in the current frame is active.

The instruction set of the Java Virtual Machine distinguishes operand types by using distinct bytecodes for operations on its various data types. The method `spin` operates only on values of type `int`. The instructions in its compiled code chosen to operate on typed data (`iconst_0`, `istore_1`, `iinc`, `iload_1`, `if_icmplt`) are all specialized for type `int`.

The two constants in `spin`, 0 and 100, are pushed onto the operand stack using two different instructions. The 0 is pushed using an `iconst_0` instruction, one of the family of `iconst_<i>` instructions. The 100 is pushed using a `bipush` instruction, which fetches the value it pushes as an immediate operand.

The Java Virtual Machine frequently takes advantage of the likelihood of certain operands (int constants -1, 0, 1, 2, 3, 4 and 5 in the case of the `iconst_<i>` instructions) by making those operands implicit in the opcode. Because the `iconst_0` instruction knows it is going to push an int 0, `iconst_0` does not need to store an operand to tell it what value to push, nor does it need to fetch or decode an operand. Compiling the push of 0 as `bipush 0` would have been correct, but would have made the compiled code for `spin` one byte longer. A simple virtual machine would have also spent additional time fetching and decoding the explicit operand.
Use of Constants, Local Variables, and Control Constructs

COMPILING FOR THE JAVA VIRTUAL MACHINE

each time around the loop. Use of implicit operands makes compiled code more compact and efficient.

The int i in spin is stored as Java Virtual Machine local variable 1. Because most Java Virtual Machine instructions operate on values popped from the operand stack rather than directly on local variables, instructions that transfer values between local variables and the operand stack are common in code compiled for the Java Virtual Machine. These operations also have special support in the instruction set. In spin, values are transferred to and from local variables using the istore_1 and iload_1 instructions, each of which implicitly operates on local variable 1. The istore_1 instruction pops an int from the operand stack and stores it in local variable 1. The iload_1 instruction pushes the value in local variable 1 on to the operand stack.

The use (and reuse) of local variables is the responsibility of the compiler writer. The specialized load and store instructions should encourage the compiler writer to reuse local variables as much as is feasible. The resulting code is faster, more compact, and uses less space in the frame.

Certain very frequent operations on local variables are catered to specially by the Java Virtual Machine. The iinc instruction increments the contents of a local variable by a one-byte signed value. The iinc instruction in spin increments the first local variable (its first operand) by 1 (its second operand). The iinc instruction is very handy when implementing looping constructs.

The for loop of spin is accomplished mainly by these instructions:

5  iinc 1 1  // Increment local variable 1 by 1 (i++)
8  iload_1  // Push local variable 1 (i)
9  bipush 100  // Push int constant 100
11  if_icmplt 5  // Compare and loop if less than (i < 100)

The bipush instruction pushes the value 100 onto the operand stack as an int, then the if_icmplt instruction pops that value off the operand stack and compares it against i. If the comparison succeeds (the variable i is less than 100), control is transferred to index 5 and the next iteration of the for loop begins. Otherwise, control passes to the instruction following the if_icmplt.

If the spin example had used a data type other than int for the loop counter, the compiled code would necessarily change to reflect the different data type. For instance, if instead of an int the spin example uses a double, as shown:

```java
void dspin() {
    double i;
    for (i = 0.0; i < 100.0; i++) {
        // Loop body is empty
    }
}
```
the compiled code is:

```
Method void dspin()
0  dconst_0  // Push double constant 0.0
1  dstore_1  // Store into local variables 1 and 2
2  goto 9    // First time through don't increment
5  dload_1   // Push local variables 1 and 2
6  dconst_1   // Push double constant 1.0
7  dadd       // Add; there is no dinc instruction
8  dstore_1   // Store result in local variables 1 and 2
9  dload_1    // Push local variables 1 and 2
10 ldc2_w #4  // Push double constant 100.0
13 dcmpg      // There is no if_dcmplt instruction
14 iflt 5     // Compare and loop if less than (i < 100.0)
17 return     // Return void when done
```

The instructions that operate on typed data are now specialized for type `double`. (The `ldc2_w` instruction will be discussed later in this chapter.)

Recall that `double` values occupy two local variables, although they are only accessed using the lesser index of the two local variables. This is also the case for values of type `long`. Again for example,

```
double doubleLocals(double d1, double d2) {
    return d1 + d2;
}
```

becomes

```
Method double doubleLocals(double,double)
0  dload_1   // First argument in local variables 1 and 2
1  dload_3   // Second argument in local variables 3 and 4
2  dadd
3  dreturn
```

Note that local variables of the local variable pairs used to store `double` values in `doubleLocals` must never be manipulated individually.

The Java Virtual Machine's opcode size of 1 byte results in its compiled code being very compact. However, 1-byte opcodes also mean that the Java Virtual Machine instruction set must stay small. As a compromise, the Java Virtual Machine does not provide equal support for all data types: it is not completely orthogonal (Table 2.2).

For example, the comparison of values of type `int` in the `for` statement of example `spin` can be implemented using a single `if_icmplt` instruction; however, there is no single instruction in the Java Virtual Machine instruction set that performs a
conditional branch on values of type `double`. Thus, `dspin` must implement its comparison of values of type `double` using a `dcmpg` instruction followed by an `iflt` instruction.

The Java Virtual Machine provides the most direct support for data of type `int`. This is partly in anticipation of efficient implementations of the Java Virtual Machine's operand stacks and local variable arrays. It is also motivated by the frequency of `int` data in typical programs. Other integral types have less direct support. There are no `byte`, `char`, or `short` versions of the store, load, or add instructions, for instance. Here is the `spin` example written using a `short`:

```java
void sspin() {
    short i;
    for (i = 0; i < 100; i++) {
        ;  // Loop body is empty
    }
}
```

It must be compiled for the Java Virtual Machine, as follows, using instructions operating on another type, most likely `int`, converting between `short` and `int` values as necessary to ensure that the results of operations on `short` data stay within the appropriate range:

```
Method void sspin()
0  iconst_0
1  istore_1
2  goto 10
5  iload_1      // The short is treated as though an int
6  iconst_1
7  iadd
8  i2s          // Truncate int to short
9  istore_1
10 iload_1
11 bipush 100
13 if_icmplt 5
16 return
```

The lack of direct support for `byte`, `char`, and `short` types in the Java Virtual Machine is not particularly painful, because values of those types are internally promoted to `int` (byte and short are sign-extended to int, char is zero-extended). Operations on `byte`, `char`, and `short` data can thus be done using `int` instructions. The only additional cost is that of truncating the values of `int` operations to valid ranges.

The `long` and floating-point types have an intermediate level of support in the Java Virtual Machine, lacking only the full complement of conditional control transfer instructions.
3.3 Arithmetic

The Java Virtual Machine generally does arithmetic on its operand stack. (The exception is the `iinc` instruction, which directly increments the value of a local variable.) For instance, the `align2grain` method aligns an `int` value to a given power of 2:

```java
int align2grain(int i, int grain) {
    return ((i + grain-1) & ~(grain-1));
}
```

Operands for arithmetic operations are popped from the operand stack, and the results of operations are pushed back onto the operand stack. Results of arithmetic subcomputations can thus be made available as operands of their nesting computation. For instance, the calculation of `~(grain-1)` is handled by these instructions:

```
5  iload_2       // Push grain
6  iconst_1     // Push int constant 1
7  isub         // Subtract; push result
8  iconst_m1    // Push int constant -1
9  ixor         // Do XOR; push result
```

First `grain-1` is calculated using the contents of local variable 2 and an immediate `int` value 1. These operands are popped from the operand stack and their difference pushed back onto the operand stack. The difference is thus immediately available for use as one operand of the `ixor` instruction. (Recall that `~x == -1^x`.) Similarly, the result of the `ixor` instruction becomes an operand for the subsequent `iand` instruction.

The code for the entire method follows:

```
Method int align2grain(int,int)
0   iload_1
1   iload_2
2   iadd
3   iconst_1
4   isub
5   iload_2
6   iconst_1
7   isub
8   iconst_m1
9   ixor
10  iand
11  ireturn
```
3.4 Accessing the Run-Time Constant Pool

Many numeric constants, as well as objects, fields, and methods, are accessed via the run-time constant pool of the current class. Object access is considered later (§3.8). Data of types int, long, float, and double, as well as references to instances of class String, are managed using the ldc, ldc_w, and ldc2_w instructions.

The ldc and ldc_w instructions are used to access values in the run-time constant pool (including instances of class String) of types other than double and long. The ldc_w instruction is used in place of ldc only when there is a large number of run-time constant pool items and a larger index is needed to access an item. The ldc2_w instruction is used to access all values of types double and long; there is no non-wide variant.

Integral constants of types byte, char, or short, as well as small int values, may be compiled using the bipush, sipush, or iconst_<i> instructions (§3.2). Certain small floating-point constants may be compiled using the fconst_<f> and dconst_<d> instructions.

In all of these cases, compilation is straightforward. For instance, the constants for:

```java
void useManyNumeric() {
    int i = 100;
    int j = 1000000;
    long l1 = 1;
    long l2 = 0xffffffff;
    double d = 2.2;
    ...do some calculations...
}
```

are set up as follows:

```
Method void useManyNumeric()
0  bipush 100  // Push small int constant with bipush
1   istore_1
2    ldc #1  // Push large int constant (1000000) with ldc
3   istore_2
4   lconst_1 // A tiny long value uses small fast lconst_1
5   lstore_3
6  ldc2_w #6 // Push long 0xffffffff (that is, an int -1)
7     // Any long constant value can be pushed with ldc2_w
8    lstore 5
9  ldc2_w #8 // Push double constant 2.200000
10   // Uncommon double values are also pushed with ldc2_w
11  dstore 7
12     ...do those calculations...
```
3.5 More Control Examples

Compilation of `for` statements was shown in an earlier section (§3.2). Most of the Java programming language's other control constructs (`if-then-else`, `do`, `while`, `break`, and `continue`) are also compiled in the obvious ways. The compilation of `switch` statements is handled in a separate section (§3.10), as are the compilation of exceptions (§3.12) and the compilation of `finally` clauses (§3.13).

As a further example, a `while` loop is compiled in an obvious way, although the specific control transfer instructions made available by the Java Virtual Machine vary by data type. As usual, there is more support for data of type `int`, for example:

```java
void whileInt() {
    int i = 0;
    while (i < 100) {
        i++;
    }
}
```

is compiled to:

```java
Method void whileInt()  
0  iconst_0  
1  istore_1  
2  goto 8  
5  iinc 1 1  
8  iload_1  
9  bipush 100  
11  if_icmplt 5  
14  return
```

Note that the test of the `while` statement (implemented using the `if_icmplt` instruction) is at the bottom of the Java Virtual Machine code for the loop. (This was also the case in the `spin` examples earlier.) The test being at the bottom of the loop forces the use of a `goto` instruction to get to the test prior to the first iteration of the loop. If that test fails, and the loop body is never entered, this extra instruction is wasted. However, `while` loops are typically used when their body is expected to be run, often for many iterations. For subsequent iterations, putting the test at the bottom of the loop saves a Java Virtual Machine instruction each time around the loop: if the test were at the top of the loop, the loop body would need a trailing `goto` instruction to get back to the top.

Control constructs involving other data types are compiled in similar ways, but must use the instructions available for those data types. This leads to somewhat less efficient code because more Java Virtual Machine instructions are needed, for example:
void whileDouble() {
    double i = 0.0;
    while (i < 100.1) {
        i++;
    }
}

is compiled to:

Method void whileDouble()
0  dconst_0
1  dstore_1
2  goto 9
5  dload_1
6  dconst_1
7  dadd
8  dstore_1
9  dload_1
10  ldc2_w #4    // Push double constant 100.1
13  dcmpg        // To compare and branch we have to use...
14  iflt 5       // ...two instructions
17  return

Each floating-point type has two comparison instructions: \texttt{fcmpl} and \texttt{fcmpg} for type \texttt{float}, and \texttt{dcmpl} and \texttt{dcmpg} for type \texttt{double}. The variants differ only in their treatment of NaN. NaN is unordered (§2.3.2), so all floating-point comparisons fail if either of their operands is NaN. The compiler chooses the variant of the comparison instruction for the appropriate type that produces the same result whether the comparison fails on non-NaN values or encounters a NaN. For instance:

```java
int lessThan100(double d) {
    if (d < 100.0) {
        return 1;
    } else {
        return -1;
    }
}
```

compiles to:

```
Method int lessThan100(double)
0  dload_1
1  ldc2_w #4    // Push double constant 100.0
4  dcmpg        // Push 1 if d is NaN or d > 100.0;
    // push 0 if d == 100.0
5  ifge 10      // Branch on 0 or 1
8  ic_Return
9  ireturn
10  ic_Return
11  ireturn
```
If \( d \) is not NaN and is less than 100.0, the \textit{dcmpg} instruction pushes an \texttt{int} \(-1\) onto the operand stack, and the \textit{ifge} instruction does not branch. Whether \( d \) is greater than 100.0 or is NaN, the \textit{dcmpg} instruction pushes an \texttt{int} 1 onto the operand stack, and the \textit{ifge} branches. If \( d \) is equal to 100.0, the \textit{dcmpg} instruction pushes an \texttt{int} 0 onto the operand stack, and the \textit{ifge} branches.

The \textit{dcmpl} instruction achieves the same effect if the comparison is reversed:

```java
int greaterThan100(double d) {
    if (d > 100.0) {
        return 1;
    } else {
        return -1;
    }
}
```

becomes:

```java
Method int greaterThan100(double)
0  dload_1
1  ldc2_w #4       // Push double constant 100.0
4  dcmpl          // Push -1 if d is NaN or d < 100.0;
     // push 0 if d == 100.0
5  ifle 10        // Branch on 0 or -1
8  iconst_1
9  ireturn
10  iconst_m1
11  ireturn
```

Once again, whether the comparison fails on a non-NaN value or because it is passed a NaN, the \textit{dcmpl} instruction pushes an \texttt{int} value onto the operand stack that causes the \textit{ifle} to branch. If both of the \textit{dcmp} instructions did not exist, one of the example methods would have had to do more work to detect NaN.

### 3.6 Receiving Arguments

If \( n \) arguments are passed to an instance method, they are received, by convention, in the local variables numbered 1 through \( n \) of the frame created for the new method invocation. The arguments are received in the order they were passed. For example:

```java
int addTwo(int i, int j) {
    return i + j;
}
```

compiles to:
3.7 Invoking Methods

The normal method invocation for an instance method dispatches on the run-time type of the object. (They are virtual, in C++ terms.) Such an invocation is implemented using the \textit{invokevirtual} instruction, which takes as its argument an index to a run-time constant pool entry giving the internal form of the binary name of the class type of the object, the name of the method to invoke, and that method's descriptor (§4.3.3). To invoke the \texttt{addTwo} method, defined earlier as an instance method, we might write:

\begin{verbatim}
int add12and13() {
    return addTwo(12, 13);
}
\end{verbatim}

This compiles to:

Method int addTwo(int,int)
0 iload_1 // Push value of local variable 1 (i)
1 iload_2 // Push value of local variable 2 (j)
2 iadd // Add; leave int result on operand stack
3 ireturn // Return int result

By convention, an instance method is passed a \texttt{reference} to its instance in local variable 0. In the Java programming language the instance is accessible via the \texttt{this} keyword.

Class (\texttt{static}) methods do not have an instance, so for them this use of local variable 0 is unnecessary. A class method starts using local variables at index 0. If the \texttt{addTwo} method were a class method, its arguments would be passed in a similar way to the first version:

\begin{verbatim}
static int addTwoStatic(int i, int j) {
    return i + j;
}
\end{verbatim}

compiles to:

Method int addTwoStatic(int,int)
0 iload_0
1 iload_1
2 iadd
3 ireturn

The only difference is that the method arguments appear starting in local variable 0 rather than 1.

3.7 Invoking Methods

The normal method invocation for an instance method dispatches on the run-time type of the object. (They are virtual, in C++ terms.) Such an invocation is implemented using the \textit{invokevirtual} instruction, which takes as its argument an index to a run-time constant pool entry giving the internal form of the binary name of the class type of the object, the name of the method to invoke, and that method's descriptor (§4.3.3). To invoke the \texttt{addTwo} method, defined earlier as an instance method, we might write:

\begin{verbatim}
int add12and13() {
    return addTwo(12, 13);
}
\end{verbatim}

This compiles to:
Method int add12and13()
0  aload_0  // Push local variable 0 (this)
1  bipush 12  // Push int constant 12
3  bipush 13  // Push int constant 13
5  invokevirtual #4  // Method Example.addtwo(II)I
8  ireturn  // Return int on top of operand stack;
            // it is the int result of addTwo()

The invocation is set up by first pushing a reference to the current instance, this, on to the operand stack. The method invocation's arguments, int values 12 and 13, are then pushed. When the frame for the addTwo method is created, the arguments passed to the method become the initial values of the new frame's local variables. That is, the reference for this and the two arguments, pushed onto the operand stack by the invoker, will become the initial values of local variables 0, 1, and 2 of the invoked method.

Finally, addTwo is invoked. When it returns, its int return value is pushed onto the operand stack of the frame of the invoker, the add12and13 method. The return value is thus put in place to be immediately returned to the invoker of add12and13.

The return from add12and13 is handled by the ireturn instruction of add12and13. The ireturn instruction takes the int value returned by addTwo, on the operand stack of the current frame, and pushes it onto the operand stack of the frame of the invoker. It then returns control to the invoker, making the invoker's frame current. The Java Virtual Machine provides distinct return instructions for many of its numeric and reference data types, as well as a return instruction for methods with no return value. The same set of return instructions is used for all varieties of method invocations.

The operand of the invokevirtual instruction (in the example, the run-time constant pool index #4) is not the offset of the method in the class instance. The compiler does not know the internal layout of a class instance. Instead, it generates symbolic references to the methods of an instance, which are stored in the run-time constant pool. Those run-time constant pool items are resolved at run-time to determine the actual method location. The same is true for all other Java Virtual Machine instructions that access class instances.

Invoking addTwoStatic, a class (static) variant of addTwo, is similar, as shown:

```java
int add12and13() {
    return addTwoStatic(12, 13);
}
```

although a different Java Virtual Machine method invocation instruction is used:
Compiling an invocation of a class (static) method is very much like compiling an invocation of an instance method, except this is not passed by the invoker. The method arguments will thus be received beginning with local variable 0 (§3.6). The invokevirtual instruction is always used to invoke class methods.

The invokespecial instruction must be used to invoke instance initialization methods (§3.8). It is also used when invoking methods in the superclass (super) and when invoking private methods. For instance, given classes Near and Far declared as:

```java
class Near {
    int it;
    public int getItNear() {
        return getIt();
    }
    private int getIt() {
        return it;
    }
}
class Far extends Near {
    int getItFar() {
        return super.getItNear();
    }
}
```

the method Near.getItNear (which invokes a private method) becomes:

```java
Method int getItNear()
0  aload_0
1  invokespecial #5 // Method Near.getIt()I
4  ireturn
```

The method Far.getItFar (which invokes a superclass method) becomes:

```java
Method int getItFar()
0  aload_0
1  invokespecial #4 // Method Near.getItNear()I
4  ireturn
```

Note that methods called using the invokespecial instruction always pass this to the invoked method as its first argument. As usual, it is received in local variable 0.

To invoke the target of a method handle, a compiler must form a method descriptor that records the actual argument and return types. A compiler may not perform method invocation conversions on the arguments; instead, it must push them on
the stack according to their own unconverted types. The compiler arranges for a reference to the method handle object to be pushed on the stack before the arguments, as usual. The compiler emits an invokevirtual instruction that references a descriptor which describes the argument and return types. By special arrangement with method resolution (§5.4.3.3), an invokevirtual instruction which invokes the invokeExact or invoke methods of java.lang.invoke.MethodHandle will always link, provided the method descriptor is syntactically well-formed and the types named in the descriptor can be resolved.

3.8 Working with Class Instances

Java Virtual Machine class instances are created using the Java Virtual Machine's new instruction. Recall that at the level of the Java Virtual Machine, a constructor appears as a method with the compiler-supplied name <init>. This specially named method is known as the instance initialization method (§2.9). Multiple instance initialization methods, corresponding to multiple constructors, may exist for a given class. Once the class instance has been created and its instance variables, including those of the class and all of its superclasses, have been initialized to their default values, an instance initialization method of the new class instance is invoked. For example:

```java
Object create() {
    return new Object();
}
```

compiles to:

```java
Method java.lang.Object create()
0  new #1  // Class java.lang.Object
3  dup
4  invokespecial #4  // Method java.lang.Object.<init>()V
7  areturn
```

Class instances are passed and returned (as reference types) very much like numeric values, although type reference has its own complement of instructions, for example:

```java
int i;  // An instance variable
MyObj example() {
    MyObj o = new MyObj();
    return silly(o);
}
MyObj silly(MyObj o) {
    if (o != null) {
```
return o;
} else {
  return o;
}
}

becomes:

```java
Method MyObj example()
0  new #2  // Class MyObj
3  dup
4  invokespecial #5  // Method MyObj.<init>()V
7  astore_1
8  aload_0
9  aload_1
10 invokevirtual #4  // Method Example.silly(LMyObj;)LMyObj;
13 areturn

Method MyObj silly(MyObj)
0  aload_1
1  ifnonnull 6
4  aload_1
5  areturn
6  aload_1
7  areturn

The fields of a class instance (instance variables) are accessed using the `getfield` and `putfield` instructions. If `i` is an instance variable of type `int`, the methods `setIt` and `getIt`, defined as:

```java
void setIt(int value) {
  i = value;
}

int getIt() {
  return i;
}
```

become:

```java
Method void setIt(int)
0  aload_0
1  iload_1
2  putfield #4  // Field Example.i I
5  return

Method int getIt()
0  aload_0
1  getfield #4  // Field Example.i I
4  ireturn
```
As with the operands of method invocation instructions, the operands of the `putfield` and `getfield` instructions (the run-time constant pool index #4) are not the offsets of the fields in the class instance. The compiler generates symbolic references to the fields of an instance, which are stored in the run-time constant pool. Those run-time constant pool items are resolved at run-time to determine the location of the field within the referenced object.

### 3.9 Arrays

Java Virtual Machine arrays are also objects. Arrays are created and manipulated using a distinct set of instructions. The `newarray` instruction is used to create an array of a numeric type. The code:

```java
void createBuffer() {
    int buffer[];
    int bufsz = 100;
    int value = 12;
    buffer = new int[bufsz];
    buffer[10] = value;
    value = buffer[11];
}
```

might be compiled to:

```
Method void createBuffer()
0  bipush 100  // Push int constant 100 (bufsz)
2  istore_2   // Store bufsz in local variable 2
3  bipush 12   // Push int constant 12 (value)
5  istore_3   // Store value in local variable 3
6  iload_2    // Push bufsz...
7  newarray int // ...and create new int array of that length
9  astore_1   // Store new array in buffer
10 aload_1    // Push buffer
11  bipush 10  // Push int constant 10
13  iload_3   // Push value
14  iastore   // Store value at buffer[10]
15  aload_1   // Push buffer
16  bipush 11  // Push int constant 11
18  iaload    // Push value at buffer[11]...
19  iload_3   // ...and store it in value
20  return
```

The `anewarray` instruction is used to create a one-dimensional array of object references, for example:

```java
void createThreadArray() {
    Thread threads[];
```
int count = 10;
threads = new Thread[count];
threads[0] = new Thread();
}

becomes:

Method void createThreadArray()
0 bipush 10       // Push int constant 10
2 istore_2        // Initialize count to that
3 iload_2         // Push count, used by anewarray
4 anewarray class #1 // Create new array of class Thread
7 astore_1        // Store new array in threads
8aload_1          // Push value of threads
9 icall_0         // Push int constant 0
10 new #1          // Create instance of class Thread
13 dup             // Make duplicate reference...
14 invokespecial #5 // ...for Thread's constructor
                      // Method java.lang.Thread. <init> ()V
17 aastore         // Store new Thread in array at 0
18 return

The *anewarray* instruction can also be used to create the first dimension of a multidimensional array. Alternatively, the *multianewarray* instruction can be used to create several dimensions at once. For example, the three-dimensional array:

```java
int[][][] create3DArray() {
    int grid[][][];
    grid = new int[10][5][];
    return grid;
}
```

is created by:

```java
Method int create3DArray() [][][][]
0 bipush 10       // Push int 10 (dimension one)
2 icall_5         // Push int 5 (dimension two)
3 multianewarray #1 dim #2 // Class [[[I, a three-dimensional
                          // int array; only create the
                          // first two dimensions
7 astore_1        // Store new array...
8aload_1          // ...then prepare to return it
9a return
```

The first operand of the *multianewarray* instruction is the run-time constant pool index to the array class type to be created. The second is the number of dimensions of that array type to actually create. The *multianewarray* instruction can be used to create all the dimensions of the type, as the code for *create3DArray* shows. Note that the multidimensional array is just an object and so is loaded and returned by
an `aload_1` and `areturn` instruction, respectively. For information about array class names, see §4.4.1.

All arrays have associated lengths, which are accessed via the `arraylength` instruction.

### 3.10 Compiling Switches

Compilation of `switch` statements uses the `tableswitch` and `lookupswitch` instructions. The `tableswitch` instruction is used when the cases of the `switch` can be efficiently represented as indices into a table of target offsets. The default target of the `switch` is used if the value of the expression of the `switch` falls outside the range of valid indices. For instance:

```java
int chooseNear(int i) {
    switch (i) {
        case 0:  return  0;
        case 1:  return  1;
        case 2:  return  2;
        default: return -1;
    }
}
```

compiles to:

```
Method int chooseNear(int)
0  iload_1   // Push local variable 1 (argument i)
1  tableswitch 0 to 2: // Valid indices are 0 through 2
    0:  28    // If i is 0, continue at 28
    1:  30    // If i is 1, continue at 30
    2:  32    // If i is 2, continue at 32
    default: 34 // Otherwise, continue at 34
28  iconst_0 // i was 0; push int constant 0...
29  ireturn  // ...and return it
30  iconst_1 // i was 1; push int constant 1...
31  ireturn  // ...and return it
32  iconst_2 // i was 2; push int constant 2...
33  ireturn  // ...and return it
34  iconst_m1 // otherwise push int constant -1...
35  ireturn  // ...and return it
```

The Java Virtual Machine's `tableswitch` and `lookupswitch` instructions operate only on `int` data. Because operations on `byte`, `char`, or `short` values are internally promoted to `int`, a `switch` whose expression evaluates to one of those types is compiled as though it evaluated to type `int`. If the `chooseNear` method had been written using type `short`, the same Java Virtual Machine instructions would have
been generated as when using type \texttt{int}. Other numeric types must be narrowed to type \texttt{int} for use in a \texttt{switch}.

Where the cases of the \texttt{switch} are sparse, the table representation of the \texttt{tableswitch} instruction becomes inefficient in terms of space. The \texttt{lookupswitch} instruction may be used instead. The \texttt{lookupswitch} instruction pairs \texttt{int} keys (the values of the \texttt{case} labels) with target offsets in a table. When a \texttt{lookupswitch} instruction is executed, the value of the expression of the \texttt{switch} is compared against the keys in the table. If one of the keys matches the value of the expression, execution continues at the associated target offset. If no key matches, execution continues at the \texttt{default} target. For instance, the compiled code for:

```java
int chooseFar(int i) {
    switch (i) {
        case -100: return -1;
        case 0:    return 0;
        case 100:  return 1;
        default:   return -1;
    }
}
```

looks just like the code for \texttt{chooseNear}, except for the \texttt{lookupswitch} instruction:

```java
Method int chooseFar(int)
0  iload_1
1  lookupswitch 3:
   -100: 36
   0: 38
   100: 40
   default: 42
36  irect
37  ireturn
38  irect
39  ireturn
40  irect
41  ireturn
42  irect
43  ireturn
```

The Java Virtual Machine specifies that the table of the \texttt{lookupswitch} instruction must be sorted by key so that implementations may use searches more efficient than a linear scan. Even so, the \texttt{lookupswitch} instruction must search its keys for a match rather than simply perform a bounds check and index into a table like \texttt{tableswitch}. Thus, a \texttt{tableswitch} instruction is probably more efficient than a \texttt{lookupswitch} where space considerations permit a choice.
3.11 Operations on the Operand Stack

The Java Virtual Machine has a large complement of instructions that manipulate the contents of the operand stack as untyped values. These are useful because of the Java Virtual Machine's reliance on deft manipulation of its operand stack. For instance:

```java
public long nextIndex() {
    return index++;
}
private long index = 0;
```

is compiled to:

```java
Method long nextIndex()
0  aaload_0  // Push this
1  dup       // Make a copy of it
2  getfield #4  // One of the copies of this is consumed
    // pushing long field index,
    // above the original this
5  dup2_x1    // The long on top of the operand stack is
    // inserted into the operand stack below the
    // original this
6  lconst_1   // Push long constant 1
7  ladd       // The index value is incremented...
8  putfield #4  // ...and the result stored in the field
11 lreturn    // The original value of index is on top of
    // the operand stack, ready to be returned
```

Note that the Java Virtual Machine never allows its operand stack manipulation instructions to modify or break up individual values on the operand stack.

3.12 Throwing and Handling Exceptions

Exceptions are thrown from programs using the `throw` keyword. Its compilation is simple:

```java
void cantBeZero(int i) throws TestExc {
    if (i == 0) {
        throw new TestExc();
    }
}
```

becomes:
Method void cantBeZero(int)
0  iload_1   // Push argument 1 (i)
1  ifne 12   // If i==0, allocate instance and throw
4  new #1    // Create instance of TestExc
7  dup       // One reference goes to its constructor
8  invokespecial #7 // Method TestExc.<init>()V
11 athrow    // Second reference is thrown
12 return    // Never get here if we threw TestExc

Compilation of try-catch constructs is straightforward. For example:

void catchOne() {
    try {
        tryItOut();
    } catch (TestExc e) {
        handleExc(e);
    }
}

is compiled as:

Method void catchOne()
0  aload_0  // Beginning of try block
1  invokevirtual #6 // Method Example.tryItOut()V
4  return    // End of try block; normal return
5  astore_1  // Store thrown value in local var 1
6  aload_0  // Push this
7  aload_1  // Push thrown value
8  invokevirtual #5 // Invoke handler method:
                 // Example.handleExc(LTestExc;)V
11 return    // Return after handling TestExc

Exception table:
From  To    Target    Type
0     4     5         Class TestExc

Looking more closely, the try block is compiled just as it would be if the try were not present:

Method void catchOne()
0  aload_0  // Beginning of try block
1  invokevirtual #6 // Method Example.tryItOut()V
4  return    // End of try block; normal return

If no exception is thrown during the execution of the try block, it behaves as though the try were not there: tryItOut is invoked and catchOne returns.

Following the try block is the Java Virtual Machine code that implements the single catch clause:

5  astore_1  // Store thrown value in local var 1
6  aload_0  // Push this
3.12

7  aload_1  // Push thrown value
8  invokevirtual #5  // Invoke handler method:
                   // Example.handleExc(LTestExc;)V
11  return  // Return after handling TestExc

Exception table:
From   To     Target     Type
0       4      5           Class TestExc

The invocation of `handleExc`, the contents of the catch clause, is also compiled like a normal method invocation. However, the presence of a catch clause causes the compiler to generate an exception table entry (§2.10, §4.7.3). The exception table for the `catchOne` method has one entry corresponding to the one argument (an instance of class `TestExc`) that the catch clause of `catchOne` can handle. If some value that is an instance of `TestExc` is thrown during execution of the instructions between indices 0 and 4 in `catchOne`, control is transferred to the Java Virtual Machine code at index 5, which implements the block of the catch clause. If the value that is thrown is not an instance of `TestExc`, the catch clause of `catchOne` cannot handle it. Instead, the value is rethrown to the invoker of `catchOne`.

A try may have multiple catch clauses:

```java
void catchTwo() {
    try {
        tryItOut();
    } catch (TestExc1 e) {
        handleExc(e);
    } catch (TestExc2 e) {
        handleExc(e);
    }
}
```

Multiple catch clauses of a given try statement are compiled by simply appending the Java Virtual Machine code for each catch clause one after the other and adding entries to the exception table, as shown:

```java
Method void catchTwo()
0  aload_0  // Begin try block
1  invokevirtual #5  // Method Example.tryItOut()V
4  return  // End of try block; normal return
5  astore_1  // Beginning of handler for TestExc1;
           // Store thrown value in local var 1
6  aload_0  // Push this
7  aload_1  // Push thrown value
8  invokevirtual #7  // Invoke handler method:
                   // Example.handleExc(LTestExc1;)V
11  return  // Return after handling TestExc1
12  astore_1  // Beginning of handler for TestExc2;
           // Store thrown value in local var 1
13  aload_0  // Push this
```
If during the execution of the try clause (between indices 0 and 4) a value is thrown that matches the parameter of one or more of the catch clauses (the value is an instance of one or more of the parameters), the first (innermost) such catch clause is selected. Control is transferred to the Java Virtual Machine code for the block of that catch clause. If the value thrown does not match the parameter of any of the catch clauses of catchTwo, the Java Virtual Machine rethrows the value without invoking code in any catch clause of catchTwo.

Nested try-catch statements are compiled very much like a try statement with multiple catch clauses:

```java
void nestedCatch() {
    try {
        try {
            tryItOut();
            } catch (TestExc1 e) {
                handleExc1(e);
            }
            } catch (TestExc2 e) {
                handleExc2(e);
            }
        }
}
```

becomes:

```java
Method void nestedCatch()
0  aload_0  // Begin try block
1  invokevirtual #8  // Method Example.tryItOut()V
4  return  // End of try block; normal return
5  astore_1  // Beginning of handler for TestExc1;
       // Store thrown value in local var 1
6  aload_0  // Push this
7  aload_1  // Push thrown value
8  invokevirtual #7  // Invoke handler method:
       // Example.handleExc1(LTestExc1;)V
11 return  // Return after handling TestExc1
12 astore_1  // Beginning of handler for TestExc2;
       // Store thrown value in local var 1
13 aload_0  // Push this
14 aload_1  // Push thrown value
15 invokevirtual #6  // Invoke handler method:
       // Example.handleExc2(LTestExc2;)V
```
The nesting of catch clauses is represented only in the exception table. The Java Virtual Machine does not enforce nesting of or any ordering of the exception table entries (§2.10). However, because try-catch constructs are structured, a compiler can always order the entries of the exception handler table such that, for any thrown exception and any program counter value in that method, the first exception handler that matches the thrown exception corresponds to the innermost matching catch clause.

For instance, if the invocation of tryItOut (at index 1) threw an instance of TestExc1, it would be handled by the catch clause that invokes handleExc1. This is so even though the exception occurs within the bounds of the outer catch clause (catching TestExc2) and even though that outer catch clause might otherwise have been able to handle the thrown value.

As a subtle point, note that the range of a catch clause is inclusive on the "from" end and exclusive on the "to" end (§4.7.3). Thus, the exception table entry for the catch clause catching TestExc1 does not cover the return instruction at offset 4. However, the exception table entry for the catch clause catching TestExc2 does cover the return instruction at offset 11. Return instructions within nested catch clauses are included in the range of instructions covered by nesting catch clauses.

### 3.13 Compiling finally

(This section assumes a compiler generates class files with version number 50.0 or below, so that the jsr instruction may be used. See also §4.10.2.5.)

Compilation of a try-finally statement is similar to that of try-catch. Prior to transferring control outside the try statement, whether that transfer is normal or abrupt, because an exception has been thrown, the finally clause must first be executed. For this simple example:

```java
void tryFinally() {
    try {
        tryItOut();
    } finally {
        wrapItUp();
    }
}
```
the compiled code is:

```java
Method void tryFinally()
0   aload_0    // Beginning of try block
1   invokevirtual #6 // Method Example.tryItOut()V
4   jsr 14     // Call finally block
7   return     // End of try block
8   astore_1   // Beginning of handler for any throw
9   jsr 14     // Call finally block
12  astore_1   // Push thrown value
13  athrow     // ...and rethrow value to the invoker
14  astore_2   // Beginning of finally block
15  aload_0    // Push this
16  invokevirtual #5 // Method Example.wrapItUp()V
19  ret 2      // Return from finally block
```

Exception table:
```
From  To   Target  Type
0     4   8       any
```

There are four ways for control to pass outside of the `try` statement: by falling through the bottom of that block, by returning, by executing a `break` or `continue` statement, or by raising an exception. If `tryItOut` returns without raising an exception, control is transferred to the `finally` block using a `jsr` instruction. The `jsr 14` instruction at index 4 makes a "subroutine call" to the code for the `finally` block at index 14 (the `finally` block is compiled as an embedded subroutine). When the `finally` block completes, the `ret 2` instruction returns control to the instruction following the `jsr` instruction at index 4.

In more detail, the subroutine call works as follows: The `jsr` instruction pushes the address of the following instruction (return at index 7) onto the operand stack before jumping. The `astore_2` instruction that is the jump target stores the address on the operand stack into local variable 2. The code for the `finally` block (in this case the `aload_0` and `invokevirtual` instructions) is run. Assuming execution of that code completes normally, the `ret` instruction retrieves the address from local variable 2 and resumes execution at that address. The `return` instruction is executed, and `tryFinally` returns normally.

A `try` statement with a `finally` clause is compiled to have a special exception handler, one that can handle any exception thrown within the `try` statement. If `tryItOut` throws an exception, the exception table for `tryFinally` is searched for an appropriate exception handler. The special handler is found, causing execution to continue at index 8. The `astore_1` instruction at index 8 stores the thrown value into local variable 1. The following `jsr` instruction does a subroutine call to the code for the `finally` block. Assuming that code returns normally, the `aload_1` instruction at index 12 pushes the thrown value back onto the operand stack, and the following `athrow` instruction rethrows the value.
Compiling a `try` statement with both a `catch` clause and a `finally` clause is more complex:

```java
void tryCatchFinally() {
    try {
        tryItOut();
    } catch (TestExc e) {
        handleExc(e);
    } finally {
        wrapItUp();
    }
}
```

becomes:

```java
Method void tryCatchFinally()
0  aload_0  // Beginning of try block
1  invokevirtual #4  // Method Example.tryItOut()V
4  goto 16  // Jump to finally block
7  astore_3  // Beginning of handler for TestExc;  // Store thrown value in local var 3
8  aload_0  // Push this
9  aload_3  // Push thrown value
10 invokevirtual #6  // Invoke handler method:  // Example.handleExc(LTestExc;)V
13 goto 16  // This goto is unnecessary, but was  // generated by javac in JDK 1.0.2
16  jsr 26  // Call finally block
19  return  // Return after handling TestExc
20  astore_1  // Beginning of handler for exceptions  // other than TestExc, or exceptions
    // thrown while handling TestExc
21  jsr 26  // Call finally block
24  aload_1  // Push thrown value...
25  athrow  // ...and rethrow value to the invoker
26  astore_2  // Beginning of finally block
27  aload_0  // Push this
28 invokevirtual #5  // Method Example.wrapItUp()V
31  ret 2  // Return from finally block
```

Exception table:
```
<table>
<thead>
<tr>
<th>From</th>
<th>To</th>
<th>Target</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>4</td>
<td>7</td>
<td>Class TestExc</td>
</tr>
<tr>
<td>0</td>
<td>16</td>
<td>20</td>
<td>any</td>
</tr>
</tbody>
</table>
```

If the `try` statement completes normally, the `goto` instruction at index 4 jumps to the subroutine call for the `finally` block at index 16. The `finally` block at index 26 is executed, control returns to the `return` instruction at index 19, and `tryCatchFinally` returns normally.

If `tryItOut` throws an instance of `TestExc`, the first (innermost) applicable exception handler in the exception table is chosen to handle the exception. The
code for that exception handler, beginning at index 7, passes the thrown value to handleExc and on its return makes the same subroutine call to the finally block at index 26 as in the normal case. If an exception is not thrown by handleExc, tryCatchFinally returns normally.

If tryItOut throws a value that is not an instance of TestExc or if handleExc itself throws an exception, the condition is handled by the second entry in the exception table, which handles any value thrown between indices 0 and 16. That exception handler transfers control to index 20, where the thrown value is first stored in local variable i. The code for the finally block at index 26 is called as a subroutine. If it returns, the thrown value is retrieved from local variable i and rethrown using the athrow instruction. If a new value is thrown during execution of the finally clause, the finally clause aborts, and tryCatchFinally returns abruptly, throwing the new value to its invoker.

### 3.14 Synchronization

Synchronization in the Java Virtual Machine is implemented by monitor entry and exit, either explicitly (by use of the monitorenter and monitorexit instructions) or implicitly (by the method invocation and return instructions).

For code written in the Java programming language, perhaps the most common form of synchronization is the synchronized method. A synchronized method is not normally implemented using monitorenter and monitorexit. Rather, it is simply distinguished in the run-time constant pool by the ACC_SYNCHRONIZED flag, which is checked by the method invocation instructions (§2.11.10).

The monitorenter and monitorexit instructions enable the compilation of synchronized statements. For example:

```java
void onlyMe(Foo f) {
    synchronized(f) {
        doSomething();
    }
}
```

is compiled to:

```
Method void onlyMe(Foo)
0  aload_1     // Push f
1   dup         // Duplicate it on the stack
2  astore_2     // Store duplicate in local variable 2
3  monitorenter  // Enter the monitor associated with f
4  aload_0     // Holding the monitor, pass this and...
```
The compiler ensures that at any method invocation completion, a `monitorexit` instruction will have been executed for each `monitorenter` instruction executed since the method invocation. This is the case whether the method invocation completes normally (§2.6.4) or abruptly (§2.6.5). To enforce proper pairing of `monitorenter` and `monitorexit` instructions on abrupt method invocation completion, the compiler generates exception handlers (§2.10) that will match any exception and whose associated code executes the necessary `monitorexit` instructions.

### 3.15 Annotations

The representation of annotations in class files is described in §4.7.16 and §4.7.17, which make it clear how to represent annotations on types, fields, and methods in the class file format. Package annotations require additional rules, given here.

When the compiler encounters an annotated package declaration that must be made available at run time, it emits a class file that represents an interface whose name is the internal form (§4.2.1) of `package-name.package-info`. The interface has default access (JLS §6.6.1) and no superinterfaces. The `ACC_INTERFACE` and `ACC_ABSTRACT` flags (Table 4.1) of the `ClassFile` structure (§4.1) are set. If the emitted class file version number is less than 50.0, then the `ACC_SYNTHETIC` flag is unset; if the class file version number is 50.0 or above, then the `ACC_SYNTHETIC` flag is set. The only members of the interface are those implied by *The Java Language Specification, Java SE 8 Edition* (JLS §9.2).

The package annotations are stored in the `RuntimeVisibleAnnotations` (§4.7.16) and `RuntimeInvisibleAnnotations` (§4.7.17) attributes of the `ClassFile` structure (§4.1) of this interface.
CHAPTER 4

The class File Format

THIS chapter describes the class file format of the Java Virtual Machine. Each class file contains the definition of a single class or interface. Although a class or interface need not have an external representation literally contained in a file (for instance, because the class is generated by a class loader), we will colloquially refer to any valid representation of a class or interface as being in the class file format.

A class file consists of a stream of 8-bit bytes. All 16-bit, 32-bit, and 64-bit quantities are constructed by reading in two, four, and eight consecutive 8-bit bytes, respectively. Multibyte data items are always stored in big-endian order, where the high bytes come first. In the Java SE platform, this format is supported by interfaces java.io.DataInput and java.io.DataOutput and classes such as java.io.DataInputStream and java.io.DataOutputStream.

This chapter defines its own set of data types representing class file data: The types u1, u2, and u4 represent an unsigned one-, two-, or four-byte quantity, respectively. In the Java SE platform, these types may be read by methods such as readUnsignedByte, readUnsignedShort, and readInt of the interface java.io.DataInput.

This chapter presents the class file format using pseudostructures written in a C-like structure notation. To avoid confusion with the fields of classes and class instances, etc., the contents of the structures describing the class file format are referred to as items. Successive items are stored in the class file sequentially, without padding or alignment.

Tables, consisting of zero or more variable-sized items, are used in several class file structures. Although we use C-like array syntax to refer to table items, the fact that tables are streams of varying-sized structures means that it is not possible to translate a table index directly to a byte offset into the table.

Where we refer to a data structure as an array, it consists of zero or more contiguous fixed-sized items and can be indexed like an array.
Reference to an ASCII character in this chapter should be interpreted to mean the Unicode code point corresponding to the ASCII character.

4.1 The ClassFile Structure

A class file consists of a single ClassFile structure:

```
ClassFile {   
  u4 magic;   
  u2 minor_version;   
  u2 major_version;   
  u2 constant_pool_count;   
  cp_info constant_pool[constant_pool_count-1];   
  u2 access_flags;   
  u2 this_class;   
  u2 super_class;   
  u2 interfaces_count;   
  u2 interfaces[interfaces_count];   
  u2 fields_count;   
  field_info fields[fields_count];   
  u2 methods_count;   
  method_info methods[methods_count];   
  u2 attributes_count;   
  attribute_info attributes[attributes_count];   
}
```

The items in the ClassFile structure are as follows:

**magic**

The magic item supplies the magic number identifying the class file format; it has the value 0xCAFEBABE.

**minor_version, major_version**

The values of the minor_version and major_version items are the minor and major version numbers of this class file. Together, a major and a minor version number determine the version of the class file format. If a class file has major version number M and minor version number m, we denote the version of its class file format as M.m. Thus, class file format versions may be ordered lexicographically, for example, 1.5 < 2.0 < 2.1.

A Java Virtual Machine implementation can support a class file format of version v if and only if v lies in some contiguous range Mi.0 ≤ v ≤ Mj.m. The release level of the Java SE platform to which a Java Virtual Machine implementation conforms is responsible for determining the range.
Oracle’s Java Virtual Machine implementation in JDK release 1.0.2 supports class file format versions 45.0 through 45.3 inclusive. JDK releases 1.1.* support class file format versions in the range 45.0 through 45.65535 inclusive. For \( k \geq 2 \), JDK release 1.k supports class file format versions in the range 45.0 through 44+k.0 inclusive.

**constant_pool_count**

The value of the `constant_pool_count` item is equal to the number of entries in the `constant_pool` table plus one. A `constant_pool` index is considered valid if it is greater than zero and less than `constant_pool_count`, with the exception for constants of type `long` and `double` noted in §4.4.5.

**constant_pool[]**

The `constant_pool` is a table of structures (§4.4) representing various string constants, class and interface names, field names, and other constants that are referred to within the `ClassFile` structure and its substructures. The format of each `constant_pool` table entry is indicated by its first "tag" byte.

The `constant_pool` table is indexed from 1 to `constant_pool_count` - 1.

**access_flags**

The value of the `access_flags` item is a mask of flags used to denote access permissions to and properties of this class or interface. The interpretation of each flag, when set, is specified in Table 4.1.

### Table 4.1. Class access and property modifiers

<table>
<thead>
<tr>
<th>Flag Name</th>
<th>Value</th>
<th>Interpretation</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACC_PUBLIC</td>
<td>0x0001</td>
<td>Declared public; may be accessed from outside its package.</td>
</tr>
<tr>
<td>ACC_FINAL</td>
<td>0x0010</td>
<td>Declared final; no subclasses allowed.</td>
</tr>
<tr>
<td>ACC_SUPER</td>
<td>0x0020</td>
<td>Treat superclass methods specially when invoked by the <code>invokespecial</code> instruction.</td>
</tr>
<tr>
<td>ACC_INTERFACE</td>
<td>0x0200</td>
<td>Is an interface, not a class.</td>
</tr>
<tr>
<td>ACC_ABSTRACT</td>
<td>0x0400</td>
<td>Declared abstract; must not be instantiated.</td>
</tr>
<tr>
<td>ACC_SYNTHETIC</td>
<td>0x1000</td>
<td>Declared synthetic; not present in the source code.</td>
</tr>
<tr>
<td>ACC_ANNOTATION</td>
<td>0x2000</td>
<td>Declared as an annotation type.</td>
</tr>
<tr>
<td>ACC_ENUM</td>
<td>0x4000</td>
<td>Declared as an <code>enum</code> type.</td>
</tr>
</tbody>
</table>

A class may be marked with the `ACC_SYNTHETIC` flag to indicate that it was generated by a compiler and does not appear in source code.
The ACC_ENUM flag indicates that this class or its superclass is declared as an enumerated type.

An interface is distinguished by its ACC_INTERFACE flag being set. If its ACC_INTERFACE flag is not set, this class file defines a class, not an interface.

If the ACC_INTERFACE flag of this class file is set, its ACC_ABSTRACT flag must also be set (JLS §9.1.1.1). Such a class file must not have its ACC_FINAL, ACC_SUPER or ACC_ENUM flags set.

An annotation type must have its ACC_ANNOTATION flag set. If the ACC_ANNOTATION flag is set, the ACC_INTERFACE flag must be set as well. If the ACC_INTERFACE flag of this class file is not set, it may have any of the other flags in Table 4.1 set, except the ACC_ANNOTATION flag. However, such a class file cannot have both its ACC_FINAL and ACC_ABSTRACT flags set (JLS §8.1.1.2).

The ACC_SUPER flag indicates which of two alternative semantics is to be expressed by the invokespecial instruction (§invokespecial) if it appears in this class. Compilers to the instruction set of the Java Virtual Machine should set the ACC_SUPER flag. In Java SE 8 and above, the Java Virtual Machine considers the ACC_SUPER flag to be set in every class file that defines a class, regardless of the actual value of the flag in the class file and the version of the class file.

The ACC_SUPER flag exists for backward compatibility with code compiled by older compilers for the Java programming language. In JDK releases prior to 1.0.2, the compiler generated access_flags in which the flag now representing ACC_SUPER had no assigned meaning, and Oracle's Java Virtual Machine implementation ignored the flag if it was set.

All bits of the access_flags item not assigned in Table 4.1 are reserved for future use. They should be set to zero in generated class files and should be ignored by Java Virtual Machine implementations.

this_class

The value of the this_class item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Class_info structure (§4.4.1) representing the class or interface defined by this class file.

super_class

For a class, the value of the super_class item either must be zero or must be a valid index into the constant_pool table. If the value of the super_class item is nonzero, the constant_pool entry at that index must be a CONSTANT_Class_info structure representing the direct superclass of the class defined by this class file. Neither the direct superclass nor any of its
superclasses may have the ACC_FINAL flag set in the access_flags item of its ClassFile structure.

If the value of the super_class item is zero, then this class file must represent the class Object, the only class or interface without a direct superclass.

For an interface, the value of the super_class item must always be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Class_info structure representing the class Object.

interfaces_count

The value of the interfaces_count item gives the number of direct superinterfaces of this class or interface type.

interfaces[]

Each value in the interfaces array must be a valid index into the constant_pool table. The constant_pool entry at each value of interfaces[i], where 0 ≤ i < interfaces_count, must be a CONSTANT_Class_info structure representing an interface that is a direct superinterface of this class or interface type, in the left-to-right order given in the source for the type.

fields_count

The value of the fields_count item gives the number of field_info structures in the fields table. The field_info structures represent all fields, both class variables and instance variables, declared by this class or interface type.

fields[]

Each value in the fields table must be a field_info structure (§4.5) giving a complete description of a field in this class or interface. The fields table includes only those fields that are declared by this class or interface. It does not include items representing fields that are inherited from superclasses or superinterfaces.

methods_count

The value of the methods_count item gives the number of method_info structures in the methods table.

methods[]

Each value in the methods table must be a method_info structure (§4.6) giving a complete description of a method in this class or interface. If neither of the ACC_NATIVE and ACC_ABSTRACT flags are set in the access_flags item of a
method_info structure, the Java Virtual Machine instructions implementing the method are also supplied.

The method_info structures represent all methods declared by this class or interface type, including instance methods, class methods, instance initialization methods (§2.9), and any class or interface initialization method (§2.9). The methods table does not include items representing methods that are inherited from superclasses or superinterfaces.

attributes_count

The value of the attributes_count item gives the number of attributes in the attributes table of this class.

attributes[]

Each value of the attributes table must be an attribute_info structure (§4.7).

The attributes defined by this specification as appearing in the attributes table of a ClassFile structure are InnerClasses, EnclosingMethod, Synthetic, Signature, SourceFile, SourceDebugExtension, Deprecated, RuntimeVisibleAnnotations, RuntimeInvisibleAnnotations, and BootstrapMethods (§4.7.6, §4.7.7, §4.7.8, §4.7.9, §4.7.10, §4.7.11, §4.7.15, §4.7.16, §4.7.17, §4.7.21).

The attributes defined by this specification as appearing in the attributes table of a ClassFile structure are listed in Table 4.8.

If a Java Virtual Machine implementation recognizes class files whose version number is 49.0 or above, it must recognize and correctly read Signature, RuntimeVisibleAnnotations, and RuntimeInvisibleAnnotations attributes (§4.7.9, §4.7.16, §4.7.17) found in the attributes table of a ClassFile structure of a class file whose version number is 49.0 or above.

If a Java Virtual Machine implementation recognizes class files whose version number is 51.0 or above, it must recognize and correctly read BootstrapMethods attributes (§4.7.21) found in the attributes table of a ClassFile structure of a class file whose version number is 51.0 or above.

The rules concerning attributes defined to appear in the attributes table of a ClassFile structure are given in §4.7.

A Java Virtual Machine implementation is required to silently ignore any or all attributes in the attributes table of a ClassFile structure that it does not recognize. Attributes not defined in this specification are not allowed to
affect the semantics of the class file, but only to provide additional descriptive information (§4.7.1).

The rules concerning non-predefined attributes in the attributes table of a ClassFile structure are given in §4.7.1.

4.2 The Internal Form of Names

4.2.1 Binary Class and Interface Names

Class and interface names that appear in class file structures are always represented in a fully qualified form known as binary names (JLS §13.1). Such names are always represented as CONSTANT_Utf8_info structures (§4.4.7) and thus may be drawn, where not further constrained, from the entire Unicode codespace. Class and interface names are referenced from those CONSTANT_NameAndType_info structures (§4.4.6) which have such names as part of their descriptor (§4.3), and from all CONSTANT_Class_info structures (§4.4.1).

For historical reasons, the syntax of binary names that appear in class file structures differs from the syntax of binary names documented in JLS §13.1. In this internal form, the ASCII periods (.) that normally separate the identifiers which make up the binary name are replaced by ASCII forward slashes (/). The identifiers themselves must be unqualified names (§4.2.2).

For example, the normal binary name of class Thread is java.lang.Thread. In the internal form used in descriptors in the class file format, a reference to the name of class Thread is implemented using a CONSTANT_Utf8_info structure representing the string java/lang/Thread.

4.2.2 Unqualified Names

Names of methods, fields, local variables, and formal parameters are stored as unqualified names. An unqualified name must contain at least one Unicode code point and must not contain any of the ASCII characters . ; [ ] / (that is, period or semicolon or left square bracket or forward slash).

Method names are further constrained so that, with the exception of the special method names <init> and <clinit> (§2.9), they must not contain the ASCII characters < or > (that is, left angle bracket or right angle bracket).

Note that a field name or interface method name may be <init> or <clinit>, but no method invocation instruction may reference <clinit> and only the invokespecial instruction (§invokespecial) may reference <init>. 
4.3 Descriptors

A descriptor is a string representing the type of a field or method. Descriptors are represented in the class file format using modified UTF-8 strings (§4.4.7) and thus may be drawn, where not further constrained, from the entire Unicode codespace.

4.3.1 Grammar Notation

Descriptors are specified using a grammar. The grammar is a set of productions that describe how sequences of characters can form syntactically correct descriptors of various kinds. Terminal symbols of the grammar are shown in fixed width font. 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.

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

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.

4.3.2 Field Descriptors

A field descriptor represents the type of a class, instance, or local variable.

\[
\text{FieldDescriptor:} \\
\text{FieldType}
\]

\[
\text{FieldType:} \\
\text{BaseType} \\
\text{ObjectType} \\
\text{ArrayType}
\]

\[
\text{BaseType: one of} \\
\text{BCDFIJSZ}
\]

\[
\text{ObjectType:} \\
\text{ClassName} ;
\]

\[
\text{ArrayType:} \\
\text{[ ComponentType}
\]

ComponentType:
FieldType

The characters of BaseType, the \texttt{L} and \texttt{;} of ObjectType, and the \texttt{[} of ArrayType are all ASCII characters.

\texttt{ClassName} represents a binary class or interface name encoded in internal form (§4.2.1).

The interpretation of field descriptors as types is shown in Table 4.2.

A field descriptor representing an array type is valid only if it represents a type with 255 or fewer dimensions.

<table>
<thead>
<tr>
<th>FieldType term</th>
<th>Type</th>
<th>Interpretation</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>byte</td>
<td>signed byte</td>
</tr>
<tr>
<td>C</td>
<td>char</td>
<td>Unicode character code point in the Basic Multilingual Plane, encoded with UTF-16</td>
</tr>
<tr>
<td>D</td>
<td>double</td>
<td>double-precision floating-point value</td>
</tr>
<tr>
<td>F</td>
<td>float</td>
<td>single-precision floating-point value</td>
</tr>
<tr>
<td>I</td>
<td>int</td>
<td>integer</td>
</tr>
<tr>
<td>J</td>
<td>long</td>
<td>long integer</td>
</tr>
<tr>
<td>L ClassName ;</td>
<td>reference</td>
<td>an instance of class ClassName</td>
</tr>
<tr>
<td>S</td>
<td>short</td>
<td>signed short</td>
</tr>
<tr>
<td>Z</td>
<td>boolean</td>
<td>true or false</td>
</tr>
<tr>
<td>[</td>
<td>reference</td>
<td>one array dimension</td>
</tr>
</tbody>
</table>

The field descriptor of an instance variable of type \texttt{int} is simply \texttt{I}.

The field descriptor of an instance variable of type \texttt{Object} is \texttt{Ljava/lang/Object;}. Note that the internal form of the binary name for class \texttt{Object} is used.

The field descriptor of an instance variable of the multidimensional array type \texttt{double[]} \texttt{[]} \texttt{[]} is \texttt{[[D}. 

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4.3.3 Method Descriptors

A method descriptor contains zero or more parameter descriptors, representing the types of parameters that the method takes, and a return descriptor, representing the type of the value (if any) that the method returns.

MethodDescriptor:
   ( {ParameterDescriptor} ) ReturnDescriptor

ParameterDescriptor:
   FieldType

ReturnDescriptor:
   FieldType
   VoidDescriptor

VoidDescriptor:
   V

The character V indicates that the method returns no value (its result is void).

The method descriptor for the method:

   Object m(int i, double d, Thread t) {...}

is:

   (IDLjava/lang/Thread;)Ljava/lang/Object;

Note that the internal forms of the binary names of Thread and Object are used.

A method descriptor is valid only if it represents method parameters with a total length of 255 or less, where that length includes the contribution for this in the case of instance or interface method invocations. The total length is calculated by summing the contributions of the individual parameters, where a parameter of type long or double contributes two units to the length and a parameter of any other type contributes one unit.

A method descriptor is the same whether the method it describes is a class method or an instance method. Although an instance method is passed this, a reference to the object on which the method is being invoked, in addition to its intended arguments, that fact is not reflected in the method descriptor. The reference to this is passed implicitly by the Java Virtual Machine instructions which invoke instance methods (§2.6.1, §4.11).
4.4 The Constant Pool

Java Virtual Machine instructions do not rely on the run-time layout of classes, interfaces, class instances, or arrays. Instead, instructions refer to symbolic information in the constant_pool table.

All constant_pool table entries have the following general format:

```c
enum cp_info {
    ul tag;
    ul info[];
}
```

Each item in the constant_pool table must begin with a 1-byte tag indicating the kind of cp_info entry. The contents of the info array vary with the value of tag. The valid tags and their values are listed in Table 4.3. Each tag byte must be followed by two or more bytes giving information about the specific constant. The format of the additional information varies with the tag value.

<table>
<thead>
<tr>
<th>Constant Type</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>CONSTANT_Class</td>
<td>7</td>
</tr>
<tr>
<td>CONSTANT_Fieldref</td>
<td>9</td>
</tr>
<tr>
<td>CONSTANT_Methodref</td>
<td>10</td>
</tr>
<tr>
<td>CONSTANT_InterfaceMethodref</td>
<td>11</td>
</tr>
<tr>
<td>CONSTANT_String</td>
<td>8</td>
</tr>
<tr>
<td>CONSTANT_Integer</td>
<td>3</td>
</tr>
<tr>
<td>CONSTANT_Float</td>
<td>4</td>
</tr>
<tr>
<td>CONSTANT_Long</td>
<td>5</td>
</tr>
<tr>
<td>CONSTANT_Double</td>
<td>6</td>
</tr>
<tr>
<td>CONSTANT_NameAndType</td>
<td>12</td>
</tr>
<tr>
<td>CONSTANT_Utf8</td>
<td>1</td>
</tr>
<tr>
<td>CONSTANT_MethodHandle</td>
<td>15</td>
</tr>
<tr>
<td>CONSTANT_MethodType</td>
<td>16</td>
</tr>
<tr>
<td>CONSTANT_InvokeDynamic</td>
<td>18</td>
</tr>
</tbody>
</table>
4.4 The Constant Pool Structure

The CONSTANT_Class_info structure is used to represent a class or an interface:

```java
CONSTANT_Class_info {
    u1 tag;
    u2 name_index;
}
```

The items of the CONSTANT_Class_info structure are the following:

- **tag**
  - The tag item has the value CONSTANT_Class (7).

- **name_index**
  - The value of the name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing a valid binary class or interface name encoded in internal form (§4.2.1).

Because arrays are objects, the opcodes `anewarray` and `multianewarray` - but not the opcode `new` - can reference array "classes" via CONSTANT_Class_info structures in the constant_pool table. For such array classes, the name of the class is the descriptor of the array type (§4.3.2).

For example, the class name representing the two-dimensional array type `int[][]` is `[[I`, while the class name representing the type `Thread[]` is `[Ljava/lang/Thread;`.

An array type descriptor is valid only if it represents 255 or fewer dimensions.

4.4.2 The CONSTANT_Fieldref_info, CONSTANT_Methodref_info, and CONSTANT_InterfaceMethodref_info Structures

Fields, methods, and interface methods are represented by similar structures:
CONSTANT_Fieldref_info {
    u1 tag;
    u2 class_index;
    u2 name_and_type_index;
}

CONSTANT_Methodref_info {
    u1 tag;
    u2 class_index;
    u2 name_and_type_index;
}

CONSTANT_InterfaceMethodref_info {
    u1 tag;
    u2 class_index;
    u2 name_and_type_index;
}

The items of these structures are as follows:

tag

The tag item of a CONSTANT_Fieldref_info structure has the value CONSTANT_Fieldref (9).

The tag item of a CONSTANT_Methodref_info structure has the value CONSTANT_Methodref (10).

The tag item of a CONSTANT_InterfaceMethodref_info structure has the value CONSTANT_InterfaceMethodref (11).

class_index

The value of the class_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Class_info (§4.4.1) structure representing a class or interface type that has the field or method as a member.

The class_index item of a CONSTANT_Methodref_info structure must be a class type, not an interface type.

The class_index item of a CONSTANT_InterfaceMethodref_info structure must be an interface type.

The class_index item of a CONSTANT_Fieldref_info structure may be either a class type or an interface type.

name_and_type_index

The value of the name_and_type_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a
CONSTANT_NameAndType_info (§4.4.6) structure. This constant_pool entry indicates the name and descriptor of the field or method.

In a CONSTANT_Fieldref_info, the indicated descriptor must be a field descriptor (§4.3.2). Otherwise, the indicated descriptor must be a method descriptor (§4.3.3).

If the name of the method of a CONSTANT_Methodref_info structure begins with a '<' ('\u003c'), then the name must be the special name <init>, representing an instance initialization method (§2.9). The return type of such a method must be void.

4.4.3 The CONSTANT_String_info Structure

The CONSTANT_String_info structure is used to represent constant objects of the type String:

```java
CONSTANT_String_info {  
u1 tag;  
u2 string_index;
}
```

The items of the CONSTANT_String_info structure are as follows:

**tag**

The tag item of the CONSTANT_String_info structure has the value CONSTANT_String (8).

**string_index**

The value of the string_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the sequence of Unicode code points to which the String object is to be initialized.

4.4.4 The CONSTANT_Integer_info and CONSTANT_Float_info Structures

The CONSTANT_Integer_info and CONSTANT_Float_info structures represent 4-byte numeric (int and float) constants:
CONSTANT_Integer_info {
    u1 tag;
    u4 bytes;
}

CONSTANT_Float_info {
    u1 tag;
    u4 bytes;
}

The items of these structures are as follows:

tag

The tag item of the CONSTANT_Integer_info structure has the value CONSTANT_Integer (3).

The tag item of the CONSTANT_Float_info structure has the value CONSTANT_Float (4).

bytes

The bytes item of the CONSTANT_Integer_info structure represents the value of the int constant. The bytes of the value are stored in big-endian (high byte first) order.

The bytes item of the CONSTANT_Float_info structure represents the value of the float constant in IEEE 754 floating-point single format (§2.3.2). The bytes of the single format representation are stored in big-endian (high byte first) order.

The value represented by the CONSTANT_Float_info structure is determined as follows. The bytes of the value are first converted into an int constant bits. Then:

- If bits is 0x7f800000, the float value will be positive infinity.
- If bits is 0xff800000, the float value will be negative infinity.
- If bits is in the range 0x7f800001 through 0x7fffffff or in the range 0xff800001 through 0xffffffff, the float value will be NaN.
- In all other cases, let s, e, and m be three values that might be computed from bits:

```java
int s = ((bits >> 31) == 0) ? 1 : -1;
int e = ((bits >> 23) & 0xff);
int m = (e == 0) ? (bits & 0x7fffffff) << 1 :
    (bits & 0x7fffffff) | 0x800000;
```
Then the float value equals the result of the mathematical expression $s \cdot m \cdot 2^{e-150}$.

### 4.4.5 The CONSTANT_Long_info and CONSTANT_Double_info Structures

The `CONSTANT_Long_info` and `CONSTANT_Double_info` represent 8-byte numeric (long and double) constants:

```java
CONSTANT_Long_info {
    u1 tag;
    u4 high_bytes;
    u4 low_bytes;
}
```

```java
CONSTANT_Double_info {
    u1 tag;
    u4 high_bytes;
    u4 low_bytes;
}
```

All 8-byte constants take up two entries in the constant_pool table of the class file. If a `CONSTANT_Long_info` or `CONSTANT_Double_info` structure is the item in the constant_pool table at index $n$, then the next usable item in the pool is located at index $n+2$. The constant_pool index $n+1$ must be valid but is considered unusable.

In retrospect, making 8-byte constants take two constant pool entries was a poor choice.

The items of these structures are as follows:

**tag**

The tag item of the `CONSTANT_Long_info` structure has the value `CONSTANT_Long` (5).

The tag item of the `CONSTANT_Double_info` structure has the value `CONSTANT_Double` (6).

**high_bytes, low_bytes**

The unsigned `high_bytes` and `low_bytes` items of the `CONSTANT_Long_info` structure together represent the value of the long constant

$$((\text{long}) \ high\_bytes \ll 32) + \ low\_bytes$$

where the bytes of each of `high_bytes` and `low_bytes` are stored in big-endian (high byte first) order.
The high_bytes and low_bytes items of the CONSTANT_Double_info structure together represent the double value in IEEE 754 floating-point double format (§2.3.2). The bytes of each item are stored in big-endian (high byte first) order.

The value represented by the CONSTANT_Double_info structure is determined as follows. The high_bytes and low_bytes items are converted into the long constant bits, which is equal to

\[(\text{long}) \text{high_bytes} \ll 32 + \text{low_bytes}\]

Then:

- If \(\text{bits}\) is \(0x7ff0000000000000L\), the double value will be positive infinity.
- If \(\text{bits}\) is \(0xfff0000000000000L\), the double value will be negative infinity.
- If \(\text{bits}\) is in the range \(0x7ff0000000000001L\) through \(0x7fffffffffffffffL\) or in the range \(0xfff0000000000001L\) through \(0xffffffffffffffffL\), the double value will be NaN.
- In all other cases, let \(s, e, \) and \(m\) be three values that might be computed from \(\text{bits}\):

\[
\begin{align*}
\text{int } s &= (\text{bits} \ll 63) == 0 ? 1 : -1; \\
\text{int } e &= (\text{int})((\text{bits} \ll 52) \& 0x7ff); \\
\text{long } m &= (e == 0) ? \\
& (\text{bits} \& 0xfffffffffffffffl) \ll 1 : \\
& (\text{bits} \& 0xfffffffffffffffl) | 0x10000000000000L;
\end{align*}
\]

Then the floating-point value equals the double value of the mathematical expression \(s \cdot m \cdot 2^{e-1075}\).

### 4.4.6 The CONSTANT_NameAndType_info Structure

The CONSTANT_NameAndType_info structure is used to represent a field or method, without indicating which class or interface type it belongs to:

```java
CONSTANT_NameAndType_info {
    u1 tag;
    u2 name_index;
    u2 descriptor_index;
}
```

The items of the CONSTANT_NameAndType_info structure are as follows:
The tag item of the CONSTANT_NameAndType_info structure has the value CONSTANT_NameAndType (12).

The value of the name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing either the special method name <init> (§2.9) or a valid unqualified name denoting a field or method (§4.2.2).

The value of the descriptor_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing a valid field descriptor or method descriptor (§4.3.2, §4.3.3).

### 4.4.7 The CONSTANT_Utf8_info Structure

The CONSTANT_Utf8_info structure is used to represent constant string values:

```java
CONSTANT_Utf8_info {
    u1 tag;
    u2 length;
    u1 bytes[length];
}
```

The items of the CONSTANT_Utf8_info structure are the following:

The tag item of the CONSTANT_Utf8_info structure has the value CONSTANT_Utf8 (1).

The value of the length item gives the number of bytes in the bytes array (not the length of the resulting string). The strings in the CONSTANT_Utf8_info structure are not null-terminated.

The bytes array contains the bytes of the string. No byte may have the value (byte)0 or lie in the range (byte)0xf0 - (byte)0xff.

String content is encoded in modified UTF-8. Modified UTF-8 strings are encoded so that code point sequences that contain only non-null ASCII characters can be
represented using only 1 byte per code point, but all code points in the Unicode codespace can be represented.

- Code points in the range '\u0001' to '\u007F' are represented by a single byte:

| 0 | bits 6-0 |

The 7 bits of data in the byte give the value of the code point represented.

- The null code point ('\u0000') and code points in the range '\u0080' to '\u07FF' are represented by a pair of bytes \(x\) and \(y\):

\[
\begin{align*}
x &: 1 1 0 1 1 1 0 \\
y &: 1 0 1 1 0 1 0
\end{align*}
\]

The bytes represent the code point with the value:

\[
((x \& 0x1f) \ll 6) + (y \& 0x3f)
\]

- Code points in the range '\u0800' to '\uFFFF' are represented by 3 bytes \(x\), \(y\), and \(z\):

\[
\begin{align*}
x &: 1 1 1 1 1 1 0 \\
y &: 1 0 1 1 0 1 0 \\
z &: 1 0 1 1 0 1 0
\end{align*}
\]

The three bytes represent the code point with the value:

\[
((x \& 0xf) \ll 12) + ((y \& 0x3f) \ll 6) + (z \& 0x3f)
\]

- Characters with code points above U+FFFF (so-called supplementary characters) are represented by separately encoding the two surrogate code units of their UTF-16 representation. Each of the surrogate code units is represented by three bytes. This means supplementary characters are represented by six bytes, \(u\), \(v\), \(w\), \(x\), \(y\), and \(z\):
The six bytes represent the code point with the value:

\[ 0x10000 + ((v \& 0x0f) \ll 16) + ((w \& 0x3f) \ll 10) +
   ((y \& 0x0f) \ll 6) + (z \& 0x3f) \]

The bytes of multibyte characters are stored in the class file in big-endian (high byte first) order.

There are two differences between this format and the "standard" UTF-8 format. First, the null character (char) 0 is encoded using the 2-byte format rather than the 1-byte format, so that modified UTF-8 strings never have embedded nulls. Second, only the 1-byte, 2-byte, and 3-byte formats of standard UTF-8 are used. The Java Virtual Machine does not recognize the four-byte format of standard UTF-8; it uses its own two-times-three-byte format instead.

For more information regarding the standard UTF-8 format, see Section 3.9 Unicode Encoding Forms of The Unicode Standard, Version 6.0.0.

4.4.8 The CONSTANT_MethodHandle_info Structure

The CONSTANT_MethodHandle_info structure is used to represent a method handle:

```
CONSTANT_MethodHandle_info {
    u1 tag;
    u1 reference_kind;
    u2 reference_index;
}
```

The items of the CONSTANT_MethodHandle_info structure are the following:

**tag**

The tag item of the CONSTANT_MethodHandle_info structure has the value CONSTANT_MethodHandle (15).
reference_kind

The value of the reference_kind item must be in the range 1 to 9. The value denotes the kind of this method handle, which characterizes its bytecode behavior (§5.4.3.5).

reference_index

The value of the reference_index item must be a valid index into the constant_pool table.

If the value of the reference_kind item is 1 (REF_getField), 2 (REF_getStatic), 3 (REF_putField), or 4 (REF_putStatic), then the constant_pool entry at that index must be a CONSTANT_Fieldref_info (§4.4.2) structure representing a field for which a method handle is to be created.

If the value of the reference_kind item is 5 (REF_invokeVirtual), 6 (REF_invokeStatic), 7 (REF_invokeSpecial), or 8 (REF_newInvokeSpecial), then the constant_pool entry at that index must be a CONSTANT_METHODref_info structure (§4.4.2) representing a class's method or constructor (§2.9) for which a method handle is to be created.

If the value of the reference_kind item is 9 (REF_invokeInterface), then the constant_pool entry at that index must be a CONSTANT_InterfaceMethodref_info (§4.4.2) structure representing an interface's method for which a method handle is to be created.

If the value of the reference_kind item is 5 (REF_invokeVirtual), 6 (REF_invokeStatic), 7 (REF_invokeSpecial), or 9 (REF_invokeInterface), the name of the method represented by a CONSTANT_METHODref_info structure must not be <init> or <clinit>.

If the value is 8 (REF_newInvokeSpecial), the name of the method represented by a CONSTANT_METHODref_info structure must be <init>.

4.4.9 The CONSTANT_MethodType_info Structure

The CONSTANT_MethodType_info structure is used to represent a method type:

```java
CONSTANT_MethodType_info {
    u1 tag;
    u2 descriptor_index;
}
```

The items of the CONSTANT_MethodType_info structure are as follows:
4.4 The Constant Pool

The tag item of the CONSTANT_MethodType_info structure has the value CONSTANT_MethodType (16).

descriptor_index

The value of the descriptor_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing a method descriptor (§4.3.3).

4.4.10 The CONSTANT_InvokeDynamic_info Structure

The CONSTANT_InvokeDynamic_info structure is used by an invokedynamic instruction (§invokedynamic) to specify a bootstrap method, the dynamic invocation name, the argument and return types of the call, and optionally, a sequence of additional constants called static arguments to the bootstrap method.

CONSTANT_InvokeDynamic_info {
    u1 tag;
    u2 bootstrap_method_attr_index;
    u2 name_and_type_index;
}

The items of the CONSTANT_InvokeDynamic_info structure are as follows:

tag

The tag item of the CONSTANT_InvokeDynamic_info structure has the value CONSTANT_InvokeDynamic (18).

bootstrap_method_attr_index

The value of the bootstrap_method_attr_index item must be a valid index into the bootstrap_methods array of the bootstrap method table (§4.7.21) of this class file.

name_and_type_index

The value of the name_and_type_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_NameAndType_info (§4.4.6) structure representing a method name and method descriptor (§4.3.3).
4.5 Fields

Each field is described by a field_info structure.

No two fields in one class file may have the same name and descriptor (§4.3.2).

The structure has the following format:

```java
field_info {
    u2 access_flags;
    u2 name_index;
    u2 descriptor_index;
    u2 attributes_count;
    attribute_info attributes[attributes_count];
}
```

The items of the field_info structure are as follows:

access_flags

The value of the access_flags item is a mask of flags used to denote access permission to and properties of this field. The interpretation of each flag, when set, is specified in Table 4.4.

**Table 4.4. Field access and property flags**

<table>
<thead>
<tr>
<th>Flag Name</th>
<th>Value</th>
<th>Interpretation</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACC_PUBLIC</td>
<td>0x0001</td>
<td>Declared public; may be accessed from outside its package.</td>
</tr>
<tr>
<td>ACC_PRIVATE</td>
<td>0x0002</td>
<td>Declared private; usable only within the defining class.</td>
</tr>
<tr>
<td>ACC_PROTECTED</td>
<td>0x0004</td>
<td>Declared protected; may be accessed within subclasses.</td>
</tr>
<tr>
<td>ACC_STATIC</td>
<td>0x0008</td>
<td>Declared static.</td>
</tr>
<tr>
<td>ACC_FINAL</td>
<td>0x0010</td>
<td>Declared final; never directly assigned to after object construction (JLS §17.5).</td>
</tr>
<tr>
<td>ACC_VOLATILE</td>
<td>0x0040</td>
<td>Declared volatile; cannot be cached.</td>
</tr>
<tr>
<td>ACC_TRANSIENT</td>
<td>0x0080</td>
<td>Declared transient; not written or read by a persistent object manager.</td>
</tr>
<tr>
<td>ACC_SYNTHETIC</td>
<td>0x1000</td>
<td>Declared synthetic; not present in the source code.</td>
</tr>
<tr>
<td>ACC_ENUM</td>
<td>0x4000</td>
<td>Declared as an element of an enum.</td>
</tr>
</tbody>
</table>
A field may be marked with the `ACC_SYNTHETIC` flag to indicate that it was generated by a compiler and does not appear in source code.

The `ACC_ENUM` flag indicates that this field is used to hold an element of an enumerated type.

Fields of classes may set any of the flags in Table 4.4. However, a specific field of a class may have at most one of its `ACC_PRIVATE`, `ACC_PROTECTED`, and `ACC_PUBLIC` flags set (JLS §8.3.1) and must not have both its `ACC_FINAL` and `ACC_VOLATILE` flags set (JLS §8.3.1.4).

All fields of interfaces must have their `ACC_PUBLIC`, `ACC_STATIC`, and `ACC_FINAL` flags set; they may have their `ACC_SYNTHETIC` flag set and must not have any of the other flags in Table 4.4 set (JLS §9.3).

All bits of the `access_flags` item not assigned in Table 4.4 are reserved for future use. They should be set to zero in generated class files and should be ignored by Java Virtual Machine implementations.

**name_index**

The value of the `name_index` item must be a valid index into the `constant_pool` table. The `constant_pool` entry at that index must be a `CONSTANT_Utf8_info` structure (§4.4.7) which represents a valid unqualified name denoting a field (§4.2.2).

**descriptor_index**

The value of the `descriptor_index` item must be a valid index into the `constant_pool` table. The `constant_pool` entry at that index must be a `CONSTANT_Utf8_info` structure (§4.4.7) which represents a valid field descriptor (§4.3.2).

**attributes_count**

The value of the `attributes_count` item indicates the number of additional attributes of this field.

**attributes[]**

Each value of the `attributes` table must be an `attribute_info` structure (§4.7).

A field can have any number of optional attributes associated with it.

The attributes defined by this specification as appearing in the `attributes` table of a `field_info` structure are `ConstantValue`, `Synthetic`, `Signature`, `Deprecated`, `RuntimeVisibleAnnotations`, and
Methods

Each method, including each instance initialization method (§2.9) and the class or interface initialization method (§2.9), is described by a method_info structure.

No two methods in one class file may have the same name and descriptor (§4.3.3).

The structure has the following format:

```java
method_info {
    u2 access_flags;
    u2 name_index;
    u2 descriptor_index;
    u2 attributes_count;
    attribute_info attributes[attributes_count];
}
```

The items of the method_info structure are as follows:
accessflags

The value of the accessflags item is a mask of flags used to denote access permission to and properties of this method. The interpretation of each flag, when set, is specified in Table 4.5.

Table 4.5. Method access and property flags

<table>
<thead>
<tr>
<th>Flag Name</th>
<th>Value</th>
<th>Interpretation</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACC_PUBLIC</td>
<td>0x0001</td>
<td>Declared public; may be accessed from outside its package.</td>
</tr>
<tr>
<td>ACC_PRIVATE</td>
<td>0x0002</td>
<td>Declared private; accessible only within the defining class.</td>
</tr>
<tr>
<td>ACC_PROTECTED</td>
<td>0x0004</td>
<td>Declared protected; may be accessed within subclasses.</td>
</tr>
<tr>
<td>ACC_STATIC</td>
<td>0x0008</td>
<td>Declared static.</td>
</tr>
<tr>
<td>ACC_FINAL</td>
<td>0x0010</td>
<td>Declared final; must not be overridden (§5.4.5).</td>
</tr>
<tr>
<td>ACC_SYNCHRONIZED</td>
<td>0x0020</td>
<td>Declared synchronized; invocation is wrapped by a monitor use.</td>
</tr>
<tr>
<td>ACC_BRIDGE</td>
<td>0x0040</td>
<td>A bridge method, generated by the compiler.</td>
</tr>
<tr>
<td>ACC_VARARGS</td>
<td>0x0080</td>
<td>Declared with variable number of arguments.</td>
</tr>
<tr>
<td>ACC_NATIVE</td>
<td>0x0100</td>
<td>Declared native; implemented in a language other than Java.</td>
</tr>
<tr>
<td>ACC_ABSTRACT</td>
<td>0x0400</td>
<td>Declared abstract; no implementation is provided.</td>
</tr>
<tr>
<td>ACC_STRICT</td>
<td>0x0800</td>
<td>Declared strictfp; floating-point mode is FP-strict.</td>
</tr>
<tr>
<td>ACC_SYNTHETIC</td>
<td>0x1000</td>
<td>Declared synthetic; not present in the source code.</td>
</tr>
</tbody>
</table>

The ACC_VARARGS flag indicates that this method takes a variable number of arguments at the source code level. A method declared to take a variable number of arguments must be compiled with the ACC_VARARGS flag set to 1. All other methods must be compiled with the ACC_VARARGS flag set to 0.

The ACC_BRIDGE flag is used to indicate a bridge method generated by a Java compiler.

A method may be marked with the ACC_SYNTHETIC flag to indicate that it was generated by a compiler and does not appear in source code, unless it is one of the methods named in §4.7.8.
Methods of classes may set any of the flags in Table 4.5. However, a specific method of a class may have at most one of its ACC_PRIVATE, ACC_PROTECTED and ACC_PUBLIC flags set (JLS §8.4.3). If a specific method has its ACC_ABSTRACT flag set, it must not have any of its ACC_FINAL, ACC_NATIVE, ACC_PRIVATE, ACC_STATIC, ACC_STRICT or ACC_SYNCHRONIZED flags set (JLS §8.4.3.1, JLS §8.4.3.3, JLS §8.4.3.4).

All interface methods must have their ACC_ABSTRACT and ACC_PUBLIC flags set; they may have their ACC_VARARGS, ACC_BRIDGE and ACC_SYNTHETIC flags set and must not have any of the other flags in Table 4.5 set (JLS §9.4).

A specific instance initialization method (§2.9) may have at most one of its ACC_PRIVATE, ACC_PROTECTED, and ACC_PUBLIC flags set, and may also have its ACC_STRICT, ACC_VARARGS and ACC_SYNTHETIC flags set, but must not have any of the other flags in Table 4.5 set.

Class and interface initialization methods (§2.9) are called implicitly by the Java Virtual Machine. The value of their access_flags item is ignored except for the setting of the ACC_STRICT flag.

All bits of the access_flags item not assigned in Table 4.5 are reserved for future use. They should be set to zero in generated class files and should be ignored by Java Virtual Machine implementations.

name_index

The value of the name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing either one of the special method names <init> or <clinit> (§2.9), or a valid unqualified name denoting a method (§4.2.2).

descraptor_index

The value of the descriptor_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure representing a valid method descriptor (§4.3.3).

A future edition of this specification may require that the last parameter descriptor of the method descriptor is an array type if the ACC_VARARGS flag is set in the access_flags item.

attributes_count

The value of the attributes_count item indicates the number of additional attributes of this method.
attributes[]

Each value of the attributes table must be an attribute_info structure (§4.7).

A method can have any number of optional attributes associated with it.

The attributes defined by this specification as appearing in the attributes table of a method_info structure are: Code, Exceptions, Synthetic, Signature, Deprecated, RuntimeVisibleAnnotations, RuntimeInvisibleAnnotations, RuntimeVisibleParameterAnnotations, RuntimeInvisibleParameterAnnotations, and AnnotationDefault (§4.7.3, §4.7.5, §4.7.8, §4.7.9, §4.7.15, §4.7.16, §4.7.17, §4.7.18, §4.7.19, §4.7.20).

The attributes defined by this specification as appearing in the attributes table of a method_info structure are listed in Table 4.8.

A Java Virtual Machine implementation must recognize and correctly read Code (§4.7.3) and Exceptions (§4.7.5) attributes found in the attributes table of a method_info structure. If a Java Virtual Machine implementation recognizes class files whose version number is 49.0 or above, it must recognize and correctly read Signature (§4.7.9), RuntimeVisibleAnnotations (§4.7.16), RuntimeInvisibleAnnotations (§4.7.17), RuntimeVisibleParameterAnnotations (§4.7.18), RuntimeInvisibleParameterAnnotations (§4.7.19) and AnnotationDefault (§4.7.20) attributes found in the attributes table of a method_info structure of a class file whose version number is 49.0 or above.

The rules concerning attributes defined to appear in the attributes table of a method_info structure are given in §4.7.

A Java Virtual Machine implementation is required to silently ignore any or all attributes in the attributes table of a method_info structure that it does not recognize. Attributes not defined in this specification are not allowed to affect the semantics of the class_file, but only to provide additional descriptive information (§4.7.1).

The rules concerning non-predefined attributes in the attributes table of a method_info structure are given in §4.7.1.
4.7 Attributes

Attributes are used in the ClassFile, field_info, method_info, and Code_attribute structures of the class file format (§4.1, §4.5, §4.6, §4.7.3).

All attributes have the following general format:

```java
attribute_info {
    u2 attribute_name_index;
    u4 attribute_length;
    u1 info[attribute_length];
}
```

For all attributes, the attribute_name_index must be a valid unsigned 16-bit index into the constant pool of the class. The constant_pool entry at attribute_name_index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the name of the attribute. The value of the attribute_length item indicates the length of the subsequent information in bytes. The length does not include the initial six bytes that contain the attribute_name_index and attribute_length items.

21 attributes are predefined by this specification. They are listed three times, for ease of navigation:

- Table 4.6 is ordered by the attributes' section numbers in this chapter. Each attribute is accompanied by the first version of the class file format in which it was defined, and the corresponding version of the Java SE platform. (For old class file versions, the JDK release is used instead of the Java SE platform version).

- Table 4.7 is ordered by the first version of the class file format in which each attribute was defined.

- Table 4.8 is ordered by the location in a class file where each attribute is defined to appear.

Within the context of their use in this specification, that is, in the attributes tables of the class file structures in which they appear, the names of these predefined attributes are reserved.

Any conditions on the presence of a predefined attribute in an attributes table are specified explicitly in the section which describes the attribute. If no conditions are specified, then the attribute may appear any number of times in an attributes table.
The predefined attributes are categorized into three groups according to their purpose:

1. Attributes that are critical to correct interpretation of the class file by the Java Virtual Machine:
   - ConstantValue
   - Code
   - StackMapTable
   - Exceptions
   - BootstrapMethods

   In a class file of version \( V \), each of these attributes must be recognized and correctly read by an implementation of the Java Virtual Machine if the implementation recognizes class files of version \( V \), and \( V \) is at least the version where the attribute was first defined, and the attribute appears in a location where it is defined to appear.

2. Attributes that are critical to correct interpretation of the class file by the class libraries of the Java SE platform:
   - InnerClasses
   - EnclosingMethod
   - Synthetic
   - Signature
   - RuntimeVisibleAnnotations
   - RuntimeInvisibleAnnotations
   - RuntimeVisibleParameterAnnotations
   - RuntimeInvisibleParameterAnnotations
   - AnnotationDefault
   - MethodParameters

   Each of these attributes in a class file of version \( V \) must be recognized and correctly read by an implementation of the class libraries of the Java SE platform if the implementation recognizes class files of version \( V \), and \( V \) is at least the version where the attribute was first defined, and the attribute appears in a location where it is defined to appear.
3. Attributes that are not critical to correct interpretation of the class file by either the Java Virtual Machine or the class libraries of the Java SE platform, but are useful for tools:

- `SourceFile`
- `SourceDebugExtension`
- `LineNumberTable`
- `LocalVariableTable`
- `LocalVariableTypeTable`
- `Deprecated`

Use of these attributes by an implementation of the Java Virtual Machine or the class libraries of the Java SE platform is optional. An implementation may use the information that these attributes contain, or otherwise must silently ignore these attributes.
### Table 4.6. Predefined class file attributes (by section)

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Section</th>
<th>class file</th>
<th>Java SE</th>
</tr>
</thead>
<tbody>
<tr>
<td>ConstantValue</td>
<td>§4.7.2</td>
<td>45.3</td>
<td>1.0.2</td>
</tr>
<tr>
<td>Code</td>
<td>§4.7.3</td>
<td>45.3</td>
<td>1.0.2</td>
</tr>
<tr>
<td>StackMapTable</td>
<td>§4.7.4</td>
<td>50.0</td>
<td>6</td>
</tr>
<tr>
<td>Exceptions</td>
<td>§4.7.5</td>
<td>45.3</td>
<td>1.0.2</td>
</tr>
<tr>
<td>InnerClasses</td>
<td>§4.7.6</td>
<td>45.3</td>
<td>1.1</td>
</tr>
<tr>
<td>EnclosingMethod</td>
<td>§4.7.7</td>
<td>49.0</td>
<td>5.0</td>
</tr>
<tr>
<td>Synthetic</td>
<td>§4.7.8</td>
<td>45.3</td>
<td>1.1</td>
</tr>
<tr>
<td>Signature</td>
<td>§4.7.9</td>
<td>49.0</td>
<td>5.0</td>
</tr>
<tr>
<td>SourceFile</td>
<td>§4.7.10</td>
<td>45.3</td>
<td>1.0.2</td>
</tr>
<tr>
<td>SourceDebugExtension</td>
<td>§4.7.11</td>
<td>49.0</td>
<td>5.0</td>
</tr>
<tr>
<td>LineNumberTable</td>
<td>§4.7.12</td>
<td>45.3</td>
<td>1.0.2</td>
</tr>
<tr>
<td>LocalVariableTable</td>
<td>§4.7.13</td>
<td>45.3</td>
<td>1.0.2</td>
</tr>
<tr>
<td>LocalVariableTypeTable</td>
<td>§4.7.14</td>
<td>49.0</td>
<td>5.0</td>
</tr>
<tr>
<td>Deprecated</td>
<td>§4.7.15</td>
<td>45.3</td>
<td>1.1</td>
</tr>
<tr>
<td>RuntimeVisibleAnnotations</td>
<td>§4.7.16</td>
<td>49.0</td>
<td>5.0</td>
</tr>
<tr>
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<td>§4.7.17</td>
<td>49.0</td>
<td>5.0</td>
</tr>
<tr>
<td>RuntimeVisibleParameterAnnotations</td>
<td>§4.7.18</td>
<td>49.0</td>
<td>5.0</td>
</tr>
<tr>
<td>RuntimeInvisibleParameterAnnotations</td>
<td>§4.7.19</td>
<td>49.0</td>
<td>5.0</td>
</tr>
<tr>
<td>AnnotationDefault</td>
<td>§4.7.20</td>
<td>49.0</td>
<td>5.0</td>
</tr>
<tr>
<td>BootstrapMethods</td>
<td>§4.7.21</td>
<td>51.0</td>
<td>7</td>
</tr>
<tr>
<td>MethodParameters</td>
<td>§4.7.22</td>
<td>52.0</td>
<td>8</td>
</tr>
</tbody>
</table>
### Table 4.7. Predefined class file attributes (by class file version)

<table>
<thead>
<tr>
<th>Attribute</th>
<th>class file</th>
<th>Java SE</th>
<th>Section</th>
</tr>
</thead>
<tbody>
<tr>
<td>ConstantValue</td>
<td>45.3</td>
<td>1.0.2</td>
<td>§4.7.2</td>
</tr>
<tr>
<td>Code</td>
<td>45.3</td>
<td>1.0.2</td>
<td>§4.7.3</td>
</tr>
<tr>
<td>Exceptions</td>
<td>45.3</td>
<td>1.0.2</td>
<td>§4.7.5</td>
</tr>
<tr>
<td>SourceFile</td>
<td>45.3</td>
<td>1.0.2</td>
<td>§4.7.10</td>
</tr>
<tr>
<td>LineNumberTable</td>
<td>45.3</td>
<td>1.0.2</td>
<td>§4.7.12</td>
</tr>
<tr>
<td>LocalVariableTable</td>
<td>45.3</td>
<td>1.0.2</td>
<td>§4.7.13</td>
</tr>
<tr>
<td>InnerClasses</td>
<td>45.3</td>
<td>1.1</td>
<td>§4.7.6</td>
</tr>
<tr>
<td>Synthetic</td>
<td>45.3</td>
<td>1.1</td>
<td>§4.7.8</td>
</tr>
<tr>
<td>Deprecated</td>
<td>45.3</td>
<td>1.1</td>
<td>§4.7.15</td>
</tr>
<tr>
<td>EnclosingMethod</td>
<td>49.0</td>
<td>5.0</td>
<td>§4.7.7</td>
</tr>
<tr>
<td>Signature</td>
<td>49.0</td>
<td>5.0</td>
<td>§4.7.9</td>
</tr>
<tr>
<td>SourceDebugExtension</td>
<td>49.0</td>
<td>5.0</td>
<td>§4.7.11</td>
</tr>
<tr>
<td>LocalVariableTypeTable</td>
<td>49.0</td>
<td>5.0</td>
<td>§4.7.14</td>
</tr>
<tr>
<td>RuntimeVisibleAnnotations</td>
<td>49.0</td>
<td>5.0</td>
<td>§4.7.16</td>
</tr>
<tr>
<td>RuntimeInvisibleAnnotations</td>
<td>49.0</td>
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<td>§4.7.17</td>
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<tr>
<td>RuntimeVisibleParameterAnnotations</td>
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<td>5.0</td>
<td>§4.7.18</td>
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<tr>
<td>RuntimeInvisibleParameterAnnotations</td>
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<td>§4.7.19</td>
</tr>
<tr>
<td>AnnotationDefault</td>
<td>49.0</td>
<td>5.0</td>
<td>§4.7.20</td>
</tr>
<tr>
<td>StackMapTable</td>
<td>50.0</td>
<td>6</td>
<td>§4.7.4</td>
</tr>
<tr>
<td>BootstrapMethods</td>
<td>51.0</td>
<td>7</td>
<td>§4.7.21</td>
</tr>
<tr>
<td>MethodParameters</td>
<td>52.0</td>
<td>8</td>
<td>§4.7.22</td>
</tr>
</tbody>
</table>
### Table 4.8. Predefined class file attributes (by location)

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Location</th>
<th>class file</th>
</tr>
</thead>
<tbody>
<tr>
<td>SourceFile</td>
<td>ClassFile</td>
<td>45.3</td>
</tr>
<tr>
<td>InnerClasses</td>
<td>ClassFile</td>
<td>45.3</td>
</tr>
<tr>
<td>EnclosingMethod</td>
<td>ClassFile</td>
<td>49.0</td>
</tr>
<tr>
<td>SourceDebugExtension</td>
<td>ClassFile</td>
<td>49.0</td>
</tr>
<tr>
<td>BootstrapMethods</td>
<td>ClassFile</td>
<td>51.0</td>
</tr>
<tr>
<td>ConstantValue</td>
<td>field_info</td>
<td>45.3</td>
</tr>
<tr>
<td>Code</td>
<td>method_info</td>
<td>49.0</td>
</tr>
<tr>
<td>Exceptions</td>
<td>method_info</td>
<td>52.0</td>
</tr>
<tr>
<td>RuntimeVisibleParameterAnnotations,</td>
<td>method_info</td>
<td>49.0</td>
</tr>
<tr>
<td>RuntimeInvisibleParameterAnnotations</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AnnotationDefault</td>
<td>method_info</td>
<td>49.0</td>
</tr>
<tr>
<td>MethodParameters</td>
<td>method_info</td>
<td>52.0</td>
</tr>
<tr>
<td>Synthetic</td>
<td>ClassFile, field_info, method_info</td>
<td>49.0</td>
</tr>
<tr>
<td>Deprecated</td>
<td>ClassFile, field_info, method_info</td>
<td>49.0</td>
</tr>
<tr>
<td>Signature</td>
<td>ClassFile, field_info, method_info</td>
<td>49.0</td>
</tr>
<tr>
<td>RuntimeVisibleAnnotations,</td>
<td>ClassFile, field_info, method_info</td>
<td>49.0</td>
</tr>
<tr>
<td>RuntimeInvisibleAnnotations</td>
<td>ClassFile, field_info, method_info</td>
<td>49.0</td>
</tr>
<tr>
<td>LineNumberTable</td>
<td>Code</td>
<td>45.3</td>
</tr>
<tr>
<td>LocalVariableTable</td>
<td>Code</td>
<td>45.3</td>
</tr>
<tr>
<td>LocalVariableTypeTable</td>
<td>Code</td>
<td>49.0</td>
</tr>
<tr>
<td>StackMapTable</td>
<td>Code</td>
<td>50.0</td>
</tr>
</tbody>
</table>
4.7.1 Defining and Naming New Attributes

Compilers are permitted to define and emit class files containing new attributes in the attributes tables of class file structures. Java Virtual Machine implementations are permitted to recognize and use new attributes found in the attributes tables of class file structures. However, any attribute not defined as part of the class file specification must not affect the semantics of class or interface types. Java Virtual Machine implementations are required to silently ignore attributes they do not recognize.

For instance, defining a new attribute to support vendor-specific debugging is permitted. Because Java Virtual Machine implementations are required to ignore attributes they do not recognize, class files intended for that particular Java Virtual Machine implementation will be usable by other implementations even if those implementations cannot make use of the additional debugging information that the class files contain.

Java Virtual Machine implementations are specifically prohibited from throwing an exception or otherwise refusing to use class files simply because of the presence of some new attribute. Of course, tools operating on class files may not run correctly if given class files that do not contain all the attributes they require.

Two attributes that are intended to be distinct, but that happen to use the same attribute name and are of the same length, will conflict on implementations that recognize either attribute. Attributes defined other than in this specification must have names chosen according to the package naming convention described in The Java Language Specification, Java SE 8 Edition (JLS §6.1).

Future versions of this specification may define additional attributes.

4.7.2 The ConstantValue Attribute

The ConstantValue attribute is a fixed-length attribute in the attributes table of a field_info structure (§4.5). A ConstantValue attribute represents the value of a constant expression (JLS §15.28), and is used as follows:

- If the ACC_STATIC flag in the access_flags item of the field_info structure is set, then the field represented by the field_info structure is assigned the value represented by its ConstantValue attribute as part of the initialization of the class or interface declaring the field (§5.5). This occurs prior to the invocation of the class or interface initialization method of that class or interface (§2.9).
- Otherwise, the Java Virtual Machine must silently ignore the attribute.
There may be at most one `ConstantValue` attribute in the `attributes` table of a `field_info` structure.

Every Java Virtual Machine implementation must recognize `ConstantValue` attributes.

The `ConstantValue` attribute has the following format:

```java
ConstantValue_attribute {
    u2 attribute_name_index;
    u4 attribute_length;
    u2 constantvalue_index;
}
```

The items of the `ConstantValue_attribute` structure are as follows:

- **attribute_name_index**
  
  The value of the `attribute_name_index` item must be a valid index into the `constant_pool` table. The `constant_pool` entry at that index must be a `CONSTANT_Utf8_info` structure (§4.4.7) representing the string "ConstantValue".

- **attribute_length**
  
  The value of the `attribute_length` item of a `ConstantValue_attribute` structure must be two.

- **constantvalue_index**
  
  The value of the `constantvalue_index` item must be a valid index into the `constant_pool` table. The `constant_pool` entry at that index gives the constant value represented by this attribute. The `constant_pool` entry must be of a type appropriate to the field, as specified in Table 4.8.

### Table 4.8. Constant value attribute types

<table>
<thead>
<tr>
<th>Field Type</th>
<th>Entry Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>long</td>
<td>CONSTANT_Long</td>
</tr>
<tr>
<td>float</td>
<td>CONSTANT_Float</td>
</tr>
<tr>
<td>double</td>
<td>CONSTANT_Double</td>
</tr>
<tr>
<td>int, short, char, byte, boolean</td>
<td>CONSTANT_Integer</td>
</tr>
<tr>
<td>String</td>
<td>CONSTANT_String</td>
</tr>
</tbody>
</table>
4.7.3 The Code Attribute

The Code attribute is a variable-length attribute in the attributes table of a method_info structure (§4.6). A Code attribute contains the Java Virtual Machine instructions and auxiliary information for a method, including an instance initialization method or a class or interface initialization method (§2.9).

If the method is either native or abstract, its method_info structure must not have a Code attribute in its attributes table. Otherwise, its method_info structure must have exactly one Code attribute in its attributes table. Every Java Virtual Machine implementation must recognize Code attributes.

The Code attribute has the following format:

```
Code_attribute {
    u2 attribute_name_index;
    u4 attribute_length;
    u2 max_stack;
    u2 max_locals;
    u4 code_length;
    u1 code[code_length];
    u2 exception_table_length;
    {   u2 start_pc;
        u2 end_pc;
        u2 handler_pc;
        u2 catch_type;
    } exception_table[exception_table_length];
    u2 attributes_count;
    attribute_info attributes[attributes_count];
}
```

The items of the Code_attribute structure are as follows:

attribute_name_index

The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the string "Code".

attribute_length

The value of the attribute_length item indicates the length of the attribute, excluding the initial six bytes.

max_stack

The value of the max_stack item gives the maximum depth of the operand stack of this method (§2.6.2) at any point during execution of the method.
max_locals

The value of the max_locals item gives the number of local variables in the local variable array allocated upon invocation of this method (§2.6.1), including the local variables used to pass parameters to the method on its invocation.

The greatest local variable index for a value of type long or double is max_locals - 2. The greatest local variable index for a value of any other type is max_locals - 1.

code_length

The value of the code_length item gives the number of bytes in the code array for this method.

The value of code_length must be greater than zero (as the code array must not be empty) and less than 65536.

code[]

The code array gives the actual bytes of Java Virtual Machine code that implement the method.

When the code array is read into memory on a byte-addressable machine, if the first byte of the array is aligned on a 4-byte boundary, the tableswitch and lookupswitch 32-bit offsets will be 4-byte aligned. (Refer to the descriptions of those instructions for more information on the consequences of code array alignment.)

The detailed constraints on the contents of the code array are extensive and are given in a separate section (§4.9).

exception_table_length

The value of the exception_table_length item gives the number of entries in the exception_table table.

exception_table[]

Each entry in the exception_table array describes one exception handler in the code array. The order of the handlers in the exception_table array is significant (§2.10).

Each exception_table entry contains the following four items:

start_pc, end_pc

The values of the two items start_pc and end_pc indicate the ranges in the code array at which the exception handler is active. The value of start_pc must be a valid index into the code array of the opcode of an instruction.
The value of end_pc either must be a valid index into the code array of the opcode of an instruction or must be equal to code_length, the length of the code array. The value of start_pc must be less than the value of end_pc.

The start_pc is inclusive and end_pc is exclusive; that is, the exception handler must be active while the program counter is within the interval [start_pc, end_pc).

The fact that end_pc is exclusive is a historical mistake in the design of the Java Virtual Machine: if the Java Virtual Machine code for a method is exactly 65535 bytes long and ends with an instruction that is 1 byte long, then that instruction cannot be protected by an exception handler. A compiler writer can work around this bug by limiting the maximum size of the generated Java Virtual Machine code for any method, instance initialization method, or static initializer (the size of any code array) to 65534 bytes.

handler_pc

The value of the handler_pc item indicates the start of the exception handler. The value of the item must be a valid index into the code array and must be the index of the opcode of an instruction.

catch_type

If the value of the catch_type item is nonzero, it must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Class_info structure (§4.4.1) representing a class of exceptions that this exception handler is designated to catch. The exception handler will be called only if the thrown exception is an instance of the given class or one of its subclasses.

The verifier checks that the class is Throwable or a subclass of Throwable (§4.9.2).

If the value of the catch_type item is zero, this exception handler is called for all exceptions.

This is used to implement finally (§3.13).

attributes_count

The value of the attributes_count item indicates the number of attributes of the Code attribute.

attributes[]

Each value of the attributes table must be an attribute_info structure (§4.7).

A Code attribute can have any number of optional attributes associated with it.
The only attributes defined by this specification as appearing in the attributes table of a Code attribute are the StackMapTable, LineNumberTable, LocalVariableTable, and LocalVariableTypeTable attributes (§4.7.4, §4.7.12, §4.7.13, §4.7.14).

The attributes defined by this specification as appearing in the attributes table of a Code attribute are listed in Table 4.8.

If a Java Virtual Machine implementation recognizes class files whose version number is 50.0 or above, it must recognize and correctly read StackMapTable attributes (§4.7.4) found in the attributes table of a Code attribute of a class file whose version number is 50.0 or above.

The rules concerning attributes defined to appear in the attributes table of a Code attribute are given in §4.7.

A Java Virtual Machine implementation is required to silently ignore any or all attributes in the attributes table of a Code attribute that it does not recognize. Attributes not defined in this specification are not allowed to affect the semantics of the class file, but only to provide additional descriptive information (§4.7.1).

The rules concerning non-predefined attributes in the attributes table of a Code attribute are given in §4.7.1.

### 4.7.4 The StackMapTable Attribute

The StackMapTable attribute is a variable-length attribute in the attributes table of a Code attribute (§4.7.3). A StackMapTable attribute is used during the process of verification by type checking (§4.10.1).

There may be at most one StackMapTable attribute in the attributes table of a Code attribute.

In a class file whose version number is greater than or equal to 50.0, if a method's Code attribute does not have a StackMapTable attribute, it has an implicit stack map attribute (§4.10.1). This implicit stack map attribute is equivalent to a StackMapTable attribute with number_of_entries equal to zero.

The StackMapTable attribute has the following format:

```plaintext
StackMapTable_attribute {
    u2        attribute_name_index;
    u4        attribute_length;
    u2        number_of_entries;
    stack_map_frame entries[number_of_entries];
}
```
The items of the StackMapTable_attribute structure are as follows:

**attribute_name_index**

The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the string "StackMapTable".

**attribute_length**

The value of the attribute_length item indicates the length of the attribute, excluding the initial six bytes.

**number_of_entries**

The value of the number_of_entries item gives the number of stack_map_frame entries in the entries table.

**entries**

Each entry in the entries table describes one stack map frame of the method. The order of the stack map frames in the entries table is significant.

A stack map frame specifies (either explicitly or implicitly) the bytecode offset at which it applies, and the verification types of local variables and operand stack entries for that offset.

Each stack map frame described in the entries table relies on the previous frame for some of its semantics. The first stack map frame of a method is implicit, and computed from the method descriptor by the type checker (§4.10.1.6). The stack_map_frame structure at entries[0] therefore describes the second stack map frame of the method.

The bytecode offset at which a stack map frame applies is calculated by taking the value offset_delta specified in the frame (either explicitly or implicitly), and adding offset_delta + 1 to the bytecode offset of the previous frame, unless the previous frame is the initial frame of the method. In that case, the bytecode offset at which the stack map frame applies is the value offset_delta specified in the frame.

By using an offset delta rather than storing the actual bytecode offset, we ensure, by definition, that stack map frames are in the correctly sorted order. Furthermore, by consistently using the formula offset_delta + 1 for all explicit frames (as opposed to the implicit first frame), we guarantee the absence of duplicates.

We say that an instruction in the bytecode has a corresponding stack map frame if the instruction starts at offset \( i \) in the code array of a Code attribute, and the Code
attribute has a StackMapTable attribute whose entries array contains a stack map frame that applies at bytecode offset \( i \).

A verification type specifies the type of either one or two locations, where a location is either a single local variable or a single operand stack entry. A verification type is represented by a discriminated union, verification_type_info, that consists of a one-byte tag, indicating which item of the union is in use, followed by zero or more bytes, giving more information about the tag.

```c
union verification_type_info {
    Top_variable_info;
    Integer_variable_info;
    Float_variable_info;
    Long_variable_info;
    Double_variable_info;
    Null_variable_info;
    UninitializedThis_variable_info;
    Object_variable_info;
    Uninitialized_variable_info;
}
```

A verification type that specifies one location in the local variable array or in the operand stack is represented by the following items of the verification_type_info union:

- The Top_variable_info item indicates that the local variable has the verification type top.

```c
Top_variable_info {
    ul tag = ITEM_Top; /* 0 */
}
```

- The Integer_variable_info item indicates that the location has the verification type int.

```c
Integer_variable_info {
    ul tag = ITEM_Integer; /* 1 */
}
```

- The Float_variable_info item indicates that the location has the verification type float.

```c
Float_variable_info {
    ul tag = ITEM_Float; /* 2 */
}
```

- The Null_variable_info type indicates that the location has the verification type null.
Null_variable_info {
    u1 tag = ITEM_Null; /* 5 */
}

- The UninitializedThis_variable_info item indicates that the location has the verification type uninitializedThis.

UninitializedThis_variable_info {
    u1 tag = ITEM_UninitializedThis; /* 6 */
}

- The Object_variable_info item indicates that the location has the verification type which is the class represented by the CONSTANT_Class_info structure (§4.4.1) found in the constant_pool table at the index given by cpool_index.

Object_variable_info {
    u1 tag = ITEM_Object; /* 7 */
    u2 cpool_index;
}

- The Uninitialized_variable_info item indicates that the location has the verification type uninitialized(Offset). The Offset item indicates the offset, in the code array of the Code attribute that contains this StackMapTable attribute, of the new instruction (§new) that created the object being stored in the location.

Uninitialized_variable_info {
    u1 tag = ITEM_Uninitialized /* 8 */
    u2 offset;
}

A verification type that specifies two locations in the local variable array or in the operand stack is represented by the following items of the verification_type_info union:

- The Long_variable_info item indicates that the first of two locations has the verification type long.

Long_variable_info {
    u1 tag = ITEM_Long; /* 4 */
}

- The Double_variable_info item indicates that the first of two locations has the verification type double.

Double_variable_info {
    u1 tag = ITEM_Double; /* 3 */
}

- The Long_variable_info and Double_variable_info items indicate the verification type of the second of two locations as follows:
• If the first of the two locations is a local variable, then:
 ❖ It must not be the local variable with the highest index.
 ❖ The next higher numbered local variable has the verification type top.

• If the first of the two locations is an operand stack entry, then:
 ❖ It must not be the topmost location of the operand stack.
 ❖ The next location closer to the top of the operand stack has the verification type top.

A stack map frame is represented by a discriminated union, stack_map_frame, which consists of a one-byte tag, indicating which item of the union is in use, followed by zero or more bytes, giving more information about the tag.

union stack_map_frame {
  same_frame;
  same_locals_1_stack_item_frame;
  same_locals_1_stack_item_frame_extended;
  chop_frame;
  same_frame_extended;
  append_frame;
  full_frame;
}

The tag indicates the frame type of the stack map frame:

• The frame type same_frame is represented by tags in the range [0-63]. This frame type indicates that the frame has exactly the same local variables as the previous frame and that the operand stack is empty. The offset_delta value for the frame is the value of the tag item, frame_type.

  same_frame {
    ul frame_type = SAME; /* 0-63 */
  }

• The frame type same_locals_1_stack_item_frame is represented by tags in the range [64, 127]. This frame type indicates that the frame has exactly the same local variables as the previous frame and that the operand stack has one entry. The offset_delta value for the frame is given by the formula frame_type - 64. The verification type of the one stack entry appears after the frame type.

  same_locals_1_stack_item_frame {
    ul frame_type = SAME_LOCALS_1_STACK_ITEM; /* 64-127 */
    verification_type_info stack[1];
  }

• Tags in the range [128-246] are reserved for future use.
• The frame type `same_locals_1_stack_item_frame_extended` is represented by the tag 247. This frame type indicates that the frame has exactly the same local variables as the previous frame and that the operand stack has one entry. The `offset_delta` value for the frame is given explicitly, unlike in the frame type `same_locals_1_stack_item_frame`. The verification type of the one stack entry appears after `offset_delta`.

```java
same_locals_1_stack_item_frame_extended {
    u1 frame_type = SAME_LOCALS_1_STACK_ITEM_EXTENDED; /* 247 */
    u2 offset_delta;
    verification_type_info stack[1];
}
```

• The frame type `chop_frame` is represented by tags in the range [248-250]. This frame type indicates that the frame has the same local variables as the previous frame except that the last `k` local variables are absent, and that the operand stack is empty. The value of `k` is given by the formula `251 - frame_type`. The `offset_delta` value for the frame is given explicitly.

```java
chop_frame {
    u1 frame_type = CHOP; /* 248-250 */
    u2 offset_delta;
}
```

• The frame type `same_frame_extended` is represented by the tag 251. This frame type indicates that the frame has exactly the same local variables as the previous frame and that the operand stack is empty. The `offset_delta` value for the frame is given explicitly, unlike in the frame type `same_frame`.

```java
same_frame_extended {
    u1 frame_type = SAME_FRAME_EXTENDED; /* 251 */
    u2 offset_delta;
}
```

• The frame type `append_frame` is represented by tags in the range [252-254]. This frame type indicates that the frame has the same locals as the previous frame except that `k` additional locals are defined, and that the operand stack is empty. The value of `k` is given by the formula `frame_type - 251`. The `offset_delta` value for the frame is given explicitly.

```java
append_frame {
    u1 frame_type = APPEND; /* 252-254 */
    u2 offset_delta;
    verification_type_info locals[frame_type - 251];
}
```

The 0th entry in `locals` represents the verification type of the first additional local variable. If `locals[M]` represents local variable `N`, then:
• \( \text{locals}[M+1] \) represents local variable \( N+1 \) if \( \text{locals}[M] \) is one of \( \text{Top\_variable\_info}, \text{Integer\_variable\_info}, \text{Float\_variable\_info}, \text{Null\_variable\_info}, \text{UninitializedThis\_variable\_info}, \text{Object\_variable\_info}, \) or \( \text{Uninitialized\_variable\_info} \); and

• \( \text{locals}[M+1] \) represents local variable \( N+2 \) if \( \text{locals}[M] \) is either \( \text{Long\_variable\_info} \) or \( \text{Double\_variable\_info} \).

It is an error if, for any index \( i \), \( \text{locals}[i] \) represents a local variable whose index is greater than the maximum number of local variables for the method.

• The frame type \( \text{full\_frame} \) is represented by the tag 255. The \( \text{offset\_delta} \) value for the frame is given explicitly.

\[
\begin{align*}
\text{full\_frame} & \{ \\
& \quad \text{u1 frame\_type} = \text{FULL\_FRAME}; \quad /* \text{255} */ \\
& \quad \text{u2 offset\_delta} ; \\
& \quad \text{u2 number\_of\_locals} ; \\
& \quad \text{verification\_type\_info locals[number\_of\_locals]} ; \\
& \quad \text{u2 number\_of\_stack\_items} ; \\
& \quad \text{verification\_type\_info stack[number\_of\_stack\_items]} ; \\
\}
\end{align*}
\]

The 0th entry in \( \text{locals} \) represents the verification type of local variable 0. If \( \text{locals}[M] \) represents local variable \( N \), then:

• \( \text{locals}[M+1] \) represents local variable \( N+1 \) if \( \text{locals}[M] \) is one of \( \text{Top\_variable\_info}, \text{Integer\_variable\_info}, \text{Float\_variable\_info}, \text{Null\_variable\_info}, \text{UninitializedThis\_variable\_info}, \text{Object\_variable\_info}, \) or \( \text{Uninitialized\_variable\_info} \); and

• \( \text{locals}[M+1] \) represents local variable \( N+2 \) if \( \text{locals}[M] \) is either \( \text{Long\_variable\_info} \) or \( \text{Double\_variable\_info} \).

It is an error if, for any index \( i \), \( \text{locals}[i] \) represents a local variable whose index is greater than the maximum number of local variables for the method.

The 0th entry in \( \text{stack} \) represents the verification type of the bottom of the operand stack, and subsequent entries in \( \text{stack} \) represent the verification types of stack entries closer to the top of the operand stack. We refer to the bottom of the operand stack as stack entry 0, and to subsequent entries of the operand stack as stack entry 1, 2, etc. If \( \text{stack}[M] \) represents stack entry \( N \), then:

• \( \text{stack}[M+1] \) represents stack entry \( N+1 \) if \( \text{stack}[M] \) is one of \( \text{Top\_variable\_info}, \text{Integer\_variable\_info}, \text{Float\_variable\_info}, \text{Null\_variable\_info}, \text{UninitializedThis\_variable\_info}, \text{Object\_variable\_info}, \) or \( \text{Uninitialized\_variable\_info} \); and
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- stack[M+1] represents stack entry N+2 if stack[M] is either Long_variable_info or Double_variable_info.

It is an error if, for any index i, stack[i] represents a stack entry whose index is greater than the maximum operand stack size for the method.

4.7.5 The Exceptions Attribute

The Exceptions attribute is a variable-length attribute in the attributes table of a method_info structure (§4.6). The Exceptions attribute indicates which checked exceptions a method may throw.

There may be at most one Exceptions attribute in the attributes table of a method_info structure.

The Exceptions attribute has the following format:

```
Exceptions_attribute {
    u2 attribute_name_index;
    u4 attribute_length;
    u2 number_of_exceptions;
    u2 exception_index_table[number_of_exceptions];
}
```

The items of the Exceptions_attribute structure are as follows:

attribute_name_index

- The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be the CONSTANT_Utf8_info structure (§4.4.7) representing the string "Exceptions".

attribute_length

- The value of the attribute_length item indicates the attribute length, excluding the initial six bytes.

number_of_exceptions

- The value of the number_of_exceptions item indicates the number of entries in the exception_index_table.

exception_index_table[]

- Each value in the exception_index_table array must be a valid index into the constant_pool table. The constant_pool entry referenced by each table item must be a CONSTANT_Class_info structure (§4.4.1) representing a class type that this method is declared to throw.
A method should throw an exception only if at least one of the following three criteria is met:

- The exception is an instance of `RuntimeException` or one of its subclasses.
- The exception is an instance of `Error` or one of its subclasses.
- The exception is an instance of one of the exception classes specified in the `exception_index_table` just described, or one of their subclasses.

These requirements are not enforced in the Java Virtual Machine; they are enforced only at compile time.

### 4.7.6 The InnerClasses Attribute

The `InnerClasses` attribute is a variable-length attribute in the `attributes` table of a `ClassFile` structure (§4.1).

If the constant pool of a class or interface `C` contains at least one `CONSTANT_Class_info` entry (§4.4.1) which represents a class or interface that is not a member of a package, then there must be exactly one `InnerClasses` attribute in the `attributes` table of the `ClassFile` structure for `C`.

The `InnerClasses` attribute has the following format:

```java
InnerClasses_attribute {  
    u2 attribute_name_index;  
    u4 attribute_length;  
    u2 number_of_classes;  
    {  
        u2 inner_class_info_index;  
        u2 outer_class_info_index;  
        u2 inner_name_index;  
        u2 inner_class_access_flags;  
    } classes[number_of_classes];  
}
```

The items of the `InnerClasses_attribute` structure are as follows:

- **attribute_name_index**
  
  The value of the `attribute_name_index` item must be a valid index into the `constant_pool` table. The `constant_pool` entry at that index must be a `CONSTANT_Utf8_info` structure (§4.4.7) representing the string "InnerClasses".

- **attribute_length**
  
  The value of the `attribute_length` item indicates the length of the attribute, excluding the initial six bytes.
number_of_classes

The value of the `number_of_classes` item indicates the number of entries in the `classes` array.

classes[]

Every `CONSTANT_Class_info` entry in the `constant_pool` table which represents a class or interface C that is not a package member must have exactly one corresponding entry in the `classes` array.

If a class or interface has members that are classes or interfaces, its `constant_pool` table (and hence its `InnerClasses` attribute) must refer to each such member (JLS §13.1), even if that member is not otherwise mentioned by the class.

In addition, the `constant_pool` table of every nested class and nested interface must refer to its enclosing class, so altogether, every nested class and nested interface will have `InnerClasses` information for each enclosing class and for each of its own nested classes and interfaces.

Each entry in the `classes` array contains the following four items:

inner_class_info_index

The value of the `inner_class_info_index` item must be a valid index into the `constant_pool` table. The `constant_pool` entry at that index must be a `CONSTANT_Class_info` structure representing C. The remaining items in the `classes` array entry give information about C.

outer_class_info_index

If C is not a member of a class or an interface (that is, if C is a top-level class or interface (JLS §7.6) or a local class (JLS §14.3) or an anonymous class (JLS §15.9.5)), the value of the `outer_class_info_index` item must be zero.

Otherwise, the value of the `outer_class_info_index` item must be a valid index into the `constant_pool` table, and the entry at that index must be a `CONSTANT_Class_info` structure representing the class or interface of which C is a member.

inner_name_index

If C is anonymous (JLS §15.9.5), the value of the `inner_name_index` item must be zero.

Otherwise, the value of the `inner_name_index` item must be a valid index into the `constant_pool` table, and the entry at that index must be a `CONSTANT_Utf8_info` structure (§4.4.7) that represents the original simple
name of C, as given in the source code from which this class file was compiled.

inner_class_access_flags

The value of the inner_class_access_flags item is a mask of flags used to denote access permissions to and properties of class or interface C as declared in the source code from which this class file was compiled. It is used by a compiler to recover the original information when source code is not available. The flags are specified in Table 4.9.

Table 4.9. Nested class access and property flags

<table>
<thead>
<tr>
<th>Flag Name</th>
<th>Value</th>
<th>Interpretation</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACC_PUBLIC</td>
<td>0x0001</td>
<td>Marked or implicitly public in source.</td>
</tr>
<tr>
<td>ACC_PRIVATE</td>
<td>0x0002</td>
<td>Marked private in source.</td>
</tr>
<tr>
<td>ACC_PROTECTED</td>
<td>0x0004</td>
<td>Marked protected in source.</td>
</tr>
<tr>
<td>ACC_STATIC</td>
<td>0x0008</td>
<td>Marked or implicitly static in source.</td>
</tr>
<tr>
<td>ACC_FINAL</td>
<td>0x0010</td>
<td>Marked final in source.</td>
</tr>
<tr>
<td>ACC_INTERFACE</td>
<td>0x0200</td>
<td>Was an interface in source.</td>
</tr>
<tr>
<td>ACC_ABSTRACT</td>
<td>0x0400</td>
<td>Marked or implicitly abstract in source.</td>
</tr>
<tr>
<td>ACC_SYNTHETIC</td>
<td>0x1000</td>
<td>Declared synthetic; not present in the source code.</td>
</tr>
<tr>
<td>ACC_ANNOTATION</td>
<td>0x2000</td>
<td>Declared as an annotation type.</td>
</tr>
<tr>
<td>ACC_ENUM</td>
<td>0x4000</td>
<td>Declared as an enum type.</td>
</tr>
</tbody>
</table>

All bits of the inner_class_access_flags item not assigned in Table 4.9 are reserved for future use. They should be set to zero in generated class files and should be ignored by Java Virtual Machine implementations.

If a class file has a version number that is greater than or equal to 51.0, and has an InnerClasses attribute in its attributes table, then for all entries in the classes array of the InnerClasses attribute, the value of the outer_class_info_index item must be zero if the value of the inner_name_index item is zero.

Oracle’s Java Virtual Machine implementation does not check the consistency of an InnerClasses attribute against a class file representing a class or interface referenced by the attribute.
4.7.7 The EnclosingMethod Attribute

The EnclosingMethod attribute is a fixed-length attribute in the attributes table of a ClassFile structure (§4.1). A class must have an EnclosingMethod attribute if and only if it represents a local class or an anonymous class (JLS §14.3, JLS §15.9.5).

There may be at most one EnclosingMethod attribute in the attributes table of a ClassFile structure.

The EnclosingMethod attribute has the following format:

```
EnclosingMethod_attribute {
    u2 attribute_name_index;
    u4 attribute_length;
    u2 class_index;
    u2 method_index;
}
```

The items of the EnclosingMethod_attribute structure are as follows:

attribute_name_index

The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the string "EnclosingMethod".

attribute_length

The value of the attribute_length item must be four.

class_index

The value of the class_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Class_info (§4.4.1) structure representing the innermost class that encloses the declaration of the current class.

method_index

If the current class is not immediately enclosed by a method or constructor, then the value of the method_index item must be zero.

In particular, method_index must be zero if the current class was immediately enclosed in source code by an instance initializer, static initializer, instance variable initializer, or class variable initializer. (The first two concern both local classes and anonymous classes, while the last two concern anonymous classes declared on the right hand side of a field assignment.)
Otherwise, the value of the method_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_NameAndType_info structure (§4.4.6) representing the name and type of a method in the class referenced by the class_index attribute above.

It is the responsibility of a Java compiler to ensure that the method identified via the method_index is indeed the closest lexically enclosing method of the class that contains this EnclosingMethod attribute.

4.7.8 The Synthetic Attribute

The Synthetic attribute is a fixed-length attribute in the attributes table of a ClassFile, field_info, or method_info structure (§4.1, §4.5, §4.6). A class member that does not appear in the source code must be marked using a Synthetic attribute, or else it must have its ACC_SYNTHETIC flag set. The only exceptions to this requirement are compiler-generated methods which are not considered implementation artifacts, namely the instance initialization method representing a default constructor of the Java programming language (§2.9), the class initialization method (§2.9), and the Enum.values() and Enum.valueOf() methods.

The Synthetic attribute was introduced in JDK 1.1 to support nested classes and interfaces.

The Synthetic attribute has the following format:

```java
Synthetic_attribute {
    u2 attribute_name_index;
    u4 attribute_length;
}
```

The items of the Synthetic_attribute structure are as follows:

attribute_name_index

The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the string "Synthetic".

attribute_length

The value of the attribute_length item must be zero.

4.7.9 The Signature Attribute

The Signature attribute is a fixed-length attribute in the attributes table of a ClassFile, field_info, or method_info structure (§4.1, §4.5, §4.6). A
Signature attribute records a signature (§4.7.9.1) for a class, interface, constructor, method, or field whose declaration in the Java programming language uses type variables or parameterized types. See The Java Language Specification, Java SE 8 Edition for details about these types.

The Signature attribute has the following format:

```java
Signature_attribute {
    u2 attribute_name_index;
    u4 attribute_length;
    u2 signature_index;
}
```

The items of the Signature_attribute structure are as follows:

attribute_name_index

The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the string "Signature".

attribute_length

The value of the attribute_length item of a Signature_attribute structure must be two.

signature_index

The value of the signature_index item must be a valid index into the constant_pool table. The constant pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing a class signature if this Signature attribute is an attribute of a ClassFile structure; a method signature if this Signature attribute is an attribute of a method_info structure; or a field signature otherwise.

Oracle's Java Virtual Machine implementation does not check the well-formedness of Signature attributes during class loading or linking. Instead, Signature attributes are checked by methods of the Java SE platform class libraries which expose generic signatures of classes, interfaces, constructors, methods, and fields. Examples include getGenericSuperclass in Class and toGenericString in java.lang.reflect.Executable.

4.7.9.1 Signatures

Signatures encode declarations written in the Java programming language that use types outside the type system of the Java Virtual Machine. They support reflection and debugging, as well as compilation when only class files are available.
A Java compiler must emit a signature for any class, interface, constructor, method, or field whose declaration uses type variables or parameterized types. Specifically, a Java compiler must emit:

- A class signature for any class or interface declaration which is either generic, or has a parameterized type as a superclass or superinterface, or both.

- A method signature for any method or constructor declaration which is either generic, or has a type variable or parameterized type as the return type or a formal parameter type, or has a type variable in a `throws` clause, or any combination thereof.

If the `throws` clause of a method or constructor declaration does not involve type variables, then a compiler may treat the declaration as having no `throws` clause for the purpose of emitting a method signature.

- A field signature for any field, formal parameter, or local variable declaration whose type uses a type variable or a parameterized type.

Signatures are specified using a grammar which follows the notation of §4.3.1. In addition to that notation:

- 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.

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

The grammar includes the terminal symbol `Identifier` to denote the name of a type, field, method, formal parameter, local variable, or type variable, as generated by a Java compiler. Such a name must not contain any of the ASCII characters `. ; [ / < > :` (that is, the characters forbidden in method names (§4.2.2) and also colon) but may contain characters that must not appear in an identifier in the Java programming language (JLS §3.8).

Signatures rely on a hierarchy of nonterminals known as type signatures:

- A Java type signature represents either a reference type or a primitive type of the Java programming language.

```
JavaTypeSignature:
  ReferenceTypeSignature
  BaseType
```
The following production from §4.3.2 is repeated here for convenience:

\[
\begin{align*}
BaseType : & \text{ one of } \\
& \text{ } B C D F I J S Z
\end{align*}
\]

- A reference type signature represents a reference type of the Java programming language, that is, a class or interface type, a type variable, or an array type.

A class type signature represents a (possibly parameterized) class or interface type. A class type signature must be formulated such that it can be reliably mapped to the binary name of the class it denotes by erasing any type arguments and converting each \( . \) character to a $\$ \$ character.

A type variable signature represents a type variable.

An array type signature represents one dimension of an array type.

ReferenceTypeSignature:

\[
\begin{align*}
\text{ClassTypeSignature} \\
\text{TypeVariableSignature} \\
\text{ArrayTypeSignature}
\end{align*}
\]

ClassTypeSignature:

\[
\begin{align*}
L [ \text{PackageSpecifier} ] \\
\text{SimpleClassTypeSignature} \{ \text{ClassTypeSignatureSuffix} \} ;
\end{align*}
\]

PackageSpecifier:

\[
\begin{align*}
\text{Identifier} / \{ \text{PackageSpecifier} \}
\end{align*}
\]

SimpleClassTypeSignature:

\[
\begin{align*}
\text{Identifier} [ \text{TypeArguments} ]
\end{align*}
\]

TypeArguments:

\[
\begin{align*}
< \text{TypeArgument} \{ \text{TypeArgument} \} >
\end{align*}
\]

TypeArgument:

\[
\begin{align*}
[ \text{WildcardIndicator} ] \text{ReferenceTypeSignature} \\
\ast
\end{align*}
\]

WildcardIndicator:

\[
\begin{align*}
+ \\
- 
\end{align*}
\]
A class signature encodes type information about a (possibly generic) class declaration. It describes any type parameters of the class, and lists its (possibly parameterized) direct superclass and direct superinterfaces, if any. A type parameter is described by its name, followed by any class bound and interface bounds.

```
ClassSignature:
  [TypeParameters] SuperclassSignature {SuperinterfaceSignature}
```

```
TypeParameters:
  < TypeParameter {TypeParameter} >
```

```
TypeParameter:
  Identifier ClassBound {InterfaceBound}
```

```
ClassBound:
  : [ReferenceTypeSignature]
```

```
InterfaceBound:
  : ReferenceTypeSignature
```

```
SuperclassSignature:
  ClassTypeSignature
```

```
SuperinterfaceSignature:
  ClassTypeSignature
```

A method signature encodes type information about a (possibly generic) method declaration. It describes any type parameters of the method; the (possibly parameterized) types of any formal parameters; the (possibly parameterized) return type, if any; and the types of any exceptions declared in the method's throws clause.
MethodSignature:
   [TypeParameters] → {JavaTypeSignature} → Result {ThrowsSignature}

Result:
   JavaTypeSignature
   VoidDescriptor

ThrowsSignature:
   ^ ClassTypeSignature
   ^ TypeVariableSignature

The following production from §4.3.3 is repeated here for convenience:

VoidDescriptor:
   V

Due to compiler-generated artifacts, the method signature of a method may not correspond exactly to the method descriptor of the method (§4.3.3). In particular, the number of formal parameter types in the method signature may be less than the number of parameter descriptors in the method descriptor.

A field signature encodes the (possibly parameterized) type of a field, formal parameter, or local variable declaration.

FieldSignature:
   ReferenceTypeSignature

4.7.10 The SourceFile Attribute

The SourceFile attribute is an optional fixed-length attribute in the attributes table of a ClassFile structure (§4.1).

There may be at most one SourceFile attribute in the attributes table of a ClassFile structure.

The SourceFile attribute has the following format:

SourceFile_attribute {
   u2 attribute_name_index;
   u4 attribute_length;
   u2 sourcefile_index;
}

The items of the SourceFile_attribute structure are as follows:
attribute_name_index

The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the string "SourceFile".

attribute_length

The value of the attribute_length item of a SourceFile_attribute structure must be two.

sourcefile_index

The value of the sourcefile_index item must be a valid index into the constant_pool table. The constant pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing a string.

The string referenced by the sourcefile_index item will be interpreted as indicating the name of the source file from which this class file was compiled. It will not be interpreted as indicating the name of a directory containing the file or an absolute path name for the file; such platform-specific additional information must be supplied by the run-time interpreter or development tool at the time the file name is actually used.

4.7.11 The SourceDebugExtension Attribute

The SourceDebugExtension attribute is an optional attribute in the attributes table of a ClassFile structure (§4.1).

There may be at most one SourceDebugExtension attribute in the attributes table of a ClassFile structure.

The SourceDebugExtension attribute has the following format:

```
SourceDebugExtension_attribute {
    u2 attribute_name_index;
    u4 attribute_length;
    u1 debug_extension[attribute_length];
}
```

The items of the SourceDebugExtension_attribute structure are as follows:

attribute_name_index

The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the string "SourceDebugExtension".
attribute_length

The value of the attribute_length item indicates the length of the attribute, excluding the initial six bytes.

default_extension[]

The debug_extension array holds extended debugging information which has no semantic effect on the Java Virtual Machine. The information is represented using a modified UTF-8 string (§4.4.7) with no terminating zero byte.

Note that the debug_extension array may denote a string longer than that which can be represented with an instance of class String.

4.7.12 The LineNumberTable Attribute

The LineNumberTable attribute is an optional variable-length attribute in the attributes table of a Code attribute (§4.7.3). It may be used by debuggers to determine which part of the code array corresponds to a given line number in the original source file.

If multiple LineNumberTable attributes are present in the attributes table of a Code attribute, then they may appear in any order.

There may be more than one LineNumberTable attribute per line of a source file in the attributes table of a Code attribute. That is, LineNumberTable attributes may together represent a given line of a source file, and need not be one-to-one with source lines.

The LineNumberTable attribute has the following format:

```java
LineNumberTable_attribute {
    u2 attribute_name_index;
    u4 attribute_length;
    u2 line_number_table_length;
    {   u2 start_pc;
        u2 line_number;
    } line_number_table[line_number_table_length];
}
```

The items of the LineNumberTable_attribute structure are as follows:

attribute_name_index

The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the string "LineNumberTable".
4.7 Attributes

**attribute_length**

The value of the `attribute_length` item indicates the length of the attribute, excluding the initial six bytes.

**line_number_table_length**

The value of the `line_number_table_length` item indicates the number of entries in the `line_number_table` array.

**line_number_table[]**

Each entry in the `line_number_table` array indicates that the line number in the original source file changes at a given point in the `code` array. Each `line_number_table` entry must contain the following two items:

**start_pc**

The value of the `start_pc` item must indicate the index into the `code` array at which the code for a new line in the original source file begins.

The value of `start_pc` must be less than the value of the `code_length` item of the `Code` attribute of which this `LineNumberTable` is an attribute.

**line_number**

The value of the `line_number` item must give the corresponding line number in the original source file.

### 4.7.13 The LocalVariableTable Attribute

The `LocalVariableTable` attribute is an optional variable-length attribute in the `attributes` table of a `Code` attribute (§4.7.3). It may be used by debuggers to determine the value of a given local variable during the execution of a method.

If multiple `LocalVariableTable` attributes are present in the `attributes` table of a `Code` attribute, then they may appear in any order.

There may be no more than one `LocalVariableTable` attribute per local variable in the `attributes` table of a `Code` attribute.

The `LocalVariableTable` attribute has the following format:
LocalVariableTable_attribute {
   u2 attribute_name_index;
   u4 attribute_length;
   u2 local_variable_table_length;
   {   u2 start_pc;
       u2 length;
       u2 name_index;
       u2 descriptor_index;
       u2 index;
   } local_variable_table[local_variable_table_length];
}

The items of the LocalVariableTable_attribute structure are as follows:

attribute_name_index

The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the string "LocalVariableTable".

attribute_length

The value of the attribute_length item indicates the length of the attribute, excluding the initial six bytes.

local_variable_table_length

The value of the local_variable_table_length item indicates the number of entries in the local_variable_table array.

local_variable_table[]

Each entry in the local_variable_table array indicates a range of code array offsets within which a local variable has a value. It also indicates the index into the local variable array of the current frame at which that local variable can be found. Each entry must contain the following five items:

start_pc, length

The given local variable must have a value at indices into the code array in the interval \([start_pc, start_pc + length)\), that is, between start_pc inclusive and start_pc + length exclusive.

The value of start_pc must be a valid index into the code array of this Code attribute and must be the index of the opcode of an instruction.

The value of start_pc + length must either be a valid index into the code array of this Code attribute and be the index of the opcode of an instruction, or it must be the first index beyond the end of that code array.
name_index

The value of the name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must contain a CONSTANT_Utf8_info structure (§4.4.7) representing a valid unqualified name denoting a local variable (§4.2.2).

descriptor_index

The value of the descriptor_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must contain a CONSTANT_Utf8_info structure (§4.4.7) representing a field descriptor which encodes the type of a local variable in the source program (§4.3.2).

index

The given local variable must be at index in the local variable array of the current frame.

If the local variable at index is of type double or long, it occupies both index and index + 1.

4.7.14 The LocalVariableTypeTable Attribute

The LocalVariableTypeTable attribute is an optional variable-length attribute in the attributes table of a Code attribute (§4.7.3). It may be used by debuggers to determine the value of a given local variable during the execution of a method.

If multiple LocalVariableTypeTable attributes are present in the attributes table of a given Code attribute, then they may appear in any order.

There may be no more than one LocalVariableTypeTable attribute per local variable in the attributes table of a Code attribute.

The LocalVariableTypeTable attribute differs from the LocalVariableTable attribute (§4.7.13) in that it provides signature information rather than descriptor information. This difference is only significant for variables whose type uses a type variable or parameterized type. Such variables will appear in both tables, while variables of other types will appear only in LocalVariableTable.

The LocalVariableTypeTable attribute has the following format:
LocalVariableTypeTable_attribute {  
  u2 attribute_name_index;  
  u4 attribute_length;  
  u2 local_variable_type_table_length;  
  {   u2 start_pc;  
      u2 length;  
      u2 name_index;  
      u2 signature_index;  
      u2 index;  
  } local_variable_type_table[local_variable_type_table_length];  
}

The items of the LocalVariableTypeTable_attribute structure are as follows:

attribute_name_index

The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the string "LocalVariableTypeTable".

attribute_length

The value of the attribute_length item indicates the length of the attribute, excluding the initial six bytes.

local_variable_type_table_length

The value of the local_variable_type_table_length item indicates the number of entries in the local_variable_type_table array.

local_variable_type_table[]

Each entry in the local_variable_type_table array indicates a range of code array offsets within which a local variable has a value. It also indicates the index into the local variable array of the current frame at which that local variable can be found. Each entry must contain the following five items:

start_pc, length

The given local variable must have a value at indices into the code array in the interval [start_pc, start_pc + length), that is, between start_pc inclusive and start_pc + length exclusive.

The value of start_pc must be a valid index into the code array of this Code attribute and must be the index of the opcode of an instruction.

The value of start_pc + length must either be a valid index into the code array of this Code attribute and be the index of the opcode of an instruction, or it must be the first index beyond the end of that code array.
name_index

The value of the name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must contain a CONSTANT_Utf8_info structure (§4.4.7) representing a valid unqualified name denoting a local variable (§4.2.2).

signature_index

The value of the signature_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must contain a CONSTANT_Utf8_info structure (§4.4.7) representing a field signature which encodes the type of a local variable in the source program (§4.7.9.1).

index

The given local variable must be at index in the local variable array of the current frame.

If the local variable at index is of type double or long, it occupies both index and index + 1.

4.7.15 The Deprecated Attribute

The Deprecated attribute is an optional fixed-length attribute in the attributes table of a ClassFile, field_info, or method_info structure (§4.1, §4.5, §4.6). A class, interface, method, or field may be marked using a Deprecated attribute to indicate that the class, interface, method, or field has been superseded.

A run-time interpreter or tool that reads the class file format, such as a compiler, can use this marking to advise the user that a superseded class, interface, method, or field is being referred to. The presence of a Deprecated attribute does not alter the semantics of a class or interface.

The Deprecated attribute has the following format:

```
Deprecated_attribute {
    u2 attribute_name_index;
    u4 attribute_length;
}
```

The items of the Deprecated_attribute structure are as follows:

attribute_name_index

The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the string "Deprecated".
attribute_length

The value of the attribute_length item must be zero.

4.7.16 The RuntimeVisibleAnnotations Attribute

The RuntimeVisibleAnnotations attribute is a variable-length attribute in the attributes table of a ClassFile, field_info, or method_info structure (§4.1, §4.5, §4.6). The RuntimeVisibleAnnotations attribute records run-time visible annotations on the declaration of the corresponding class, field, or method. The Java Virtual Machine must make these annotations available so they can be returned by the appropriate reflective APIs.

There may be at most one RuntimeVisibleAnnotations attribute in the attributes table of a ClassFile, field_info, or method_info structure.

The RuntimeVisibleAnnotations attribute has the following format:

```
RuntimeVisibleAnnotations_attribute {
    u2 attribute_name_index;
    u4 attribute_length;
    u2 num_annotations;
    annotation annotations[num_annotations];
}
```

The items of the RuntimeVisibleAnnotations_attribute structure are as follows:

attribute_name_index

The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the string "RuntimeVisibleAnnotations".

attribute_length

The value of the attribute_length item indicates the length of the attribute, excluding the initial six bytes.

num_annotations

The value of the num_annotations item gives the number of run-time visible annotations represented by the structure.

annotations

Each entry in the annotations table represents a single run-time visible annotation on a declaration. The annotation structure has the following format:
The items of the `annotation` structure are as follows:

`type_index`

The value of the `type_index` item must be a valid index into the `constant_pool` table. The `constant_pool` entry at that index must be a `CONSTANT_Utf8_info` structure (§4.4.7) representing a field descriptor (§4.3.2). The field descriptor denotes the type of the annotation represented by this `annotation` structure.

`num_element_value_pairs`

The value of the `num_element_value_pairs` item gives the number of element-value pairs of the annotation represented by this `annotation` structure.

`element_value_pairs`

Each value of the `element_value_pairs` table represents a single element-value pair in the annotation represented by this `annotation` structure. Each `element_value_pairs` entry contains the following two items:

`element_name_index`

The value of the `element_name_index` item must be a valid index into the `constant_pool` table. The `constant_pool` entry at that index must be a `CONSTANT_Utf8_info` structure (§4.4.7). The `constant_pool` entry denotes the name of the element of the element-value pair represented by this `element_value_pairs` entry.

In other words, the entry denotes an element of the annotation type specified by `type_index`.

`value`

The value of the `value` item represents the value of the element-value pair represented by this `element_value_pairs` entry.

### 4.7.16.1 The `element_value` structure

The `element_value` structure is a discriminated union representing the value of an element-value pair. It has the following format:
The `tag` item uses a single ASCII character to indicate the type of the value of the element-value pair. This determines which item of the `value` union is in use. Table 4.10 shows the valid characters for the `tag` item, the type indicated by each character, and the corresponding item in the `value` union. The table's fourth column is used in the description of one item of the `value` union.

### Table 4.10. Interpretation of `tag` values as types

<table>
<thead>
<tr>
<th><code>tag</code> Item</th>
<th>Type</th>
<th><code>value</code> Item</th>
<th>Constant Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>byte</td>
<td><code>const_value_index</code></td>
<td><code>CONSTANT_Integer</code></td>
</tr>
<tr>
<td>C</td>
<td>char</td>
<td><code>const_value_index</code></td>
<td><code>CONSTANT_Integer</code></td>
</tr>
<tr>
<td>D</td>
<td>double</td>
<td><code>const_value_index</code></td>
<td><code>CONSTANT_Double</code></td>
</tr>
<tr>
<td>F</td>
<td>float</td>
<td><code>const_value_index</code></td>
<td><code>CONSTANT_Float</code></td>
</tr>
<tr>
<td>I</td>
<td>int</td>
<td><code>const_value_index</code></td>
<td><code>CONSTANT_Integer</code></td>
</tr>
<tr>
<td>J</td>
<td>long</td>
<td><code>const_value_index</code></td>
<td><code>CONSTANT_Long</code></td>
</tr>
<tr>
<td>S</td>
<td>short</td>
<td><code>const_value_index</code></td>
<td><code>CONSTANT_Integer</code></td>
</tr>
<tr>
<td>Z</td>
<td>boolean</td>
<td><code>const_value_index</code></td>
<td><code>CONSTANT_Integer</code></td>
</tr>
<tr>
<td>s</td>
<td>String</td>
<td><code>const_value_index</code></td>
<td><code>CONSTANT_Utf8</code></td>
</tr>
<tr>
<td>e</td>
<td>Enum type</td>
<td><code>enum_const_value</code></td>
<td>Not applicable</td>
</tr>
<tr>
<td>c</td>
<td>Class</td>
<td><code>class_info_index</code></td>
<td>Not applicable</td>
</tr>
<tr>
<td>@</td>
<td>Annotation type</td>
<td><code>annotation_value</code></td>
<td>Not applicable</td>
</tr>
<tr>
<td>[</td>
<td>Array type</td>
<td><code>array_value</code></td>
<td>Not applicable</td>
</tr>
</tbody>
</table>
The value item represents the value of an element-value pair. The item is a union, whose own items are as follows:

const_value_index

The const_value_index item is used if the tag item is one of B, C, D, F, I, j, s, t, or f.

The const_value_index item denotes either a primitive constant value or a String literal as the value of this element-value pair.

The value of the const_value_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be of a type appropriate to the tag item, as specified in the fourth column of Table 4.10.

enum_const_value

The enum_const_value item is used if the tag item is e.

The enum_const_value item denotes an enum constant as the value of this element-value pair.

The enum_const_value item consists of the following two items:

type_name_index

The value of the type_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing a field descriptor (§4.3.2). The constant_pool entry gives the internal form of the binary name of the type of the enum constant represented by this element_value structure (§4.2.1).

const_name_index

The value of the const_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7). The constant_pool entry gives the simple name of the enum constant represented by this element_value structure.

class_info_index

The class_info_index item is used if the tag item is c.

The class_info_index item denotes a class literal as the value of this element-value pair.

The class_info_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing a return descriptor (§4.3.3). The return
descriptor gives the type corresponding to the class literal represented by this element_value structure. Types correspond to class literals as follows:

- For a class literal \(C\).class, where \(C\) is the name of a class, interface, or array type, the corresponding type is \(C\). The return descriptor in the constant_pool will be an \(ObjectType\) or an \(ArrayType\).

- For a class literal \(p\).class, where \(p\) is the name of a primitive type, the corresponding type is \(p\). The return descriptor in the constant_pool will be a \(BaseType\) character.

- For a class literal \(void\).class, the corresponding type is \(void\). The return descriptor in the constant_pool will be \(V\).

For example, the class literal \(Object\).class corresponds to the type \(Object\), so the constant_pool entry is \(Ljava/lang/Object;\), whereas the class literal \(int\).class corresponds to the type \(int\), so the constant_pool entry is \(I\).

The class literal \(void\).class corresponds to \(void\), so the constant_pool entry is \(V\), whereas the class literal \(Void\).class corresponds to the type \(Void\), so the constant_pool entry is \(Ljava/lang/Void;\).

annotation_value

The annotation_value item is used if the tag item is @.

The annotation_value item denotes a "nested" annotation as the value of this element-value pair.

The value of the annotation_value item is an annotation structure (§4.7.16) that gives the annotation represented by this element_value structure.

array_value

The array_value item is used if the tag item is [

The array_value item denotes an array as the value of this element-value pair.

The array_value item consists of the following two items:

num_values

The value of the num_values item gives the number of elements in the array represented by this element_value structure.

values

Each value in the values table gives the corresponding element of the array represented by this element_value structure.
4.7.17 The RuntimeInvisibleAnnotations Attribute

The RuntimeInvisibleAnnotations attribute is a variable-length attribute in the attributes table of a ClassFile, field_info, or method_info structure (§4.1, §4.5, §4.6). The RuntimeInvisibleAnnotations attribute records run-time invisible annotations on the declaration of the corresponding class, method, or field.

There may be at most one RuntimeInvisibleAnnotations attribute in the attributes table of a ClassFile, field_info, or method_info structure.

The RuntimeInvisibleAnnotations attribute is similar to the RuntimeVisibleAnnotations attribute (§4.7.16), except that the annotations represented by a RuntimeInvisibleAnnotations attribute must not be made available for return by reflective APIs, unless the Java Virtual Machine has been instructed to retain these annotations via some implementation-specific mechanism such as a command line flag. In the absence of such instructions, the Java Virtual Machine ignores this attribute.

The RuntimeInvisibleAnnotations attribute has the following format:

```
RuntimeInvisibleAnnotations_attribute {
  u2 attribute_name_index;
  u4 attribute_length;
  u2 num_annotations;
  annotation annotations[num_annotations];
}
```

The items of the RuntimeInvisibleAnnotations_attribute structure are as follows:

attribute_name_index

The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the string "RuntimeInvisibleAnnotations".

attribute_length

The value of the attribute_length item indicates the length of the attribute, excluding the initial six bytes.

num_annotations

The value of the num_annotations item gives the number of run-time invisible annotations represented by the structure.

annotations

Each entry in the annotations table represents a single run-time invisible annotation on a declaration. The annotation structure is specified in §4.7.16.
4.7.18 The RuntimeVisibleParameterAnnotations Attribute

The RuntimeVisibleParameterAnnotations attribute is a variable-length attribute in the attributes table of the method_info structure (§4.6). The RuntimeVisibleParameterAnnotations attribute records run-time visible annotations on the declarations of formal parameters of the corresponding method. The Java Virtual Machine must make these annotations available so they can be returned by the appropriate reflective APIs.

There may be at most one RuntimeVisibleParameterAnnotations attribute in the attributes table of a method_info structure.

The RuntimeVisibleParameterAnnotations attribute has the following format:

```java
RuntimeVisibleParameterAnnotations_attribute {
    u2 attribute_name_index;
    u4 attribute_length;
    u1 num_parameters;
    {   u2 num_annotations;
        annotation annotations[num_annotations];
    } parameter_annotations[num_parameters];
}
```

The items of the RuntimeVisibleParameterAnnotations_attribute structure are as follows:

attribute_name_index

The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the string "RuntimeVisibleParameterAnnotations".

attribute_length

The value of the attribute_length item indicates the length of the attribute, excluding the initial six bytes.

num_parameters

The value of the num_parameters item gives the number of formal parameters of the method represented by the method_info structure on which the annotation occurs.

This duplicates information that could be extracted from the method descriptor.

parameter_annotations

Each entry in the parameter_annotations table represents all of the run-time visible annotations on the declaration of a single formal parameter.
The \( i \)th entry in the table corresponds to the \( i \)th formal parameter in the method descriptor (§4.3.3). Each parameter_annotations entry contains the following two items:

\[
\text{num\_annotations}
\]

The value of the num\_annotations item indicates the number of run-time visible annotations on the declaration of the formal parameter corresponding to the parameter_annotations entry.

\[
\text{annotations}
\]

Each entry in the annotations table represents a single run-time visible annotation on the declaration of the formal parameter corresponding to the parameter_annotations entry. The annotation structure is specified in §4.7.16.

### 4.7.19 The RuntimeInvisibleParameterAnnotations Attribute

The RuntimeInvisibleParameterAnnotations attribute is a variable-length attribute in the attributes table of a method_info structure (§4.6). The RuntimeInvisibleParameterAnnotations attribute records run-time invisible annotations on the declarations of formal parameters of the corresponding method.

There may be at most one RuntimeInvisibleParameterAnnotations attribute in the attributes table of a method_info structure.

The RuntimeInvisibleParameterAnnotations attribute is similar to the RuntimeVisibleParameterAnnotations attribute (§4.7.18), except that the annotations represented by a RuntimeInvisibleParameterAnnotations attribute must not be made available for return by reflective APIs, unless the Java Virtual Machine has specifically been instructed to retain these annotations via some implementation-specific mechanism such as a command line flag. In the absence of such instructions, the Java Virtual Machine ignores this attribute.

The RuntimeInvisibleParameterAnnotations attribute has the following format:

\[
\text{RuntimeInvisibleParameterAnnotations\_attribute} \{
    \text{u2 attribute\_name\_index;}
    \text{u4 attribute\_length;}
    \text{u1 num\_parameters;}
    \{\text{u2 num\_annotations;}
        \text{annotation annotations[\text{num\_annotations}];}
    \} \text{parameter\_annotations[\text{num\_parameters}];}
\}
\]
The items of the `RuntimeInvisibleParameterAnnotations_attribute` structure are as follows:

attribute_name_index

The value of the `attribute_name_index` item must be a valid index into the `constant_pool` table. The `constant_pool` entry at that index must be a `CONSTANT_Utf8_info` structure (§4.4.7) representing the string "RuntimeInvisibleParameterAnnotations".

attribute_length

The value of the `attribute_length` item indicates the length of the attribute, excluding the initial six bytes.

num_parameters

The value of the `num_parameters` item gives the number of formal parameters of the method represented by the `method_info` structure on which the annotation occurs.

This duplicates information that could be extracted from the method descriptor.

parameter_annotations

Each entry in the `parameter_annotations` table represents all of the run-time invisible annotations on a single formal parameter. The `i`th entry in the table corresponds to the `i`th formal parameter in the method descriptor (§4.3.3). Each `parameter_annotations` entry contains the following two items:

num_annotations

The value of the `num_annotations` item indicates the number of run-time invisible annotations on the declaration of the formal parameter corresponding to the `parameter_annotations` entry.

annotations

Each entry in the `annotations` table represents a single run-time invisible annotation on the declaration of the formal parameter corresponding to the `parameter_annotations` entry. The annotation structure is specified in §4.7.16.

4.7.20 The `AnnotationDefault` Attribute

The `AnnotationDefault` attribute is a variable-length attribute in the `attributes` table of certain `method_info` structures (§4.6), namely those representing elements of annotation types (JLS §9.6.1). The `AnnotationDefault` attribute records the default value (JLS §9.6.2) for the element represented by the `method_info`
structure. The Java Virtual Machine must make this default value available so it can be applied by appropriate reflective APIs.

There may be at most one AnnotationDefault attribute in the attributes table of a method_info structure which represents an element of an annotation type.

The AnnotationDefault attribute has the following format:

```java
AnnotationDefault_attribute {
    u2      attribute_name_index;
    u4      attribute_length;
    element_value default_value;
}
```

The items of the AnnotationDefault_attribute structure are as follows:

attribute_name_index

The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the string "AnnotationDefault".

attribute_length

The value of the attribute_length item indicates the length of the attribute, excluding the initial six bytes.

default_value

The default_value item represents the default value of the annotation type element represented by the method_info structure enclosing this AnnotationDefault attribute.

4.7.21 The BootstrapMethods Attribute

The BootstrapMethods attribute is a variable-length attribute in the attributes table of a ClassFile structure (§4.1). The BootstrapMethods attribute records bootstrap method specifiers referenced by invokedynamic instructions (§invokedynamic).

There must be exactly one BootstrapMethods attribute in the attributes table of a ClassFile structure if the constant_pool table of the ClassFile structure has at least one CONSTANT_InvokeDynamic_info entry (§4.4.10).

There may be at most one BootstrapMethods attribute in the attributes table of a ClassFile structure.

The BootstrapMethods attribute has the following format:
The items of the BootstrapMethods_attribute structure are as follows:

**attribute_name_index**

The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure (§4.4.7) representing the string "BootstrapMethods".

**attribute_length**

The value of the attribute_length item indicates the length of the attribute, excluding the initial six bytes.

The value of the attribute_length item is thus dependent on the number of invokedynamic instructions in this ClassFile structure.

**num_bootstrap_methods**

The value of the num_bootstrap_methods item determines the number of bootstrap method specifiers in the bootstrap_methods array.

**bootstrap_methods[]**

Each entry in the bootstrap_methods array contains an index to a CONSTANT_MethodHandle_info structure (§4.4.8) which specifies a bootstrap method, and a sequence (perhaps empty) of indexes to static arguments for the bootstrap method.

Each bootstrap_methods entry must contain the following three items:

**bootstrap_method_ref**

The value of the bootstrap_method_ref item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_MethodHandle_info structure (§4.4.8).

The form of the method handle is driven by the continuing resolution of the call site specifier in §invokedynamic, where execution of invoke in java.lang.invoke.MethodHandle requires that the bootstrap method handle be adjustable to the actual arguments being passed, as if by a call to java.lang.invoke.MethodHandle.asType. Accordingly, the
4.7 Attributes

reference_kind item of the CONSTANT_MethodHandle_info structure should have the value 6 or 8 (§5.4.3.5), and the reference_index item should specify a static method or constructor that takes three arguments of type java.lang.invoke.MethodHandles.Lookup, String, and java.lang.invoke.MethodType, in that order. Otherwise, invocation of the bootstrap method handle during call site specifier resolution will complete abruptly.

num_bootstrap_arguments

The value of the num_bootstrap_arguments item gives the number of items in the bootstrap_arguments array.

bootstrap_arguments

Each entry in the bootstrap_arguments array must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_String_info, CONSTANT_Class_info, CONSTANT_Integer_info, CONSTANT_Long_info, CONSTANT_Float_info, CONSTANT_Double_info, CONSTANT_MethodHandle_info, or CONSTANT_MethodType_info structure (§4.4.3, §4.4.1, §4.4.4, §4.4.5, §4.4.8, §4.4.9).

4.7.22 The MethodParameters Attribute

The MethodParameters attribute is a variable-length attribute in the attributes table of a method_info structure (§4.6). A MethodParameters attribute records information about the formal parameters of a method, such as their names.

There may be at most one MethodParameters attribute in the attributes table of a method_info structure.

The MethodParameters attribute has the following format:

```
MethodParameters_attribute {  
    u2 attribute_name_index;  
    u4 attribute_length;  
    u1 parameters_count;  
    {   
        u2 name_index;  
        u2 access_flags;  
    } parameters[parameters_count];  
}
```

The items of the MethodParameters_attribute structure are as follows:

attribute_name_index

The value of the attribute_name_index item must be a valid index into the constant_pool table. The constant_pool entry at that index must be a CONSTANT_Utf8_info structure representing the string "MethodParameters".
attribute_length
The value of the attribute_length item indicates the length of the attribute, excluding the initial six bytes.

parameters_count
The value of the parameters_count item indicates the number of parameter descriptors in the method descriptor (§4.3.3) referenced by the descriptor_index of the attribute's enclosing method_info structure.

This is not a constraint which a Java Virtual Machine implementation must enforce during format checking (§4.8). The task of matching parameter descriptors in a method descriptor against the items in the parameters array below is done by the reflection libraries of the Java SE platform.

parameters
Each parameters array entry contains the following pair of items:

name_index
The value of the name_index item must either be zero or a valid index into the constant_pool table.

If the value of the name_index item is zero, then this parameters element indicates a formal parameter with no name.

If the value of the name_index item is nonzero, the constant_pool entry at that index must be a CONSTANT_Utf8_info structure representing a valid unqualified name denoting a formal parameter (§4.2.2).

access_flags
The value of the access_flags item is as follows:

0x0010 (ACC_FINAL)
Indicates that the formal parameter was declared final.

0x1000 (ACC_SYNTHETIC)
Indicates that the formal parameter was not explicitly or implicitly declared in source code, according to the specification of the language in which the source code was written (JLS §13.1). (The formal parameter is an implementation artifact of the compiler which produced this class file.)

0x8000 (ACC_MANDATED)
Indicates that the formal parameter was implicitly declared in source code, according to the specification of the language in which the source
code was written (JLS §13.1). (The formal parameter is mandated by a language specification, so all compilers for the language must emit it.)

The \( i \)’th entry in the `parameters` array corresponds to the \( i \)’th parameter descriptor in the enclosing method’s descriptor. (The `parameters_count` item is one byte because a method descriptor is limited to 255 parameters.) Effectively, this means the `parameters` array stores information for all the parameters of the method. One could imagine other schemes, where entries in the `parameters` array specify their corresponding parameter descriptors, but it would unduly complicate the `MethodParameters` attribute.

The \( i \)’th entry in the `parameters` array may or may not correspond to the \( i \)’th type in the enclosing method’s `Signature` attribute (if present), or to the \( i \)’th annotation in the enclosing method’s parameter annotations.

### 4.8 Format Checking

When a prospective class file is loaded by the Java Virtual Machine (§5.3), the Java Virtual Machine first ensures that the file has the basic format of a class file (§4.1). This process is known as format checking. The checks are as follows:

- The first four bytes must contain the right magic number.
- All recognized attributes must be of the proper length.
- The class file must not be truncated or have extra bytes at the end.
- The constant pool must not contain any superficially unrecognizable information.

The constant pool must satisfy the constraints documented throughout §4.4.

For example, each `CONSTANT_Class_info` structure in the constant pool must contain in its `name_index` item a valid constant pool index for a `CONSTANT_Utf8_info` structure.

- All field references and method references in the constant pool must have valid names, valid classes, and valid descriptors (§4.3).

Format checking does not ensure that the given field or method actually exists in the given class, nor that the descriptors given refer to real classes. Format checking ensures only that these items are well formed. More detailed checking is performed when the bytecodes themselves are verified, and during resolution.

These checks for basic class file integrity are necessary for any interpretation of the class file contents. Format checking is distinct from bytecode verification,
although historically they have been confused because both are a form of integrity check.

### 4.9 Constraints on Java Virtual Machine code

The code for a method, instance initialization method, or class or interface initialization method (§2.9) is stored in the code array of the Code attribute of a method_info structure of a class file (§4.7.3). This section describes the constraints associated with the contents of the Code_attribute structure.

#### 4.9.1 Static Constraints

The static constraints on a class file are those defining the well-formedness of the file. These constraints have been given in the previous sections, except for static constraints on the code in the class file. The static constraints on the code in a class file specify how Java Virtual Machine instructions must be laid out in the code array and what the operands of individual instructions must be.

The static constraints on the instructions in the code array are as follows:

- The value of the code_length item must be greater than zero (as the code array must not be empty) and less than 65536.

- Only instances of the instructions documented in §6.5 may appear in the code array. Instances of instructions using the reserved opcodes (§6.2) or any opcodes not documented in this specification must not appear in the code array.

  If the class file version number is 51.0 or above, then neither the jsr opcode or the jsr_w opcode may appear in the code array.

- The opcode of the first instruction in the code array begins at index 0.

- For each instruction in the code array except the last, the index of the opcode of the next instruction equals the index of the opcode of the current instruction plus the length of that instruction, including all its operands.

  The wide instruction is treated like any other instruction for these purposes; the opcode specifying the operation that a wide instruction is to modify is treated as one of the operands of that wide instruction. That opcode must never be directly reachable by the computation.

- The last byte of the last instruction in the code array must be the byte at index code_length - 1.
The static constraints on the operands of instructions in the code array are as follows:

- The target of each jump and branch instruction (\textit{jsr}, \textit{jsr\_w}, \textit{goto}, \textit{goto\_w}, \textit{ifeq}, \textit{ifne}, \textit{ifle}, \textit{iflt}, \textit{ifge}, \textit{ifgt}, \textit{ifnonnull}, \textit{ifnonnull}, \textit{if\_icmpeq}, \textit{if\_icmpne}, \textit{if\_icmple}, \textit{if\_icmplt}, \textit{if\_icmpge}, \textit{if\_icmpgt}, \textit{if\_acmpeq}, \textit{if\_acmpne}) must be the opcode of an instruction within this method.

  The target of a jump or branch instruction must never be the opcode used to specify the operation to be modified by a \textit{wide} instruction; a jump or branch target may be the \textit{wide} instruction itself.

- Each target, including the default, of each \textit{tableswitch} instruction must be the opcode of an instruction within this method.

  Each \textit{tableswitch} instruction must have a number of entries in its jump table that is consistent with the value of its low and high jump table operands, and its low value must be less than or equal to its high value.

  No target of a \textit{tableswitch} instruction may be the opcode used to specify the operation to be modified by a \textit{wide} instruction; a \textit{tableswitch} target may be a \textit{wide} instruction itself.

- Each target, including the default, of each \textit{lookupswitch} instruction must be the opcode of an instruction within this method.

  Each \textit{lookupswitch} instruction must have a number of match-offset pairs that is consistent with the value of its npairs operand. The match-offset pairs must be sorted in increasing numerical order by signed match value.

  No target of a \textit{lookupswitch} instruction may be the opcode used to specify the operation to be modified by a \textit{wide} instruction; a \textit{lookupswitch} target may be a \textit{wide} instruction itself.

- The operand of each \textit{ldc} instruction and each \textit{ldc\_w} instruction must be a valid index into the constant\_pool table. The constant pool entry referenced by that index must be of type:

  - \texttt{CONSTANT\_Integer}, \texttt{CONSTANT\_Float}, or \texttt{CONSTANT\_String} if the class file version number is less than 49.0.

  - \texttt{CONSTANT\_Integer}, \texttt{CONSTANT\_Float}, \texttt{CONSTANT\_String}, or \texttt{CONSTANT\_Class} if the class file version number is 49.0 or 50.0.

  - \texttt{CONSTANT\_Integer}, \texttt{CONSTANT\_Float}, \texttt{CONSTANT\_String}, \texttt{CONSTANT\_Class}, \texttt{CONSTANT\_MethodType}, or \texttt{CONSTANT\_MethodHandle} if the class file version number is 51.0.
• The operands of each `ldc2_w` instruction must represent a valid index into the `constant_pool` table. The constant pool entry referenced by that index must be of type `CONSTANT_Long` or `CONSTANT_Double`.

The subsequent constant pool index must also be a valid index into the constant pool, and the constant pool entry at that index must not be used.

• The operands of each `getfield`, `putfield`, `getstatic`, and `putstatic` instruction must represent a valid index into the `constant_pool` table. The constant pool entry referenced by that index must be of type `CONSTANT_Fieldref`.

• The `indexbyte` operands of each `invokevirtual`, `invokespecial`, and `invokestatic` instruction must represent a valid index into the `constant_pool` table. The constant pool entry referenced by that index must be of type `CONSTANT_Methodref`.

• The `indexbyte` operands of each `invokeinterface` instruction must represent a valid index into the `constant_pool` table. The constant pool entry referenced by that index must be of type `CONSTANT.InterfaceMethodref`.

The value of the `count` operand of each `invokeinterface` instruction must reflect the number of local variables necessary to store the arguments to be passed to the interface method, as implied by the descriptor of the `CONSTANT_NameAndType_info` structure referenced by the `CONSTANT.InterfaceMethodref` constant pool entry.

The fourth operand byte of each `invokeinterface` instruction must have the value zero.

• The `indexbyte` operands of each `invokedynamic` instruction must represent a valid index into the `constant_pool` table. The constant pool entry referenced by that index must be of type `CONSTANT_InvokeDynamic`.

The third and fourth operand bytes of each `invokedynamic` instruction must have the value zero.

• Only the `invokespecial` instruction is allowed to invoke an instance initialization method (§2.9).

No other method whose name begins with the character `'<` (`\u003c`) may be called by the method invocation instructions. In particular, the class or interface initialization method specially named `<clinit>` is never called explicitly from Java Virtual Machine instructions, but only implicitly by the Java Virtual Machine itself.

• The operands of each `instanceof`, `checkcast`, `new`, and `anewarray` instruction, and the `indexbyte` operands of each `multianewarray` instruction, must represent
a valid index into the constant pool table. The constant pool entry referenced
by that index must be of type CONSTANT_Class.

• No new instruction may reference a constant pool entry of type CONSTANT_Class
that represents an array type (§4.3.2). The new instruction cannot be used to
create an array.

• No anewarray instruction may be used to create an array of more than 255
dimensions.

• A multianewarray instruction must be used only to create an array of a type that
has at least as many dimensions as the value of its dimensions operand. That is,
while a multianewarray instruction is not required to create all of the dimensions
of the array type referenced by its indexbyte operands, it must not attempt to
create more dimensions than are in the array type.

The dimensions operand of each multianewarray instruction must not be zero.

• The atype operand of each newarray instruction must take one of the values
T_BOOLEAN (4), T_CHAR (5), T_FLOAT (6), T_DOUBLE (7), T_BYTE (8), T_SHORT (9),
T_INT (10), or T_LONG (11).

• The index operand of each iload, fload, aload, istore, fstore, astore, iinc, and ret
instruction must be a non-negative integer no greater than max_locals - 1.

The implicit index of each iload_<n>, fload_<n>, aload_<n>, istore_<n>,
fstore_<n>, and astore_<n> instruction must be no greater than max_locals
- 1.

• The index operand of each lload, dload, lstore, and dstore instruction must be
no greater than max_locals - 2.

The implicit index of each lload_<n>, dload_<n>, lstore_<n>, and dstore_<n>
instruction must be no greater than max_locals - 2.

• The indexbyte operands of each wide instruction modifying an iload, fload, aload,
istore, fstore, astore, iinc, or ret instruction must represent a non-negative
integer no greater than max_locals - 1.

The indexbyte operands of each wide instruction modifying an iload, fload,
4.9.2 Structural Constraints

The structural constraints on the code array specify constraints on relationships between Java Virtual Machine instructions. The structural constraints are as follows:

• Each instruction must only be executed with the appropriate type and number of arguments in the operand stack and local variable array, regardless of the execution path that leads to its invocation.

An instruction operating on values of type `int` is also permitted to operate on values of type `boolean`, `byte`, `char`, and `short`.

As noted in §2.3.4 and §2.11.1, the Java Virtual Machine internally converts values of types `boolean`, `byte`, `short`, and `char` to type `int`.

• If an instruction can be executed along several different execution paths, the operand stack must have the same depth (§2.6.2) prior to the execution of the instruction, regardless of the path taken.

• At no point during execution can the operand stack grow to a depth greater than that implied by the `max_stack` item.

• At no point during execution can more values be popped from the operand stack than it contains.

• At no point during execution can the order of the local variable pair holding a value of type `long` or `double` be reversed or the pair split up. At no point can the local variables of such a pair be operated on individually.

• No local variable (or local variable pair, in the case of a value of type `long` or `double`) can be accessed before it is assigned a value.

• Each `invokespecial` instruction must name an instance initialization method (§2.9), a method in the current class, or a method in a superclass of the current class.

When an instance initialization method is invoked, an uninitialized class instance must be in an appropriate position on the operand stack. An instance initialization method must never be invoked on an initialized class instance.

If an `invokespecial` instruction names an instance initialization method and the target reference on the operand stack is an uninitialized class instance for the current class, then `invokespecial` must name an instance initialization method from the current class or its direct superclass.
If an `invokespecial` instruction names an instance initialization method and the target reference on the operand stack is a class instance created by an earlier `new` instruction, then `invokespecial` must name an instance initialization method from the class of that class instance.

If an `invokespecial` instruction names a method which is not an instance initialization method, then the type of the target reference on the operand stack must be assignment compatible with the current class (JLS §5.2).

- Each instance initialization method, except for the instance initialization method derived from the constructor of class `Object`, must call either another instance initialization method of `this` or an instance initialization method of its direct superclass `super` before its instance members are accessed.

However, instance fields of `this` that are declared in the current class may be assigned before calling any instance initialization method.

- When any instance method is invoked or when any instance variable is accessed, the class instance that contains the instance method or instance variable must already be initialized.

- There must never be an uninitialized class instance on the operand stack or in a local variable at the target of a backwards branch unless the special type of the uninitialized class instance at the branch instruction is merged with itself at the target of the branch (§4.10.2.4).

- There must never be an uninitialized class instance in a local variable in code protected by an exception handler (§4.10.2.4).

- There must never be an uninitialized class instance on the operand stack or in a local variable when a `jsr` or `jsr_w` instruction is executed.

- The type of every class instance that is the target of a method invocation instruction must be assignment compatible with the class or interface type specified in the instruction (JLS §5.2).

- The types of the arguments to each method invocation must be method invocation compatible with the method descriptor (JLS §5.3, §4.3.3).

- Each return instruction must match its method's return type:
  - If the method returns a `boolean`, `byte`, `char`, `short`, or `int`, only the `ireturn` instruction may be used.
  - If the method returns a `float`, `long`, or `double`, only an `freturn`, `lreturn`, or `dreturn` instruction, respectively, may be used.
• If the method returns a reference type, only an areturn instruction may be used, and the type of the returned value must be assignment compatible with the return descriptor of the method (JLS §5.2, §4.3.3).

• All instance initialization methods, class or interface initialization methods, and methods declared to return void must use only the return instruction.

• The type of every class instance accessed by a getfield instruction or modified by a putfield instruction must be assignment compatible with the class type specified in the instruction (JLS §5.2).

• The type of every value stored by a putfield or putstatic instruction must be compatible with the descriptor of the field (§4.3.2) of the class instance or class being stored into:
  • If the descriptor type is boolean, byte, char, short, or int, then the value must be an int.
  • If the descriptor type is float, long, or double, then the value must be a float, long, or double, respectively.
  • If the descriptor type is a reference type, then the value must be of a type that is assignment compatible with the descriptor type (JLS §5.2).

• The type of every value stored into an array by an aastore instruction must be a reference type.

  The component type of the array being stored into by the aastore instruction must also be a reference type.

• Each athrow instruction must throw only values that are instances of class Throwable or of subclasses of Throwable.

  Each class mentioned in a catch_type item of the exception_table array of the method’s Code_attribute structure must be Throwable or a subclass of Throwable.

• If getfield or putfield is used to access a protected field declared in a superclass that is a member of a different run-time package than the current class, then the type of the class instance being accessed must be the same as or a subclass of the current class.

  If invokevirtual or invokespecial is used to access a protected method declared in a superclass that is a member of a different run-time package than the current class, then the type of the class instance being accessed must be the same as or a subclass of the current class.
4.10 Verification of class Files

- Execution never falls off the bottom of the code array.
- No return address (a value of type returnAddress) may be loaded from a local variable.
- The instruction following each jsr or jsr_w instruction may be returned to only by a single ret instruction.
- No jsr or jsr_w instruction that is returned to may be used to recursively call a subroutine if that subroutine is already present in the subroutine call chain. (Subroutines can be nested when using try-finally constructs from within a finally clause.)
- Each instance of type returnAddress can be returned to at most once.

If a ret instruction returns to a point in the subroutine call chain above the ret instruction corresponding to a given instance of type returnAddress, then that instance can never be used as a return address.

4.10 Verification of class Files

Even though a compiler for the Java programming language must only produce class files that satisfy all the static and structural constraints in the previous sections, the Java Virtual Machine has no guarantee that any file it is asked to load was generated by that compiler or is properly formed. Applications such as web browsers do not download source code, which they then compile; these applications download already-compiled class files. The browser needs to determine whether the class file was produced by a trustworthy compiler or by an adversary attempting to exploit the Java Virtual Machine.

An additional problem with compile-time checking is version skew. A user may have successfully compiled a class, say PurchaseStockOptions, to be a subclass of TradingClass. But the definition of TradingClass might have changed since the time the class was compiled in a way that is not compatible with pre-existing binaries. Methods might have been deleted or had their return types or modifiers changed. Fields might have changed types or changed from instance variables to class variables. The access modifiers of a method or variable may have changed from public to private. For a discussion of these issues, see Chapter 13, “Binary Compatibility,” in The Java Language Specification, Java SE 8 Edition.

Because of these potential problems, the Java Virtual Machine needs to verify for itself that the desired constraints are satisfied by the class files it attempts to incorporate. A Java Virtual Machine implementation verifies that each class file satisfies the necessary constraints at linking time (§5.4).
Link-time verification enhances the performance of the run-time interpreter. Expensive checks that would otherwise have to be performed to verify constraints at run time for each interpreted instruction can be eliminated. The Java Virtual Machine can assume that these checks have already been performed. For example, the Java Virtual Machine will already know the following:

- There are no operand stack overflows or underflows.
- All local variable uses and stores are valid.
- The arguments to all the Java Virtual Machine instructions are of valid types.

There are two strategies that Java Virtual Machine implementations may use for verification:

- Verification by type checking must be used to verify class files whose version number is greater than or equal to 50.0.
- Verification by type inference must be supported by all Java Virtual Machine implementations, except those conforming to the Java ME CLDC and Java Card profiles, in order to verify class files whose version number is less than 50.0.

Verification on Java Virtual Machine implementations supporting the Java ME CLDC and Java Card profiles is governed by their respective specifications.

The verifier also performs verification that can be done without looking at the code array of the Code attribute (§4.7.3). The checks performed include the following:

- Ensuring that final classes are not subclassed.
- Ensuring that final methods are not overridden (§5.4.5).
- Checking that every class (except Object) has a direct superclass.
- Ensuring that the constant pool satisfies the documented static constraints; for example, that each CONSTANT_Class_info structure in the constant pool contains in its name_index item a valid constant pool index for a CONSTANT_Utf8_info structure.
- Checking that all field references and method references in the constant pool have valid names, valid classes, and a valid type descriptor.

Note that these checks do not ensure that the given field or method actually exists in the given class, nor do they check that the type descriptors given refer
4.10 Verification of class Files

They ensure only that these items are well formed. More detailed checking is performed when the bytecodes themselves are verified, and during resolution.

4.10.1 Verification by Type Checking

A class file whose version number is greater than or equal to 50.0 (§4.1) must be verified using the type checking rules given in this section.

If, and only if, a class file’s version number equals 50.0, then if the type checking fails, a Java Virtual Machine implementation may choose to attempt to perform verification by type inference (§4.10.2).

This is a pragmatic adjustment, designed to ease the transition to the new verification discipline. Many tools that manipulate class files may alter the bytecodes of a method in a manner that requires adjustment of the method's stack map frames. If a tool does not make the necessary adjustments to the stack map frames, type checking may fail even though the bytecode is in principle valid (and would consequently verify under the old type inference scheme). To allow implementors time to adapt their tools, Java Virtual Machine implementations may fall back to the older verification discipline, but only for a limited time.

In cases where type checking fails but type inference is invoked and succeeds, a certain performance penalty is expected. Such a penalty is unavoidable. It also should serve as a signal to tool vendors that their output needs to be adjusted, and provides vendors with additional incentive to make these adjustments.

In summary, failover to verification by type inference supports both the gradual addition of stack map frames to the Java SE platform (if they are not present in a version 50.0 class file, failover is allowed) and the gradual removal of the jsr and jsr_w instructions from the Java SE platform (if they are present in a version 50.0 class file, failover is allowed).

If a Java Virtual Machine implementation ever attempts to perform verification by type inference on version 50.0 class files, it must do so in all cases where verification by type checking fails.

This means that a Java Virtual Machine implementation cannot choose to resort to type inference in one case and not in another. It must either reject class files that do not verify via type checking, or else consistently failover to the type inferencing verifier whenever type checking fails.

The type checker enforces type rules that are specified by means of Prolog clauses. English language text is used to describe the type rules in an informal way, while the Prolog clauses provide a formal specification.

The type checker requires a list of stack map frames for each method with a Code attribute (§4.7.3). A list of stack map frames is given by the StackMapTable
attribute (§4.7.4) of a Code attribute. The intent is that a stack map frame must appear at the beginning of each basic block in a method. The stack map frame specifies the verification type of each operand stack entry and of each local variable at the start of each basic block. The type checker reads the stack map frames for each method with a Code attribute and uses these maps to generate a proof of the type safety of the instructions in the Code attribute.

A class is type safe if all its methods are type safe, and it does not subclass a final class.

```
classIsTypeSafe(Class) :-
   classClassName(Class, Name),
   classDefiningLoader(Class, L),
   superclassChain(Name, L, Chain),
   Chain \= [],
   classSuperClassName(Class, SuperclassName),
   loadedClass(SuperclassName, L, Superclass),
   classIsNotFinal(Superclass),
   classMethods(Class, Methods),
   checklist(methodIsTypeSafe(Class), Methods).

classIsTypeSafe(Class) :-
   classClassName(Class, 'java/lang/Object'),
   classDefiningLoader(Class, L),
   isBootstrapLoader(L),
   classMethods(Class, Methods),
   checklist(methodIsTypeSafe(Class), Methods).
```

The Prolog predicate classIsTypeSafe assumes that Class is a Prolog term representing a binary class that has been successfully parsed and loaded. This specification does not mandate the precise structure of this term, but does require that certain predicates be defined upon it.

For example, we assume a predicate classMethods(Class, Methods) that, given a term representing a class as described above as its first argument, binds its second argument to a list comprising all the methods of the class, represented in a convenient form described later.

Iff the predicate classIsTypeSafe is not true, the type checker must throw the exception VerifyError to indicate that the class file is malformed. Otherwise, the class file has type checked successfully and bytecode verification has completed successfully.

The rest of this section explains the process of type checking in detail:
• First, we give Prolog predicates for core Java Virtual Machine artifacts like classes and methods (§4.10.1.1).

• Second, we specify the type system known to the type checker (§4.10.1.2).

• Third, we specify the Prolog representation of instructions and stack map frames (§4.10.1.3, §4.10.1.4).

• Fourth, we specify how a method is type checked, for methods without code (§4.10.1.5) and methods with code (§4.10.1.6).

• Fifth, we discuss type checking issues common to all load and store instructions (§4.10.1.7), and also issues of access to protected members (§4.10.1.8).

• Finally, we specify the rules to type check each instruction (§4.10.1.9).

4.10.1.1 Accessors for Java Virtual Machine Artifacts

We stipulate the existence of 22 Prolog predicates ("accessors") that have certain expected behavior but whose formal definitions are not given in this specification.

\[
\text{classClassName}(\text{Class}, \text{ClassName})
\]

Extracts the name, ClassName, of the class Class.

\[
\text{classIsInterface}(\text{Class})
\]

True iff the class, Class, is an interface.

\[
\text{classIsNotFinal}(\text{Class})
\]

True iff the class, Class, is not a final class.

\[
\text{classSuperClassName}(\text{Class}, \text{SuperClassName})
\]

Extracts the name, SuperClassName, of the superclass of class Class.

\[
\text{classInterfaces}(\text{Class}, \text{Interfaces})
\]

Extracts a list, Interfaces, of the direct superinterfaces of the class Class.

\[
\text{classMethods}(\text{Class}, \text{Methods})
\]

Extracts a list, Methods, of the methods declared in the class Class.

\[
\text{classAttributes}(\text{Class}, \text{Attributes})
\]

Extracts a list, Attributes, of the attributes of the class Class.

Each attribute is represented as a functor application of the form

\[
\text{attribute}(\text{AttributeName}, \text{AttributeContents}), \text{where } \text{AttributeName}
\]

is the name of the attribute. The format of the attribute's contents is unspecified.
classDefiningLoader(Class, Loader)
    Extracts the defining class loader, Loader, of the class Class.

isBootstrapLoader(Loader)
    True iff the class loader Loader is the bootstrap class loader.

loadedClass(Name, InitiatingLoader, ClassDefinition)
    True iff there exists a class named Name whose representation (in accordance with this specification) when loaded by the class loader InitiatingLoader is ClassDefinition.

methodName(Method, Name)
    Extracts the name, Name, of the method Method.

methodAccessFlags(Method, AccessFlags)
    Extracts the access flags, AccessFlags, of the method Method.

methodDescriptor(Method, Descriptor)
    Extracts the descriptor, Descriptor, of the method Method.

methodAttributes(Method, Attributes)
    Extracts a list, Attributes, of the attributes of the method Method.

isNotFinal(Method, Class)
    True iff Method in class Class is not final.

isProtected(MemberClass, MemberName, MemberDescriptor)
    True iff there is a member named MemberName with descriptor MemberDescriptor in the class MemberClass and it is protected.

isNotProtected(MemberClass, MemberName, MemberDescriptor)
    True iff there is a member named MemberName with descriptor MemberDescriptor in the class MemberClass and it is not protected.

parseFieldDescriptor(Descriptor, Type)
    Converts a field descriptor, Descriptor, into the corresponding verification type Type (§4.10.1.2).

parseMethodDescriptor(Descriptor, ArgTypeList, ReturnType)
    Converts a method descriptor, Descriptor, into a list of verification types, ArgTypeList, corresponding to the method argument types, and a verification type, ReturnType, corresponding to the return type.
parseCodeAttribute(Class, Method, FrameSize, MaxStack, ParsedCode, Handlers, StackMap)

Extracts the instruction stream, ParsedCode, of the method Method in Class, as well as the maximum operand stack size, MaxStack, the maximal number of local variables, FrameSize, the exception handlers, Handlers, and the stack map StackMap.

The representation of the instruction stream and stack map attribute must be as specified in §4.10.1.3 and §4.10.1.4.

samePackageName(Class1, Class2)

True iff the package names of Class1 and Class2 are the same.

differentPackageName(Class1, Class2)

True iff the package names of Class1 and Class2 are different.

When type checking a method's body, it is convenient to access information about the method. For this purpose, we define an environment, a six-tuple consisting of:

• a class
• a method
• the declared return type of the method
• the instructions in a method
• the maximal size of the operand stack
• a list of exception handlers

We specify accessors to extract information from the environment.
We specify additional predicates to extract higher-level information from the environment.

\[
\text{offsetStackFrame}(\text{Environment}, \text{Offset}, \text{StackTrace}) \leftarrow \text{allInstructions}(\text{Environment}, \text{Instructions}), \\
\quad \text{member}(\text{stackMap}(\text{Offset}, \text{StackTrace}), \text{Instructions}).
\]

\[
\text{currentClassLoader}(\text{Environment}, \text{Loader}) \leftarrow \\
\quad \text{thisClass}(\text{Environment}, \text{class}(\text{Name}, \text{L})), \\
\quad \text{classDefiningLoader}(\text{Name}, \text{L}), \\
\quad \text{classClassName}(\text{Name}, \text{Name}).
\]

Finally, we specify a general predicate used throughout the type rules:

\[
\text{notMember}(_, [], []). \\
\text{notMember}(X, [A | \text{More}]) \leftarrow X \not= A, \text{notMember}(X, \text{More}).
\]

The principle guiding the determination as to which accessors are stipulated and which are fully specified is that we do not want to over-specify the representation of the class file. Providing specific accessors to the Class or Method term would force us to completely specify the format for a Prolog term representing the class file.
4.10.1.2 Verification Type System

The type checker enforces a type system based upon a hierarchy of verification types, illustrated below.

Verification type hierarchy:

```
top
  / \\
 oneWord \ twoWord
  / | \   / | \\
 int float reference long double
  / | \\
 uninitialized           +------------------+
    / \\
 uninitializedThis uninitialized(Offset) +------------------+
       |          | Java reference |
       |          | type hierarchy |
       | null
```

Most verification types have a direct correspondence with the primitive and reference types represented by field descriptors in Table 4.2:

- The primitive types `double`, `float`, `int`, and `long` (field descriptors `D`, `F`, `I`, `J`) each correspond to the verification type of the same name.
- The primitive types `byte`, `char`, `short`, and `boolean` (field descriptors `B`, `C`, `S`, `Z`) all correspond to the verification type `int`.
- Class and interface types correspond to verification types that use the functor `class`. The verification type `class(N, L)` represents the class whose binary name is `N` as loaded by the loader `L`. Note that `L` is an initiating loader (§5.3) of the class represented by `class(N, L)` and may, or may not, be the class's defining loader.

For example, the class type `Object` would be represented as `class('java/lang/Object', BL)`, where `BL` is the bootstrap loader.
• Array types correspond to verification types that use the functor `arrayOf`. The verification type `arrayOf(T)` represents the array type whose component type is the verification type `T`.

For example, the types `int[]` and `Object[]` would be represented by `arrayOf(int)` and `arrayOf(class('java/lang/Object', BL))` respectively.

The verification type `uninitialized(Offset)` is represented by applying the functor `uninitialized` to an argument representing the numerical value of the Offset.

Other verification types are represented in Prolog as atoms whose name denotes the verification type in question.

The subtyping rules for verification types are as follows.

Subtyping is reflexive.

```prolog
isAssignable(X, X).
```

The verification types which are not reference types in the Java programming language have subtype rules of the form:

```prolog
isAssignable(v, X) :- isAssignable(the_direct_supertype_of_v, X).
```

That is, `v` is a subtype of `X` if the direct supertype of `v` is a subtype of `X`. The rules are:

```prolog
isAssignable(oneWord, top).
isAssignable(twoWord, top).

isAssignable(int, X) :- isAssignable(oneWord, X).
isAssignable(float, X) :- isAssignable(oneWord, X).
isAssignable(long, X) :- isAssignable(twoWord, X).
isAssignable(double, X) :- isAssignable(twoWord, X).

isAssignable(reference, X) :- isAssignable(oneWord, X).
isAssignable(class(_, _), X) :- isAssignable(reference, X).
isAssignable(arrayOf(_), X) :- isAssignable(reference, X).

isAssignable(uninitialized, X) :- isAssignable(reference, X).
isAssignable(uninitializedThis, X) :- isAssignable(uninitialized, X).
isAssignable(uninitialized(_), X) :- isAssignable(uninitialized, X).

isAssignable(null, class(_, _)).
isAssignable(null, arrayOf(_)).
isAssignable(null, X) :- isAssignable(class('java/lang/Object', BL), X), isBootstrapLoader(BL).
```
These subtype rules are not necessarily the most obvious formulation of subtyping. There is a clear split between subtyping rules for reference types in the Java programming language, and rules for the remaining verification types. The split allows us to state general subtyping relations between Java programming language reference types and other verification types. These relations hold independently of a Java reference type’s position in the type hierarchy, and help to prevent excessive class loading by a Java Virtual Machine implementation. For example, we do not want to start climbing the Java superclass hierarchy in response to a query of the form \( \text{class}(\text{foo}, \text{L}) \subseteq \text{twoWord} \).

We also have a rule that says subtyping is reflexive, so together these rules cover most verification types that are not reference types in the Java programming language.

Subtype rules for the reference types in the Java programming language are specified recursively with \texttt{isJavaAssignable}.

\begin{verbatim}
isAssignable\text{(class}(X, Lx), \text{class}(Y, Ly)) :-
    \text{isJavaAssignable(class}(X, Lx), \text{class}(Y, Ly)).

isAssignable\text{(arrayOf}(X), \text{class}(Y, L)) :-
    \text{isJavaAssignable(arrayOf}(X), \text{class}(Y, L)).

isAssignable\text{(arrayOf}(X), \text{arrayOf}(Y)) :-
    \text{isJavaAssignable(arrayOf}(X), \text{arrayOf}(Y)).
\end{verbatim}

For assignments, interfaces are treated like \texttt{Object}.

\begin{verbatim}
isJavaAssignable\text{(class}\text{(_}, \text{_}), \text{class}(To, L)) :-
    \text{loadedClass}(To, L, ToClass),
    \text{classIsInterface}(ToClass).

isJavaAssignable(From, To) :-
    \text{isJavaSubclassOf}(From, To).
\end{verbatim}

Array types are subtypes of \texttt{Object}. The intent is also that array types are subtypes of \texttt{Cloneable} and \texttt{java.io.Serializable}.

\begin{verbatim}
isJavaAssignable\text{(arrayOf}(\_), \text{class}(\text{'}java/lang/Object\text{', BL})) :-
    \text{isBootstrapLoader}(BL).

isJavaAssignable\text{(arrayOf}(\_), \text{X}) :-
    \text{isArrayInterface}(X).

isArrayInterface\text{(class}(\text{'}java/lang/Cloneable\text{', BL})) :-
    \text{isBootstrapLoader}(BL).

isArrayInterface\text{(class}(\text{'}java/io/Serializable\text{', BL})) :-
    \text{isBootstrapLoader}(BL).
\end{verbatim}
Subtyping between arrays of primitive type is the identity relation.

\[
\text{isJavaAssignable(arrayOf}(X), \text{arrayOf}(Y)) : - \\
\text{atom}(X), \\
\text{atom}(Y), \\
X = Y.
\]

Subtyping between arrays of reference type is covariant.

\[
\text{isJavaAssignable(arrayOf}(X), \text{arrayOf}(Y)) : - \\
\text{compound}(X), \text{compound}(Y), \text{isJavaAssignble}(X, Y).
\]

Subclassing is reflexive.

\[
\text{isJavaSubclassOf(class(SubclassName, L), class(SubclassName, L))}.
\]

\[
\text{isJavaSubclassOf(class(SubclassName, LSub), class(SuperclassName, LSuper)) : -} \\
\text{superclassChain(SubclassName, LSub, Chain)}, \\
\text{member(class(SuperclassName, L), Chain)}, \\
\text{loadedClass(SuperclassName, L, Sup)}, \\
\text{loadedClass(SuperclassName, LSuper, Sup)}.
\]

\[
\text{superclassChain(ClassName, L, [class(SuperclassName, Ls) | Rest]) : -} \\
\text{loadedClass(ClassName, L, Class)}, \\
\text{classSuperClassName(Class, SuperclassName)}, \\
\text{classDefiningLoader(Class, Ls)}, \\
\text{superclassChain(Class, Ls, Rest)}.
\]

\[
\text{superclassChain('java/lang/Object', L, []) : -} \\
\text{loadedClass('java/lang/Object', L, Class)}, \\
\text{classDefiningLoader(Class, BL)}, \\
\text{isBootstrapLoader(BL)}.
\]

### 4.10.1.3 Instruction Representation

Individual bytecode instructions are represented in Prolog as terms whose functor is the name of the instruction and whose arguments are its parsed operands.

For example, an `aload` instruction is represented as the term `aload(N)`, which includes the index `N` that is the operand of the instruction.

The instructions as a whole are represented as a list of terms of the form:

\[
\text{instruction(Offset, AnInstruction)}
\]

For example, `instruction(21,aload(1))`. 
The order of instructions in this list must be the same as in the class file.

A few instructions have operands that are constant pool entries representing fields, methods, and dynamic call sites. In the constant pool, a field is represented by a **CONSTANT_Fieldref_info** structure, a method is represented by a **CONSTANT_InterfaceMethodref_info** structure (for an interface's method) or a **CONSTANT_Methodref_info** structure (for a class's method), and a dynamic call site is represented by a **CONSTANT_InvokeDynamic_info** structure (§4.4.2, §4.4.10). Such structures are represented as functor applications of the form:

- **field(FieldClassName, FieldName, FieldDescriptor)** for a field, where **FieldClassName** is the name of the class referenced by the **class_index** item in the **CONSTANT_Fieldref_info** structure, and **FieldName** and **FieldDescriptor** correspond to the name and field descriptor referenced by the **name_and_type_index** item of the **CONSTANT_Fieldref_info** structure.

- **imethod(MethodIntfName, MethodName, MethodDescriptor)** for an interface's method, where **MethodIntfName** is the name of the interface referenced by the **class_index** item of the **CONSTANT_InterfaceMethodref_info** structure, and **MethodName** and **MethodDescriptor** correspond to the name and method descriptor referenced by the **name_and_type_index** item of the **CONSTANT_InterfaceMethodref_info** structure;

- **method(MethodClassName, MethodName, MethodDescriptor)** for a class's method, where **MethodClassName** is the name of the class referenced by the **class_index** item of the **CONSTANT_Methodref_info** structure, and **MethodName** and **MethodDescriptor** correspond to the name and method descriptor referenced by the **name_and_type_index** item of the **CONSTANT_Methodref_info** structure; and

- **dmethod(CallSiteName, MethodDescriptor)** for a dynamic call site, where **CallSiteName** and **MethodDescriptor** correspond to the name and method descriptor referenced by the **name_and_type_index** item of the **CONSTANT_InvokeDynamic_info** structure.

For clarity, we assume that field and method descriptors (§4.3.2, §4.3.3) are mapped into more readable names: the leading \_ and trailing ; are dropped from class names, and the **BaseType** characters used for primitive types are mapped to the names of those types.

For example, a **getfield** instruction whose operand was an index into the constant pool that refers to a field foo of type F in class Bar would be represented as **getfield(field('Bar', 'foo', 'F')).**
Constant pool entries that refer to constant values, such as CONSTANT_String, CONSTANT_Integer, CONSTANT_Float, CONSTANT_Long, CONSTANT_Double, and CONSTANT_Class, are encoded via the functors whose names are string, int, float, long, double, and classConstant respectively.

For example, an ldc instruction for loading the integer 91 would be encoded as ldc(int(91)).

4.10.1.4 Stack Map Frame Representation

Stack map frames are represented in Prolog as a list of terms of the form:

stackMap(Offset, TypeState)

where:

- Offset is an integer indicating the bytecode offset at which the stack map frame applies (§4.7.4).

The order of bytecode offsets in this list must be the same as in the class file.

- TypeState is the expected incoming type state for the instruction at Offset.

A type state is a mapping from locations in the operand stack and local variables of a method to verification types. It has the form:

frame(Locals, OperandStack, Flags)

where:

- Locals is a list of verification types, such that the I'th element of the list (with 0-based indexing) represents the type of local variable I.

- OperandStack is a list of verification types, such that the first element of the list represents the type of the top of the operand stack, and the types of stack entries below the top follow in the list in the appropriate order.

Types of size 2 (long and double) are represented by two stack entries, with the first entry being top and the second entry being the type itself.

For example, a stack with a double value, an int value, and a long value is represented in a type state as a stack with five entries: top and double entries for the double value, an int entry for the int value, and top and long entries for the long value. Accordingly, OperandStack is the list [top, double, int, top, long].

- Flags is a list which may either be empty or have the single element flagThisUninit.
If any local variable in Locals has the type uninitializedThis, then Flags has the single element flagThisUninit, otherwise Flags is an empty list.

flagThisUninit is used in constructors to mark type states where initialization of this has not yet been completed. In such type states, it is illegal to return from the method.

Subtyping of verification types is extended pointwise to type states.

The local variable array of a method has a fixed length by construction (see methodInitialStackFrame in §4.10.1.6) while the operand stack grows and shrinks. Therefore, we require an explicit check on the length of the operand stacks whose assignability is desired.

\[
\text{frameIsAssignable}(	ext{frame}(\text{Locals}_1, \text{StackMap}_1, \text{Flags}_1), \text{frame}(\text{Locals}_2, \text{StackMap}_2, \text{Flags}_2)) : -
\text{length}(\text{StackMap}_1, \text{StackMapLength}),
\text{length}(\text{StackMap}_2, \text{StackMapLength}),
\text{maplist}(\text{isAssignable}, \text{Locals}_1, \text{Locals}_2),
\text{maplist}(\text{isAssignable}, \text{StackMap}_1, \text{StackMap}_2),
\text{subset}(	ext{Flags}_1, \text{Flags}_2).
\]

A special form of frame assignability is allowed for an exception handler of an <init> method. If the method invokes another <init> method, and the invocation throws an exception, then the current object is broken; nonetheless, a handler's target is type safe iff all local variables in the handler's incoming type state are top. This ensures that the handler's frame does not depend on the current type.

\[
\text{frameIsAssignable}(	ext{frame}(\text{ExcLocals}, \text{ExcStack}, [\text{flagThisUninit}]),
\text{frame}(\text{HandlerLocals}, \text{HandlerStack}, [])) : -
/* Stack sizes must be the same (one, for the exception class) */
\text{length}(\text{ExcStack}, \text{StackLength}),
\text{length}(\text{HandlerStack}, \text{StackLength}),
\text{StackLength} =:= 1,
/* Local variable arrays must have the same length */
\text{length}(\text{ExcLocals}, \text{LocalsLength}),
\text{length}(\text{HandlerLocals}, \text{LocalsLength}),
\text{expandToLength}([], \text{LocalsLength}, \text{Top}, \text{TopLocals}),
\text{maplist}(:=:, \text{HandlerLocals}, \text{TopLocals}).
\]

The length of the operand stack must not exceed the declared maximum stack length.
**THE CLASS FILE FORMAT**

**Verification of class Files**

4.10

```prolog
operandStackHasLegalLength(Environment, OperandStack) :-
  length(OperandStack, Length),
  maxOperandStackLength(Environment, MaxStack),
  Length =< MaxStack.
```

Certain array instructions (§aaload, §arraylength, §baload, §bastore) peek at the types of values on the operand stack in order to check they are array types. The following clause accesses the I'th element of the operand stack from a type state.

```prolog
nth1OperandStackIs(I, frame(_Locals, OperandStack, _Flags), Element) :-
  nth1(I, OperandStack, Element).
```

Manipulation of the operand stack by load and store instructions (§4.10.1.7) is complicated by the fact that some types occupy two entries on the stack. The predicates given below take this into account, allowing the rest of the specification to abstract from this issue.

**Pop a list of types off the stack.**

```prolog
canPop(frame(Locals, OperandStack, Flags), Types, 
  frame(Locals, PoppedOperandStack, Flags)) :-
  popMatchingList(OperandStack, Types, PoppedOperandStack).
```

```prolog
popMatchingList(OperandStack, [], OperandStack).
popMatchingList(OperandStack, [P | Rest], NewOperandStack) :-
  popMatchingType(OperandStack, P, TempOperandStack, _ActualType),
  popMatchingList(TempOperandStack, Rest, NewOperandStack).
```

Pop an individual type off the stack. More precisely, if the logical top of the stack is some subtype of the specified type, _Type_, then pop it. If a type occupies two stack entries, then the logical top of the stack is really the type just below the top, and the top of the stack is the unusable type _top_.
4.10 Verification of class Files

THE CLASS FILE FORMAT

popMatchingType([ActualType | OperandStack],
    Type, OperandStack, ActualType) :-
    sizeof(Type, 1),
    isAssignable(ActualType, Type).

popMatchingType([top, ActualType | OperandStack],
    Type, OperandStack, ActualType) :-
    sizeof(Type, 2),
    isAssignable(ActualType, Type).

sizeof(X, 2) :- isAssignable(X, twoWord).
sizeof(X, 1) :- isAssignable(X, oneWord).
ssizeof(top, 1).

Push a logical type onto the stack. The exact behavior varies with the size of the type. If the pushed type is of size 1, we just push it onto the stack. If the pushed type is of size 2, we push it, and then push top.

pushOperandStack(OperandStack, 'void', OperandStack).
pushOperandStack(OperandStack, Type, [Type | OperandStack]) :-
    sizeof(Type, 1).
pushOperandStack(OperandStack, Type, [top, Type | OperandStack]) :-
    sizeof(Type, 2).

Push a list of types onto the stack if there is space.

canSafelyPush(Environment, InputOperandStack, Type, OutputOperandStack) :-
pushOperandStack(InputOperandStack, Type, OutputOperandStack),
operandStackHasLegalLength(Environment, OutputOperandStack).

canSafelyPushList(Environment, InputOperandStack, Types, OutputOperandStack) :-
canPushList(InputOperandStack, Types, OutputOperandStack),
operandStackHasLegalLength(Environment, OutputOperandStack).

canPushList(InputOperandStack, [], InputOperandStack).
canPushList(InputOperandStack, [Type | Rest], OutputOperandStack) :-
pushOperandStack(InputOperandStack, Type, InterimOperandStack),
canPushList(InterimOperandStack, Rest, OutputOperandStack).

Manipulation of the operand stack by the $dup$ instructions is specified entirely in terms of the category of types for values on the stack (§2.11.1).

Category 1 types occupy a single stack entry. Popping a logical type of category 1, Type, off the stack is possible if the top of the stack is Type and Type is not top
(otherwise it could denote the upper half of a category 2 type). The result is the incoming stack, with the top entry popped off.

\[
\text{popCategory1}([\text{Type} \mid \text{Rest}], \text{Type}, \text{Rest}) :- \\
\quad \text{Type} \neq \text{top}, \\
\quad \text{sizeOf}(\text{Type}, 1).
\]

Category 2 types occupy two stack entries. Popping a logical type of category 2, Type, off the stack is possible if the top of the stack is type top, and the entry directly below it is Type. The result is the incoming stack, with the top two entries popped off.

\[
\text{popCategory2}([\text{top}, \text{Type} \mid \text{Rest}], \text{Type}, \text{Rest}) :- \\
\quad \text{sizeOf}(\text{Type}, 2).
\]

Most of the type rules for individual instructions (§4.10.1.9) depend on the notion of a valid type transition. A type transition is valid if one can pop a list of expected types off the incoming type state's operand stack and replace them with an expected result type, resulting in a new valid type state. In particular, the size of the operand stack in the new type state must not exceed its maximum declared size.

\[
\text{validTypeTransition}(
\text{Environment}, 
\text{ExpectedTypesOnStack}, 
\text{ResultType}, 
\text{frame}(\text{Locals}, \text{InputOperandStack}, \text{Flags}), 
\text{frame}(\text{Locals}, \text{NextOperandStack}, \text{Flags})) :- \\
\text{popMatchingList}(\text{InputOperandStack}, \text{ExpectedTypesOnStack}, \text{InterimOperandStack}), \\
\text{pushOperandStack}(\text{InterimOperandStack}, \text{ResultType}, \text{NextOperandStack}), \\
\text{operandStackHasLegalLength}(\text{Environment}, \text{NextOperandStack}).
\]
4.10.1.5 **Type Checking Abstract and Native Methods**

Abstract methods and native methods are considered to be type safe if they do not override a final method.

```
methodIsTypeSafe(Class, Method) :-
doesNotOverrideFinalMethod(Class, Method),
methodAccessFlags(Method, AccessFlags),
member(abstract, AccessFlags).
```

```
methodIsTypeSafe(Class, Method) :-
doesNotOverrideFinalMethod(Class, Method),
methodAccessFlags(Method, AccessFlags),
member(native, AccessFlags).
```

```
doesNotOverrideFinalMethod(class('java/lang/Object', L), Method) :-
isBootstrapLoader(L).
```

```
doesNotOverrideFinalMethod(Class, Method) :-
classSuperClassName(Class, SuperclassName),
classDefiningLoader(Class, L),
loadedClass(SuperclassName, L, Superclass),
classMethods(Superclass, MethodList),
finalMethodNotOverridden(Method, Superclass, MethodList).
```

```
finalMethodNotOverridden(Method, Superclass, MethodList) :-
methodName(Method, Name),
methodDescriptor(Method, Descriptor),
member(method(_, Name, Descriptor), MethodList),
isNotFinal(Method, Superclass).
```

```
finalMethodNotOverridden(Method, Superclass, MethodList) :-
methodName(Method, Name),
methodDescriptor(Method, Descriptor),
notMember(method(_, Name, Descriptor), MethodList),
doesNotOverrideFinalMethod(Superclass, Method).
```
4.10.1.6 Type Checking Methods with Code

Non-abstract, non-native methods are type correct if they have code and the code is type correct.

```prolog
methodIsTypeSafe(Class, Method) :-
doesNotOverrideFinalMethod(Class, Method),
methodAccessFlags(Method, AccessFlags),
methodAttributes(Method, Attributes),
notMember(native, AccessFlags),
notMember(abstract, AccessFlags),
member(attribute('Code', _), Attributes),
methodWithCodeIsTypeSafe(Class, Method).
```

A method with code is type safe if it is possible to merge the code and the stack map frames into a single stream such that each stack map frame precedes the instruction it corresponds to, and the merged stream is type correct. The method's exception handlers, if any, must also be legal.

```prolog
methodWithCodeIsTypeSafe(Class, Method) :-
parseCodeAttribute(Class, Method, FrameSize, MaxStack, ParsedCode, Handlers, StackMap),
mergeStackMapAndCode(StackMap, ParsedCode, MergedCode),
methodInitialStackFrame(Class, Method, FrameSize, StackFrame, ReturnType),
Environment = environment(Class, Method, ReturnType, MergedCode, MaxStack, Handlers),
handlersAreLegal( Environment),
mergedCodeIsTypeSafe( Environment, MergedCode, StackFrame).
```
Let us consider exception handlers first.

An exception handler is represented by a functor application of the form:

\[
\text{handler}(\text{Start}, \text{End}, \text{Target}, \text{ClassName})
\]

whose arguments are, respectively, the start and end of the range of instructions covered by the handler, the first instruction of the handler code, and the name of the exception class that this handler is designed to handle.

An exception handler is \textit{legal} if its start (\text{Start}) is less than its end (\text{End}), there exists an instruction whose offset is equal to \text{Start}, there exists an instruction whose offset equals \text{End}, and the handler’s exception class is assignable to the class \text{Throwable}. The exception class of a handler is \text{Throwable} if the handler’s class entry is 0, otherwise it is the class named in the handler.

\[
\text{handlersAreLegal}(\text{Environment}) :-
\text{exceptionHandlers}(\text{Environment}, \text{Handlers}),
\text{checklist}(\text{handlerIsLegal}(\text{Environment}), \text{Handlers}).
\]

\[
\text{handlerIsLegal}(\text{Environment}, \text{Handler}) :-
\text{Handler} = \text{handler}(\text{Start}, \text{End}, \text{Target}, _),
\text{Start} < \text{End},
\text{allInstructions}(\text{Environment}, \text{Instructions}),
\text{member}(\text{instruction}(\text{Start}, _), \text{Instructions}),
\text{offsetStackFrame}(\text{Environment}, \text{Target}, _),
\text{instructionsIncludeEnd}(\text{Instructions}, \text{End}),
\text{currentClassLoader}(\text{Environment}, \text{CurrentLoader}),
\text{handlerExceptionClass}(\text{Handler}, \text{ExceptionClass}, \text{CurrentLoader}),
\text{isBootstrapLoader}(\text{BL}),
\text{isAssignable}(\text{ExceptionClass}, \text{class('java/lang/Throwable', BL)}).
\]

\[
\text{instructionsIncludeEnd}(\text{Instructions}, \text{End}) :-
\text{member}(\text{instruction}(\text{End}, _), \text{Instructions}).
\]

\[
\text{instructionsIncludeEnd}(\text{Instructions}, \text{End}) :-
\text{member}(\text{endOfCode}(\text{End}), \text{Instructions}).
\]

\[
\text{handlerExceptionClass}(\text{handler}(\_, \_, \_, 0),
\text{class('java/lang/Throwable', BL), _}) :-
\text{isBootstrapLoader}(\text{BL}).
\]

\[
\text{handlerExceptionClass}(\text{handler}(\_, \_, \_, \text{Name}),
\text{class(\text{Name, L}, L)}) :-
\text{Name} \neq 0.
\]
Let us now turn to the stream of instructions and stack map frames.

Merging instructions and stack map frames into a single stream involves four cases:

- Merging an empty StackMap and a list of instructions yields the original list of instructions.

\[
\text{mergeStackMapAndCode}([], \text{CodeList}, \text{CodeList}).
\]

- Given a list of stack map frames beginning with the type state for the instruction at Offset, and a list of instructions beginning at Offset, the merged list is the head of the stack map frame list, followed by the head of the instruction list, followed by the merge of the tails of the two lists.

\[
\text{mergeStackMapAndCode}([\text{stackMap}(\text{Offset}, \text{Map}) \mid \text{RestMap}],
[\text{instruction}(\text{Offset}, \text{Parse}) \mid \text{RestCode}],
[\text{stackMap}(\text{Offset}, \text{Map}),
\text{instruction}(\text{Offset}, \text{Parse}) \mid \text{RestMerge}]) :-
\text{mergeStackMapAndCode}(\text{RestMap}, \text{RestCode}, \text{RestMerge}).
\]

- Otherwise, given a list of stack map frames beginning with the type state for the instruction at OffsetM, and a list of instructions beginning at OffsetP, then, if OffsetP < OffsetM, the merged list consists of the head of the instruction list, followed by the merge of the stack map frame list and the tail of the instruction list.

\[
\text{mergeStackMapAndCode}([\text{stackMap}(\text{OffsetM}, \text{Map}) \mid \text{RestMap}],
[\text{instruction}(\text{OffsetP}, \text{Parse}) \mid \text{RestCode}],
[\text{instruction}(\text{OffsetP}, \text{Parse}) \mid \text{RestMerge}]) :-
\text{mergeStackMapAndCode}(\text{RestMap}, \text{RestCode}, \text{RestMerge}).
\]

- Otherwise, the merge of the two lists is undefined. Since the instruction list has monotonically increasing offsets, the merge of the two lists is not defined unless every stack map frame offset has a corresponding instruction offset and the stack map frames are in monotonically increasing order.
To determine if the merged stream for a method is type correct, we first infer the method’s initial type state.

The initial type state of a method consists of an empty operand stack and local variable types derived from the type of this and the arguments, as well as the appropriate flag, depending on whether this is an <init> method.

```
methodInitialStackFrame(Class, Method, FrameSize, frame(Locals, [], Flags),
    ReturnTyple):-
    methodDescriptor(Method, Descriptor),
    parseMethodDescriptor(Descriptor, RawArgs, ReturnType),
    expandTypeList(RawArgs, Args),
    methodInitialThisType(Class, Method, ThisList),
    flags(ThisList, Flags),
    append(ThisList, Args, ThisArgs),
    expandToLength(ThisArgs, FrameSize, top, Locals).
```

Given a list of types, the following clause produces a list where every type of size 2 has been substituted by two entries: one for itself, and one top entry. The result then corresponds to the representation of the list as 32-bit words in the Java Virtual Machine.

```
expandTypeList([], []).
expandTypeList([Item | List], [Item | Result]) :-
    sizeOf(Item, 1),
    expandTypeList(List, Result).
expandTypeList([Item | List], [Item, top | Result]) :-
    sizeOf(Item, 2),
    expandTypeList(List, Result).
flags([uninitializedThis], [flagThisUninit]).
flags(X, []) :- X \= [uninitializedThis].
expandToLength(List, Size, _Filler, List) :-
    length(List, Size).
expandToLength(List, Size, Filler, Result) :-
    length(List, ListLength),
    ListLength < Size,
    Delta is Size - ListLength,
    length(Extra, Delta),
    checklist(=(Filler), Extra),
    append(List, Extra, Result).
```
For the initial type state of an instance method, we compute the type of this and put it in a list. The type of this in the <init> method of Object is Object; in other <init> methods, the type of this is uninitializedThis; otherwise, the type of this in an instance method is class(N, L) where N is the name of the class containing the method and L is its defining class loader.

For the initial type state of a static method, this is irrelevant, so the list is empty.

```prolog
methodInitialThisType(_Class, Method, []) :-
    methodAccessFlags(Method, AccessFlags),
    member(static, AccessFlags),
    methodName(Method, MethodName),
    MethodName \= '<init>'.

methodInitialThisType(Class, Method, [This]) :-
    methodAccessFlags(Method, AccessFlags),
    notMember(static, AccessFlags),
    instanceMethodInitialThisType(Class, Method, This).

instanceMethodInitialThisType(Class, Method, class('java/lang/Object', L)) :-
    methodName(Method, '<init>'),
    classDefiningLoader(Class, L),
    isBootstrapLoader(L),
    classClassName(Class, 'java/lang/Object').

instanceMethodInitialThisType(Class, Method, uninitializedThis) :-
    methodName(Method, '<init>'),
    classClassName(Class, ClassName),
    classDefiningLoader(Class, CurrentLoader),
    superclassChain(ClassName, CurrentLoader, Chain),
    Chain \= [].

instanceMethodInitialThisType(Class, Method, class(ClassName, L)) :-
    methodName(Method, MethodName),
    MethodName \= '<init>',
    classDefiningLoader(Class, L),
    classClassName(Class, ClassName).```
We now compute whether the merged stream for a method is type correct, using the method's initial type state:

- If we have a stack map frame and an incoming type state, the type state must be assignable to the one in the stack map frame. We may then proceed to type check the rest of the stream with the type state given in the stack map frame.

  \[
  \text{mergedCodeIsTypeSafe}(\text{Environment}, [\text{stackMap}(\text{Offset}, \text{MapFrame}) | \text{MoreCode}], \\
  \text{frame}(\text{Locals}, \text{OperandStack}, \text{Flags})) :- \\
  \text{frameIsAssignable}(\text{frame}(\text{Locals}, \text{OperandStack}, \text{Flags}), \text{MapFrame}), \\
  \text{mergedCodeIsTypeSafe}(\text{Environment}, \text{MoreCode}, \text{MapFrame}).
  \]

- A merged code stream is type safe relative to an incoming type state \( T \) if it begins with an instruction \( I \) that is type safe relative to \( T \), and \( I \) satisfies its exception handlers (see below), and the tail of the stream is type safe given the type state following that execution of \( I \).

NextStackFrame indicates what falls through to the following instruction. For an unconditional branch instruction, it will have the special value afterGoto. ExceptionStackFrame indicates what is passed to exception handlers.

  \[
  \text{mergedCodeIsTypeSafe}(\text{Environment}, [\text{instruction}(\text{Offset}, \text{Parse}) | \text{MoreCode}], \\
  \text{frame}(\text{Locals}, \text{OperandStack}, \text{Flags})) :- \\
  \text{instructionIsTypeSafe}(\text{Parse}, \text{Environment}, \text{Offset}, \\
  \text{frame}(\text{Locals}, \text{OperandStack}, \text{Flags}), \\
  \text{NextStackFrame}, \text{ExceptionStackFrame}), \\
  \text{instructionSatisfiesHandlers}(\text{Environment}, \text{Offset}, \text{ExceptionStackFrame}), \\
  \text{mergedCodeIsTypeSafe}(\text{Environment}, \text{MoreCode}, \text{NextStackFrame}).
  \]

- After an unconditional branch (indicated by an incoming type state of afterGoto), if we have a stack map frame giving the type state for the following instructions, we can proceed and type check them using the type state provided by the stack map frame.

  \[
  \text{mergedCodeIsTypeSafe}(\text{Environment}, [\text{stackMap}(\text{Offset}, \text{MapFrame}) | \text{MoreCode}], \\ 
  \text{afterGoto}) :- \\
  \text{mergedCodeIsTypeSafe}(\text{Environment}, \text{MoreCode}, \text{MapFrame}).
  \]

- It is illegal to have code after an unconditional branch without a stack map frame being provided for it.

  \[
  \text{mergedCodeIsTypeSafe}(\_\_\text{Environment}, [\text{instruction}(\_, \_) | \_\_\text{MoreCode}], \\
  \text{afterGoto}) :- \\
  \text{writeLn}('\text{No stack frame after unconditional branch'}, \\
  \text{fail}.
  \]

- If we have an unconditional branch at the end of the code, stop.
mergedCodeIsTypeSafe(_Environment, [endOfCode(Offset)], afterGoto).

Branching to a target is type safe if the target has an associated stack frame, Frame, and the current stack frame, StackFrame, is assignable to Frame.

\[
\text{targetIsTypeSafe}(\text{Environment}, \text{StackFrame}, \text{Target}) :- \\
\text{offsetStackFrame}(\text{Environment}, \text{Target}, \text{Frame}), \\
\text{frameIsAssignable}(\text{StackFrame}, \text{Frame}).
\]

An instruction satisfies its exception handlers if it satisfies every exception handler that is applicable to the instruction.

\[
\text{instructionSatisfiesHandlers}(\text{Environment}, \text{Offset}, \text{ExceptionStackFrame}) :- \\
\text{exceptionHandlers}(\text{Environment}, \text{Handlers}), \\
\text{sublist}(\text{isApplicableHandler}(\text{Offset}), \text{Handlers}, \text{ApplicableHandlers}), \\
\text{checklist}(\text{instructionSatisfiesHandler}(\text{Environment}, \text{ExceptionStackFrame}), \text{ApplicableHandlers}).
\]

An exception handler is applicable to an instruction if the offset of the instruction is greater or equal to the start of the handler's range and less than the end of the handler's range.

\[
\text{isApplicableHandler}(\text{Offset}, \text{handler}(\text{Start}, \text{End}, \text{Target}, \text{ClassName})) :- \\
\text{Offset} \geq \text{Start}, \\
\text{Offset} < \text{End}.
\]

An instruction satisfies an exception handler if the instruction's outgoing type state is ExcStackFrame, and the handler's target (the initial instruction of the handler code) is type safe assuming an incoming type state \(T\). The type state \(T\) is derived from ExcStackFrame by replacing the operand stack with a stack whose sole element is the handler's exception class.

\[
\text{instructionSatisfiesHandler}(\text{Environment}, \text{ExcStackFrame}, \text{Handler}) :- \\
\text{Handler} = \text{handler}(\_, \_, \text{Target}, \_), \\
\text{currentClassLoader}(\text{Environment}, \text{CurrentLoader}), \\
\text{handlerExceptionClass}(\text{Handler}, \text{ExceptionClass}, \text{CurrentLoader}), \\
/\!* \text{The stack consists of just the exception.} */ \\
\text{ExcStackFrame} = \text{frame}(\text{Locals}, \_, \text{Flags}), \\
\text{TrueExcStackFrame} = \text{frame}(\text{Locals}, [\text{ExceptionClass}], \text{Flags}), \\
\text{operandStackHasLegalLength}(\text{Environment}, \text{TrueExcStackFrame}), \\
\text{targetIsTypeSafe}(\text{Environment}, \text{TrueExcStackFrame}, \text{Target}).
\]
4.10.1.7 Type Checking Load and Store Instructions

All load instructions are variations on a common pattern, varying the type of the value that the instruction loads.

Loading a value of type \textit{Type} from local variable \textit{Index} is type safe, if the type of that local variable is \textit{ActualType}, \textit{ActualType} is assignable to \textit{Type}, and pushing \textit{ActualType} onto the incoming operand stack is a valid type transition (§4.10.1.4) that yields a new type state \textit{NextStackFrame}. After execution of the load instruction, the type state will be \textit{NextStackFrame}.

\begin{verbatim}
loadIsTypeSafe(Environment, Index, Type, StackFrame, NextStackFrame) :-
    StackFrame = frame(Locals, _OperandStack, _Flags),
    nth0(Index, Locals, ActualType),
    isAssignable(ActualType, Type),
    validTypeTransition(Environment, [], ActualType, StackFrame, NextStackFrame).
\end{verbatim}

All store instructions are variations on a common pattern, varying the type of the value that the instruction stores.

In general, a store instruction is type safe if the local variable it references is of a type that is a supertype of \textit{Type}, and the top of the operand stack is of a subtype of \textit{Type}, where \textit{Type} is the type the instruction is designed to store.

More precisely, the store is type safe if one can pop a type \textit{ActualType} that "matches" \textit{Type} (that is, is a subtype of \textit{Type}) off the operand stack (§4.10.1.4), and then legally assign that type the local variable \text{L}_{\text{Index}}.

\begin{verbatim}
storeIsTypeSafe(_Environment, Index, Type, frame(Locals, OperandStack, Flags),
    frame(NextLocals, NextOperandStack, Flags)) :-
    popMatchingType(OperandStack, Type, NextOperandStack, ActualType),
    modifyLocalVariable(Index, ActualType, Locals, NextLocals).
\end{verbatim}

Given local variables \textit{Locals}, modifying \textit{Index} to have type \textit{Type} results in the local variable list \textit{NewLocals}. The modifications are somewhat involved, because some values (and their corresponding types) occupy two local variables. Hence, modifying \text{L}_{\text{N}} may require modifying \text{L}_{\text{N+1}} (because the type will occupy both the \text{N} and \text{N+1} slots) or \text{L}_{\text{N-1}} (because local \text{N} used to be the upper half of the two word value/type starting at local \text{N-1}, and so local \text{N-1} must be invalidated), or both. This is described further below. We start at \text{L}_{0} and count up.

\begin{verbatim}
modifyLocalVariable(Index, Type, Locals, NewLocals) :-
    modifyLocalVariable(0, Index, Type, Locals, NewLocals).
\end{verbatim}
Given LocalsRest, the suffix of the local variable list starting at index I, modifying local variable Index to have type Type results in the local variable list suffix NextLocalsRest.

If I < Index-1, just copy the input to the output and recurse forward. If I = Index-1, the type of local I may change. This can occur if $L_I$ has a type of size 2. Once we set $L_{I+1}$ to the new type (and the corresponding value), the type/value of $L_I$ will be invalidated, as its upper half will be trashed. Then we recurse forward.

\[
\text{modifyLocalVariable}(I, \text{Index}, \text{Type}, [\text{Locals1} \mid \text{LocalsRest}], [\text{Locals1} \mid \text{NextLocalsRest}]) :- I < \text{Index} - 1, I_1 \text{ is } I + 1, \text{modifyLocalVariable}(I_1, \text{Index}, \text{Type}, \text{LocalsRest}, \text{NextLocalsRest}).
\]

\[
\text{modifyLocalVariable}(I, \text{Index}, \text{Type}, [\text{Locals1} \mid \text{LocalsRest}], [\text{NextLocals1} \mid \text{NextLocalsRest}]) :- I =:= \text{Index} - 1, \text{modifyPreIndexVariable}(\text{Locals1}, \text{NextLocals1}), \text{modifyLocalVariable}(\text{Index}, \text{Index}, \text{Type}, \text{LocalsRest}, \text{NextLocalsRest}).
\]

When we find the variable, and it only occupies one word, we change it to Type and we're done. When we find the variable, and it occupies two words, we change its type to Type and the next word to top.

\[
\text{modifyLocalVariable}(\text{Index}, \text{Index}, \text{Type}, \_[\mid \text{LocalsRest}], [\text{Type} \mid \text{LocalsRest}]) :- \text{sizeOf}(\text{Type}, 1).
\]

\[
\text{modifyLocalVariable}(\text{Index}, \text{Index}, \text{Type}, \_[\_ \mid \text{LocalsRest}], [\text{Type, top} \mid \text{LocalsRest}]) :- \text{sizeOf}(\text{Type}, 2).
\]

We refer to a local whose index immediately precedes a local whose type will be modified as a pre-index variable. The future type of a pre-index variable of type InputType is Result. If the type, Type, of the pre-index local is of size 1, it doesn't change. If the type of the pre-index local, Type, is 2, we need to mark the lower half of its two word value as unusable, by setting its type to top.

\[
\text{modifyPreIndexVariable}(\text{Type}, \text{Type}) :- \text{sizeOf}(\text{Type}, 1).
\]

\[
\text{modifyPreIndexVariable}(\text{Type}, \text{top}) :- \text{sizeOf}(\text{Type}, 2).
\]
4.10.1.8 Type Checking for protected Members

All instructions that access members must contend with the rules concerning protected members. This section describes the protected check that corresponds to JLS §6.6.2.1.

The protected check applies only to protected members of superclasses of the current class. protected members in other classes will be caught by the access checking done at resolution (§5.4.4). There are four cases:

- If the name of a class is not the name of any superclass, it cannot be a superclass, and so it can safely be ignored.

\[
\text{passesProtectedCheck}(\text{Environment}, \text{MemberClassName}, \text{MemberName}, \text{MemberDescriptor}, \text{StackFrame}) :-
\text{thisClass}(\text{Environment}, \text{class}(\text{CurrentClassName}, \text{CurrentLoader})),
\text{superclassChain}(\text{CurrentClassName}, \text{CurrentLoader}, \text{Chain}),
\text{notMember}(\text{class}(\text{MemberClassName}, \_), \text{Chain}).
\]

- If the MemberClassName is the same as the name of a superclass, the class being resolved may indeed be a superclass. In this case, if no superclass named MemberClassName in a different run-time package has a protected member named MemberName with descriptor MemberDescriptor, the protected check does not apply.

This is because the actual class being resolved will either be one of these superclasses, in which case we know that it is either in the same run-time package, and the access is legal; or the member in question is not protected and the check does not apply; or it will be a subclass, in which case the check would succeed anyway; or it will be some other class in the same run-time package, in which case the access is legal and the check need not take place; or the verifier need not flag this as a problem, since it will be caught anyway because resolution will per force fail.

\[
\text{passesProtectedCheck}(\text{Environment}, \text{MemberClassName}, \text{MemberName}, \text{MemberDescriptor}, \text{StackFrame}) :-
\text{thisClass}(\text{Environment}, \text{class}(\text{CurrentClassName}, \text{CurrentLoader})),
\text{superclassChain}(\text{CurrentClassName}, \text{CurrentLoader}, \text{Chain}),
\text{member}(\text{class}(\text{MemberClassName}, \_), \text{Chain}),
\text{classesInOtherPkgWithProtectedMember}(
\text{class}(\text{CurrentClassName}, \text{CurrentLoader}),
\text{MemberName}, \text{MemberDescriptor}, \text{MemberClassName}, \text{Chain}, [\_]).
\]

- If there does exist a protected superclass member in a different run-time package, then load MemberClassName; if the member in question is not protected, the check does not apply. (Using a superclass member that is not protected is trivially correct.)
passesProtectedCheck(Environment, MemberClassName, MemberName, MemberDescriptor, 
   frame(_Locals, [Target | Rest], _Flags)) :-
thisClass(Environment, class(CurrentClassName, CurrentLoader)),
superclassChain(CurrentClassName, CurrentLoader, Chain),
member(class(MemberClassName, _), Chain),
classesInOtherPkgWithProtectedMember(
   class(CurrentClassName, CurrentLoader),
   MemberName, MemberDescriptor, MemberClassName, Chain, List),
List /= [],
loadedClass(MemberClassName, CurrentLoader, ReferencedClass),
isNotProtected(ReferencedClass, MemberName, MemberDescriptor).

• Otherwise, use of a member of an object of type Target requires that Target be assignable to the type of the current class.

passesProtectedCheck(Environment, MemberClassName, MemberName, MemberDescriptor, 
   frame(_Locals, [Target | Rest], _Flags)) :-
thisClass(Environment, class(CurrentClassName, CurrentLoader)),
superclassChain(CurrentClassName, CurrentLoader, Chain),
member(class(MemberClassName, _), Chain),
classesInOtherPkgWithProtectedMember(
   class(CurrentClassName, CurrentLoader),
   MemberName, MemberDescriptor, MemberClassName, Chain, List),
List /= [],
loadedClass(MemberClassName, CurrentLoader, ReferencedClass),
isProtected(ReferencedClass, MemberName, MemberDescriptor),
isAssignable(Target, class(CurrentClassName, CurrentLoader)).

The predicate classesInOtherPkgWithProtectedMember(Class, MemberName, MemberDescriptor, MemberClassName, Chain, List) is true if List is the set of classes in Chain with name MemberClassName that are in a different run-time package than Class which have a protected member named MemberName with descriptor MemberDescriptor.
classesInOtherPkgWithProtectedMember(_, _, _, _, [], []). 

classesInOtherPkgWithProtectedMember(Class, MemberName, 
    MemberDescriptor, MemberClassName, 
    [class(MemberClassName, L) | Tail], 
    [class(MemberClassName, L) | T]) :- 
    differentRuntimePackage(Class, class(MemberClassName, L)), 
    loadedClass(MemberClassName, L, Super), 
    isProtected(Super, MemberName, MemberDescriptor), 
    classesInOtherPkgWithProtectedMember(
        Class, MemberName, MemberDescriptor, MemberClassName, Tail, T).

classesInOtherPkgWithProtectedMember(Class, MemberName, 
    MemberDescriptor, MemberClassName, 
    [class(MemberClassName, L) | Tail], 
    T) :- 
    differentRuntimePackage(Class, class(MemberClassName, L)), 
    loadedClass(MemberClassName, L, Super), 
    isNotProtected(Super, MemberName, MemberDescriptor), 
    classesInOtherPkgWithProtectedMember(
        Class, MemberName, MemberDescriptor, MemberClassName, Tail, T).

classesInOtherPkgWithProtectedMember(Class, MemberName, 
    MemberDescriptor, MemberClassName, 
    [class(MemberClassName, L) | Tail], 
    T) :- 
    sameRuntimePackage(Class, class(MemberClassName, L)), 
    classesInOtherPkgWithProtectedMember(
        Class, MemberName, MemberDescriptor, MemberClassName, Tail, T).

sameRuntimePackage(Class1, Class2) :- 
    classDefiningLoader(Class1, L), 
    classDefiningLoader(Class2, L), 
    samePackageName(Class1, Class2).

differentRuntimePackage(Class1, Class2) :- 
    classDefiningLoader(Class1, L1), 
    classDefiningLoader(Class2, L2), 
    L1 \= L2.

differentRuntimePackage(Class1, Class2) :- 
    differentPackageName(Class1, Class2).
4.10.1.9 Type Checking Instructions

In general, the type rule for an instruction is given relative to an environment $\text{Environment}$ that defines the class and method in which the instruction occurs ($\S 4.10.1.1$), and the offset $\text{Offset}$ within the method at which the instruction occurs. The rule states that if the incoming type state $\text{StackFrame}$ fulfills certain requirements, then:

- The instruction is type safe.
- It is provable that the type state after the instruction completes normally has a particular form given by $\text{NextStackFrame}$, and that the type state after the instruction completes abruptly is given by $\text{ExceptionStackFrame}$.

The type state after an instruction completes abruptly is the same as the incoming type state, except that the operand stack is empty.

$$\text{exceptionStackFrame}(\text{StackFrame}, \text{ExceptionStackFrame}) :-$$
$$\text{StackFrame} = \text{frame}(\text{Locals}, \text{OperandStack}, \text{Flags}),$$
$$\text{ExceptionStackFrame} = \text{frame}(\text{Locals}, [], \text{Flags}).$$

Many instructions have type rules that are completely isomorphic to the rules for other instructions. If an instruction $\text{b1}$ is isomorphic to another instruction $\text{b2}$, then the type rule for $\text{b1}$ is the same as the type rule for $\text{b2}$.

$$\text{instructionIsTypeSafe}(\text{Instruction}, \text{Environment}, \text{Offset}, \text{StackFrame}, \text{NextStackFrame}, \text{ExceptionStackFrame}) :-$$
$$\text{instructionHasEquivalentTypeRule}(\text{Instruction}, \text{IsomorphicInstruction}),$$
$$\text{instructionIsTypeSafe}(\text{IsomorphicInstruction}, \text{Environment}, \text{Offset},$$
$$\text{StackFrame}, \text{NextStackFrame},$$
$$\text{ExceptionStackFrame}).$$

The English language description of each rule is intended to be readable, intuitive, and concise. As such, the description avoids repeating all the contextual assumptions given above. In particular:

- The description does not explicitly mention the environment.
- When the description speaks of the operand stack or local variables in the following, it is referring to the operand stack and local variable components of a type state: either the incoming type state or the outgoing one.
- The type state after the instruction completes abruptly is almost always identical to the incoming type state. The description only discusses the type state after the instruction completes abruptly when that is not the case.
• The description speaks of popping and pushing types onto the operand stack, and does not explicitly discuss issues of stack underflow or overflow. The description assumes these operations can be completed successfully, but the Prolog clauses for operand stack manipulation ensure that the necessary checks are made.

• The description discusses only the manipulation of logical types. In practice, some types take more than one word. The description abstracts from these representation details, but the Prolog clauses that manipulate data do not.

Any ambiguities can be resolved by referring to the formal Prolog clauses.
aa\text{load}

An aaload instruction is type safe iff one can validly replace types matching \texttt{int} and an array type with component type \texttt{ComponentType} where \texttt{ComponentType} is a subtype of \texttt{Object}, with \texttt{ComponentType} yielding the outgoing type state.

\begin{verbatim}
instructionIsTypeSafe(aaload, Environment, _Offset, StackFrame,
                       NextStackFrame, ExceptionStackFrame) :-
    nth1OperandStackIs(2, StackFrame, ArrayType),
    arrayComponentType(ArrayType, ComponentType),
    isBootstrapLoader(BL),
    validTypeTransition(Environment,
                         [int, arrayOf(class('java/lang/Object', BL))],
                         ComponentType, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}

The component type of an array of \texttt{X} is \texttt{X}. We define the component type of \texttt{null} to be \texttt{null}.

\begin{verbatim}
arrayComponentType(arrayOf(X), X).
arrayComponentType(null, null).
\end{verbatim}
An `aastore` instruction is type safe iff one can validly pop types matching `Object`, `int`, and an array of `Object` off the incoming operand stack yielding the outgoing type state.

```
instructionIsTypeSafe(aastore, _Environment, _Offset, StackFrame,
                      NextStackFrame, ExceptionStackFrame) :-
  isBootstrapLoader(BL),
  canPop(StackFrame, 
      [class('java/lang/Object', BL),
       int,
       arrayOf(class('java/lang/Object', BL))],
      NextStackFrame),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
An `acost_null` instruction is type safe if one can validly push the type `null` onto the incoming operand stack yielding the outgoing type state.

```
instructionIsTypeSafe(acost_null, Environment, _Offset, StackFrame, 
NextStackFrame, ExceptionStackFrame) :-
    validTypeTransition(Environment, [], null, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
An `aload` instruction with operand `Index` is type safe and yields an outgoing type state `NextStackFrame`, if a load instruction with operand `Index` and type `reference` is type safe and yields an outgoing type state `NextStackFrame`.

```
instructionIsTypeSafe(aload(Index), Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
    loadIsTypeSafe(Environment, Index, reference, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
The instructions `aload_<n>`, for $0 \leq n \leq 3$, are type safe iff the equivalent `aload` instruction is type safe.

```
instructionHasEquivalentTypeRule(aload_0, load(0)).
instructionHasEquivalentTypeRule(aload_1, load(1)).
instructionHasEquivalentTypeRule(aload_2, load(2)).
instructionHasEquivalentTypeRule(aload_3, load(3)).
```
An *anewarray* instruction with operand \( CP \) is type safe iff \( CP \) refers to a constant pool entry denoting either a class type or an array type, and one can legally replace a type matching \( \text{int} \) on the incoming operand stack with an array with component type \( CP \) yielding the outgoing type state.

\[
\text{instructionIsTypeSafe}(\text{anewarray}(CP), \text{Environment}, \_\text{Offset}, \text{StackFrame}, \\
\quad \text{NextStackFrame}, \text{ExceptionStackFrame}) :- \\
\quad (CP = \text{class}(_\_); CP = \text{arrayOf}(_\_)), \\
\quad \text{validTypeTransition}(\text{Environment}, [\text{int}], \text{arrayOf}(CP), \\
\quad \quad \text{StackFrame}, \text{NextStackFrame}), \\
\quad \text{exceptionStackFrame}(\text{StackFrame}, \text{ExceptionStackFrame}).
\]
An `areturn` instruction is type safe iff the enclosing method has a declared return type, `ReturnType`, that is a `reference` type, and one can validly pop a type matching `ReturnType` off the incoming operand stack.

```
instructionIsTypeSafe(areturn, Environment, _Offset, StackFrame, afterGoto, ExceptionStackFrame) :-
  thisMethodReturnType(Environment, ReturnType),
  isAssignable(ReturnType, reference),
  canPop(StackFrame, [ReturnType], _PoppedStackFrame),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
An `arraylength` instruction is type safe iff one can validly replace an array type on the incoming operand stack with the type `int` yielding the outgoing type state.

```
iinstructionIsTypeSafe(arraylength, Environment, _Offset, StackFrame, 
                         NextStackFrame, ExceptionStackFrame) :- 
    nth1OperandStackIs(1, StackFrame, ArrayType),
    arrayComponentType(ArrayType, _),
    validTypeTransition(Environment, [top], int, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
An *astore* instruction with operand *Index* is type safe and yields an outgoing type state *NextStackFrame*, if a store instruction with operand *Index* and type *reference* is type safe and yields an outgoing type state *NextStackFrame*.

\[
\text{instructionIsTypeSafe(astore(Index), Environment, Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-}
\text{storeIsTypeSafe(Environment, Index, reference, StackFrame, NextStackFrame),}
\text{exceptionStackFrame(StackFrame, ExceptionStackFrame).}
\]
The instructions \texttt{astore\_<n>}, for $0 \leq n \leq 3$, are type safe iff the equivalent \texttt{astore} instruction is type safe.

\begin{verbatim}
instructionHasEquivalentTypeRule(astore_0, astore(0)).
instructionHasEquivalentTypeRule(astore_1, astore(1)).
instructionHasEquivalentTypeRule(astore_2, astore(2)).
instructionHasEquivalentTypeRule(astore_3, astore(3)).
\end{verbatim}
An `athrow` instruction is type safe iff the top of the operand stack matches `Throwable`.

```
instructionIsTypeSafe(athrow, _Environment, _Offset, StackFrame,  
afterGoto, ExceptionStackFrame) :-  
isBootstrapLoader(BL),  
canPop(StackFrame, [class('java/lang/Throwable', BL)], _PoppedStackFrame),  
exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
A `baload` instruction is type safe iff one can validly replace types matching `int` and a small array type on the incoming operand stack with `int` yielding the outgoing type state.

```
instructionIsTypeSafe(baload, Environment, _Offset, StackFrame,
    NextStackFrame, ExceptionStackFrame) :
    nth1OperandStackIs(2, StackFrame, ArrayType),
    isSmallArray(ArrayType),
    validTypeTransition(Environment, [int, top], int,
        StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```

An array type is a *small array type* if it is an array of `byte`, an array of `boolean`, or a subtype thereof (`null`).

```
isSmallArray(arrayOf(byte)).
isSmallArray(arrayOf(boolean)).
isSmallArray(null).
```
A *bastore* instruction is type safe iff one can validly pop types matching `int, int` and a small array type off the incoming operand stack yielding the outgoing type state.

\[
\text{instructionIsTypeSafe(bastore, } _\text{Environment}, _\text{Offset}, \text{StackFrame, NextStackFrame, ExceptionStackFrame)} : - \\
\text{nth1OperandStackIs(3, StackFrame, ArrayType),} \\
\text{isSmallArray(ArrayType),} \\
\text{canPop(StackFrame, [int, int, top], NextStackFrame),} \\
\text{exceptionStackFrame(StackFrame, ExceptionStackFrame).}
\]
A \textit{bipush} instruction is type safe iff the equivalent \textit{sipush} instruction is type safe.

\text{instructionHasEquivalentTypeRule(bipush(Value), sipush(Value))}.
A *caload* instruction is type safe iff one can validly replace types matching `int` and array of `char` on the incoming operand stack with `int` yielding the outgoing type state.

\[
\text{instructionIsTypeSafe} \left( \text{caload}, \text{Environment}, \_\text{Offset}, \text{StackFrame}, \text{NextStackFrame}, \text{ExceptionStackFrame} \right) :- \\
\text{validTypeTransition} \left( \text{Environment}, \left[ \text{int}, \text{arrayOf(char)} \right], \text{int}, \text{StackFrame}, \text{NextStackFrame} \right), \\
\text{exceptionStackFrame} \left( \text{StackFrame}, \text{ExceptionStackFrame} \right).
\]
A `castore` instruction is type safe iff one can validly pop types matching \texttt{int}, \texttt{int} and array of \texttt{char} off the incoming operand stack yielding the outgoing type state.

\begin{verbatim}
instructionIsTypeSafe(castore, _Environment, _Offset, StackFrame, 
                      NextStackFrame, ExceptionStackFrame) :- 
    canPop(StackFrame, [int, int, arrayOf(char)], NextStackFrame), 
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}
A `checkcast` instruction with operand \( CP \) is type safe iff \( CP \) refers to a constant pool entry denoting either a class or an array, and one can validly replace the type `Object` on top of the incoming operand stack with the type denoted by \( CP \) yielding the outgoing type state.

\[
\text{instructionIsTypeSafe}(\text{checkcast}(CP), \text{Environment}, \_\text{Offset}, \text{StackFrame}, \\
\quad \text{NextStackFrame}, \text{ExceptionStackFrame}) :\quad \\
\text{(CP} = \text{class(\_, \_)} \lor \text{CP} = \text{arrayOf(\_)}), \\
\text{isBootstrapLoader(BL)}, \\
\text{validTypeTransition(Environment, [class('java/lang/Object', BL)], CP,} \\
\quad \text{StackFrame, NextStackFrame)}, \\
\text{exceptionStackFrame(StackFrame, ExceptionStackFrame)}. \\
\]

\( CP \)
A \textit{d2f} instruction is type safe if one can validly pop \texttt{double} off the incoming operand stack and replace it with \texttt{float}, yielding the outgoing type state.

\begin{verbatim}
instructionIsTypeSafe(d2f, Environment, _Offset, StackFrame,
NextStackFrame, ExceptionStackFrame) :-
  validTypeTransition(Environment, [double], float,
  StackFrame, NextStackFrame),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}
A \textit{d2i} instruction is type safe if one can validly pop \texttt{double} off the incoming operand stack and replace it with \texttt{int}, yielding the outgoing type state.

\begin{verbatim}
instructionIsTypeSafe(d2i, Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
  validTypeTransition(Environment, [double], int, StackFrame, NextStackFrame),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}
A $d2l$ instruction is type safe if one can validly pop double off the incoming operand stack and replace it with long, yielding the outgoing type state.

\[
\text{instructionIsTypeSafe}(d2l, \text{Environment}, \_\text{Offset}, \text{StackFrame}, \\
\quad \text{NextStackFrame}, \text{ExceptionStackFrame}) :- \\
\quad \text{validTypeTransition}(\text{Environment}, \{\text{double}\}, \text{long}, \\
\quad \quad \text{StackFrame}, \text{NextStackFrame}), \\
\quad \text{exceptionStackFrame}(\text{StackFrame}, \text{ExceptionStackFrame}).
\]
A `dadd` instruction is type safe iff one can validly replace types matching `double` and `double` on the incoming operand stack with `double` yielding the outgoing type state.

```
instructionIsTypeSafe(dadd, Environment, _Offset, StackFrame,
                      NextStackFrame, ExceptionStackFrame) :-
    validTypeTransition(Environment, [double, double], double,
                         StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
A `daload` instruction is type safe iff one can validly replace types matching `int` and `array of double` on the incoming operand stack with `double` yielding the outgoing type state.

```
instructionIsTypeSafe(daload, Environment, _Offset, StackFrame,
    NextStackFrame, ExceptionStackFrame) :-
    validTypeTransition(Environment, [int, arrayOf(double)], double,
        StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
A `dastore` instruction is type safe iff one can validly pop types matching `double`, `int` and array of `double` off the incoming operand stack yielding the outgoing type state.

```
instructionIsTypeSafe(dastore, _Environment, _Offset, StackFrame,
                      NextStackFrame, ExceptionStackFrame) :-
    canPop(StackFrame, [double, int, arrayOf(double)], NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
A `dcmp<op>` instruction is type safe iff one can validly replace types matching `double` and `double` on the incoming operand stack with `int` yielding the outgoing type state.

\[
\text{instructionIsTypeSafe}(\text{dcmp}, \text{Environment}, \_\text{Offset}, \text{StackFrame}, \\
\quad \text{NextStackFrame}, \text{ExceptionStackFrame}) :- \\
\text{validTypeTransition}(\text{Environment}, [\text{double}, \text{double}], \text{int}, \\
\quad \text{StackFrame}, \text{NextStackFrame}), \\
\text{exceptionStackFrame}(\text{StackFrame}, \text{ExceptionStackFrame}).
\]

A `dcmpl` instruction is type safe iff the equivalent `dcmpg` instruction is type safe.

\[
\text{instructionHasEquivalentTypeRule}(\text{dcmpl}, \text{dcmpg}).
\]
A \textit{dconst}_0 instruction is type safe if one can validly push the type \texttt{double} onto the incoming operand stack yielding the outgoing type state.

\begin{verbatim}
instructionIsTypeSafe(dconst_0, Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
  validTypeTransition(Environment, [], double, StackFrame, NextStackFrame),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}

A \textit{dconst}_1 instruction is type safe iff the equivalent \textit{dconst}_0 instruction is type safe.

\begin{verbatim}
instructionHasEquivalentTypeRule(dconst_1, dconst_0).
\end{verbatim}
A `ddiv` instruction is type safe iff the equivalent `dadd` instruction is type safe.

\[
\text{instructionHasEquivalentTypeRule}(\text{ddiv}, \text{dadd}).
\]
A `dload` instruction with operand `Index` is type safe and yields an outgoing type state `NextStackFrame`, if a load instruction with operand `Index` and type `double` is type safe and yields an outgoing type state `NextStackFrame`.

```
instructionIsTypeSafe(dload(Index), Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
    loadIsTypeSafe(Environment, Index, double, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
4.10 Verification of class Files

**THE CLASS FILE FORMAT**

\[
\text{dload}_{\langle n \rangle} \quad \text{dload}_{\langle n \rangle}
\]

The instructions \( dload_{\langle n \rangle} \), for \( 0 \leq n \leq 3 \), are typesafe iff the equivalent \( dload \) instruction is type safe.

\[
\begin{align*}
\text{instructionHasEquivalentTypeRule}(dload_0, dload(0)). \\
\text{instructionHasEquivalentTypeRule}(dload_1, dload(1)). \\
\text{instructionHasEquivalentTypeRule}(dload_2, dload(2)). \\
\text{instructionHasEquivalentTypeRule}(dload_3, dload(3)).
\end{align*}
\]
A *dmul* instruction is type safe iff the equivalent *dadd* instruction is type safe.

\[ \text{instructionHasEquivalentTypeRule}(\text{dmul}, \text{dadd}). \]
A `dneg` instruction is type safe iff there is a type matching `double` on the incoming operand stack. The `dneg` instruction does not alter the type state.

\[
\text{instructionIsTypeSafe(dneg, Environment, } _\text{Offset}, \text{ StackFrame, NextStackFrame, ExceptionStackFrame) :-}
\]
\[
\text{validTypeTransition(Environment, [double], double, StackFrame, NextStackFrame),}
\]
\[
\text{exceptionStackFrame(StackFrame, ExceptionStackFrame).}
\]
A `drem` instruction is type safe iff the equivalent `dadd` instruction is type safe.

```
instructionHasEquivalentTypeRule(drem, dadd).
```
A dreturn instruction is type safe if the enclosing method has a declared return type of double, and one can validly pop a type matching double off the incoming operand stack.

```
instructionIsTypeSafe(dreturn, Environment, _Offset, StackFrame, afterGoto, ExceptionStackFrame) :-
    thisMethodReturnType(Environment, double),
    canPop(StackFrame, [double], _PoppedStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
A `dstore` instruction with operand `Index` is type safe and yields an outgoing type state `NextStackFrame`, if a store instruction with operand `Index` and type `double` is type safe and yields an outgoing type state `NextStackFrame`.

```
instructionIsTypeSafe(dstore(Index), Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
    storeIsTypeSafe(Environment, Index, double, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
The instructions \texttt{dstore}_\texttt{<n>}, for \(0 \leq n \leq 3\), are type safe iff the equivalent \texttt{dstore} instruction is type safe.

\begin{verbatim}
instructionHasEquivalentTypeRule(dstore_0, dstore(0)).
instructionHasEquivalentTypeRule(dstore_1, dstore(1)).
instructionHasEquivalentTypeRule(dstore_2, dstore(2)).
instructionHasEquivalentTypeRule(dstore_3, dstore(3)).
\end{verbatim}
A `dsub` instruction is type safe iff the equivalent `dadd` instruction is type safe.

```
instructionHasEquivalentTypeRule(dsub, dadd).
```
dup

dup

A *dup* instruction is type safe iff one can validly replace a category 1 type, $\text{Type}$, with the types $\text{Type}$, $\text{Type}$, yielding the outgoing type state.

\[
\text{instructionIsTypeSafe}(\text{dup}, \text{Environment}, _{\text{Offset}}, \text{StackFrame}, \\
\text{NextStackFrame}, \text{ExceptionStackFrame}) :- \\
\text{StackFrame} = \text{frame}(\text{Locals}, \text{InputOperandStack}, \text{Flags}), \\
\text{popCategory1}(\text{InputOperandStack}, \text{Type}, _), \\
\text{canSafelyPush}(\text{Environment}, \text{InputOperandStack}, \text{Type}, \text{OutputOperandStack}), \\
\text{NextStackFrame} = \text{frame}(\text{Locals}, \text{OutputOperandStack}, \text{Flags}), \\
\text{exceptionStackFrame}(\text{StackFrame}, \text{ExceptionStackFrame}).
\]
A `dup_x1` instruction is type safe iff one can validly replace two category 1 types, `Type1`, and `Type2`, on the incoming operand stack with the types `Type1`, `Type2`, `Type1`, yielding the outgoing type state.

```
instructionIsTypeSafe(dup_x1, Environment, _Offset, StackFrame,
    NextStackFrame, ExceptionStackFrame) :-
    StackFrame = frame(Locals, InputOperandStack, Flags),
    popCategory1(InputOperandStack, Type1, Stack1),
    popCategory1(Stack1, Type2, Rest),
    canSafelyPushList(Environment, Rest, [Type1, Type2, Type1],
        OutputOperandStack),
    NextStackFrame = frame(Locals, OutputOperandStack, Flags),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
A \textit{dup\_x2} instruction is type safe iff it is a \textit{type safe form} of the \textit{dup\_x2} instruction.

\begin{verbatim}
instructionIsTypeSafe(dup_x2, Environment, _Offset, StackFrame,
    NextStackFrame, ExceptionStackFrame) :-
    StackFrame = frame(Locals, InputOperandStack, Flags),
    dup_x2SomeFormIsTypeSafe(Environment, InputOperandStack, OutputOperandStack),
    NextStackFrame = frame(Locals, OutputOperandStack, Flags),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}

A \textit{dup\_x2} instruction is a \textit{type safe form} of the \textit{dup\_x2} instruction iff it is a \textit{type safe form 1 \textit{dup\_x2}} instruction or a \textit{type safe form 2 \textit{dup\_x2}} instruction.

\begin{verbatim}
dup_x2SomeFormIsTypeSafe(Environment, InputOperandStack, OutputOperandStack) :-
    dup_x2Form1IsTypeSafe(Environment, InputOperandStack, OutputOperandStack).

dup_x2SomeFormIsTypeSafe(Environment, InputOperandStack, OutputOperandStack) :-
    dup_x2Form2IsTypeSafe(Environment, InputOperandStack, OutputOperandStack).
\end{verbatim}

A \textit{dup\_x2} instruction is a \textit{type safe form 1 \textit{dup\_x2}} instruction iff one can validly replace three category 1 types, \textit{Type1}, \textit{Type2}, \textit{Type3} on the incoming operand stack with the types \textit{Type1}, \textit{Type2}, \textit{Type3}, \textit{Type1}, yielding the outgoing type state.

\begin{verbatim}
dup_x2Form1IsTypeSafe(Environment, InputOperandStack, OutputOperandStack) :-
    popCategory1(InputOperandStack, Type1, Stack1),
    popCategory1(Stack1, Type2, Stack2),
    popCategory1(Stack2, Type3, Rest),
    canSafelyPushList(Environment, Rest, [Type1, Type3, Type2, Type1],
        OutputOperandStack).
\end{verbatim}

A \textit{dup\_x2} instruction is a \textit{type safe form 2 \textit{dup\_x2}} instruction iff one can validly replace a category 1 type, \textit{Type1}, and a category 2 type, \textit{Type2}, on the incoming operand stack with the types \textit{Type1}, \textit{Type2}, \textit{Type1}, yielding the outgoing type state.

\begin{verbatim}
dup_x2Form2IsTypeSafe(Environment, InputOperandStack, OutputOperandStack) :-
    popCategory1(InputOperandStack, Type1, Stack1),
    popCategory2(Stack1, Type2, Rest),
    canSafelyPushList(Environment, Rest, [Type1, Type2, Type1],
        OutputOperandStack).
\end{verbatim}
A `dup2` instruction is type safe iff it is a *type safe form* of the `dup2` instruction.

\[
\text{instructionIsTypeSafe}(\text{dup2}, \text{Environment}, \_\text{Offset}, \text{StackFrame}, \\
\quad \text{NextStackFrame}, \text{ExceptionStackFrame}) ::= \\
\text{StackFrame} = \text{frame}(\text{Locals}, \text{InputOperandStack}, \text{Flags}), \\
\text{dup2SomeFormIsTypeSafe}(\text{Environment}, \text{InputOperandStack}, \text{OutputOperandStack}), \\
\text{NextStackFrame} = \text{frame}(\text{Locals}, \text{OutputOperandStack}, \text{Flags}), \\
\text{exceptionStackFrame}(\text{StackFrame}, \text{ExceptionStackFrame}).
\]

A `dup2` instruction is a *type safe form* of the `dup2` instruction iff it is a *type safe form 1 `dup2` instruction* or a *type safe form 2 `dup2` instruction*.

\[
\text{dup2SomeFormIsTypeSafe}(\text{Environment}, \text{InputOperandStack}, \text{OutputOperandStack}) ::= \\
\text{dup2Form1IsTypeSafe}(\text{Environment}, \text{InputOperandStack}, \text{OutputOperandStack}).
\]

\[
\text{dup2SomeFormIsTypeSafe}(\text{Environment}, \text{InputOperandStack}, \text{OutputOperandStack}) ::= \\
\text{dup2Form2IsTypeSafe}(\text{Environment}, \text{InputOperandStack}, \text{OutputOperandStack}).
\]

A `dup2` instruction is a *type safe form 1 `dup2` instruction* iff one can validly replace two category 1 types, `Type1` and `Type2` on the incoming operand stack with the types `Type1`, `Type2`, `Type1`, `Type2`, yielding the outgoing type state.

\[
\text{dup2Form1IsTypeSafe}(\text{Environment}, \text{InputOperandStack}, \text{OutputOperandStack})::=
\text{popCategory1}(\text{InputOperandStack}, \text{Type1}, \text{TempStack}), \\
\text{popCategory1}(\text{TempStack}, \text{Type2}, \_), \\
\text{canSafelyPushList}(\text{Environment}, \text{InputOperandStack}, [\text{Type1}, \text{Type2}], \\
\quad \text{OutputOperandStack}).
\]

A `dup2` instruction is a *type safe form 2 `dup2` instruction* iff one can validly replace a category 2 type, `Type` on the incoming operand stack with the types `Type`, `Type`, yielding the outgoing type state.

\[
\text{dup2Form2IsTypeSafe}(\text{Environment}, \text{InputOperandStack}, \text{OutputOperandStack})::=
\text{popCategory2}(\text{InputOperandStack}, \text{Type}, \_), \\
\text{canSafelyPush}(\text{Environment}, \text{InputOperandStack}, \text{Type}, \text{OutputOperandStack}).
\]
A `dup2_x1` instruction is type safe iff it is a type safe form of the `dup2_x1` instruction.

\[
\text{instructionIsTypeSafe}(\text{dup2}_x\text{1}, \text{Environment}, \_\text{Offset}, \text{StackFrame}, \\
\text{NextStackFrame}, \text{ExceptionStackFrame}) :\neg \\
\text{StackFrame} = \text{frame}(\text{Locals}, \text{InputOperandStack}, \text{Flags}), \\
\text{dup2}_x\text{1SomeFormIsTypeSafe}(\text{Environment}, \text{InputOperandStack}, \text{OutputOperandStack}), \\
\text{NextStackFrame} = \text{frame}(\text{Locals}, \text{OutputOperandStack}, \text{Flags}), \\
\text{exceptionStackFrame}(\text{StackFrame}, \text{ExceptionStackFrame}).
\]

A `dup2_x1` instruction is a type safe form of the `dup2_x1` instruction iff it is a type safe form 1 `dup2_x1` instruction or a type safe form 2 `dup2_x1` instruction.

\[
\text{dup2}_x\text{1SomeFormIsTypeSafe}(\text{Environment}, \text{InputOperandStack}, \text{OutputOperandStack}) :\neg \\
\text{dup2}_x\text{1Form1IsTypeSafe}(\text{Environment}, \text{InputOperandStack}, \text{OutputOperandStack}).
\]

\[
\text{dup2}_x\text{1SomeFormIsTypeSafe}(\text{Environment}, \text{InputOperandStack}, \text{OutputOperandStack}) :\neg \\
\text{dup2}_x\text{1Form2IsTypeSafe}(\text{Environment}, \text{InputOperandStack}, \text{OutputOperandStack}).
\]

A `dup2_x1` instruction is a type safe form 1 `dup2_x1` instruction iff one can validly replace three category 1 types, `\text{Type1}`, `\text{Type2}`, `\text{Type3}`, on the incoming operand stack with the types `\text{Type1}`, `\text{Type2}`, `\text{Type3}`, `\text{Type1}`, `\text{Type2}`, yielding the outgoing type state.

\[
\text{dup2}_x\text{1Form1IsTypeSafe}(\text{Environment}, \text{InputOperandStack}, \text{OutputOperandStack}) :\neg \\
\text{popCategory1}(\text{InputOperandStack}, \text{Type1}, \text{Stack1}), \\
\text{popCategory1}(\text{Stack1}, \text{Type2}, \text{Stack2}), \\
\text{popCategory1}(\text{Stack2}, \text{Type3}, \text{Rest}), \\
\text{canSafelyPushList}(\text{Environment}, \text{Rest}, [\text{Type2}, \text{Type1}, \text{Type3}, \text{Type2}, \text{Type1}], \\
\text{OutputOperandStack}).
\]

A `dup2_x1` instruction is a type safe form 2 `dup2_x1` instruction iff one can validly replace a category 2 type, `\text{Type1}`, and a category 1 type, `\text{Type2}`, on the incoming operand stack with the types `\text{Type1}`, `\text{Type2}`, `\text{Type1}`, yielding the outgoing type state.

\[
\text{dup2}_x\text{1Form2IsTypeSafe}(\text{Environment}, \text{InputOperandStack}, \text{OutputOperandStack}) :\neg \\
\text{popCategory2}(\text{InputOperandStack}, \text{Type1}, \text{Stack1}), \\
\text{popCategory1}(\text{Stack1}, \text{Type2}, \text{Rest}), \\
\text{canSafelyPushList}(\text{Environment}, \text{Rest}, [\text{Type1}, \text{Type2}, \text{Type1}], \\
\text{OutputOperandStack}).
\]
A `dup2_x2` instruction is type safe iff it is a type safe form of the `dup2_x2` instruction.

```
instructionIsTypeSafe(dup2_x2, Environment, _Offset, StackFrame, 
    NextStackFrame, ExceptionStackFrame) :-
    StackFrame = frame(Locals, InputOperandStack, Flags),
    dup2_x2SomeFormIsTypeSafe(Environment, InputOperandStack, OutputOperandStack),
    NextStackFrame = frame(Locals, OutputOperandStack, Flags),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```

A `dup2_x2` instruction is a type safe form of the `dup2_x2` instruction iff one of the following holds:

- it is a type safe form 1 `dup2_x2` instruction.
- it is a type safe form 2 `dup2_x2` instruction.
- it is a type safe form 3 `dup2_x2` instruction.
- it is a type safe form 4 `dup2_x2` instruction.

```
dup2_x2SomeFormIsTypeSafe(Environment, InputOperandStack, OutputOperandStack) :-
    dup2_x2Form1IsTypeSafe(Environment, InputOperandStack, OutputOperandStack).

dup2_x2SomeFormIsTypeSafe(Environment, InputOperandStack, OutputOperandStack) :-
    dup2_x2Form2IsTypeSafe(Environment, InputOperandStack, OutputOperandStack).

dup2_x2SomeFormIsTypeSafe(Environment, InputOperandStack, OutputOperandStack) :-
    dup2_x2Form3IsTypeSafe(Environment, InputOperandStack, OutputOperandStack).

dup2_x2SomeFormIsTypeSafe(Environment, InputOperandStack, OutputOperandStack) :-
    dup2_x2Form4IsTypeSafe(Environment, InputOperandStack, OutputOperandStack).
```

A `dup2_x2` instruction is a type safe form 1 `dup2_x2` instruction iff one can validly replace four category 1 types, Type1, Type2, Type3, Type4, on the incoming operand stack with the types Type1, Type2, Type3, Type4, Type1, Type2, yielding the outgoing type state.
A dup2_x2 instruction is a type safe form 2 dup2_x2 instruction iff one can validly replace a category 2 type, Type1, and two category 1 types, Type2, Type3, on the incoming operand stack with the types Type1, Type2, Type3, Type1, yielding the outgoing type state.

\begin{verbatim}
dup2_x2Form2IsTypeSafe(Environment, InputOperandStack, OutputOperandStack) :-
popCategory2(InputOperandStack, Type1, Stack1),
popCategory1(Stack1, Type2, Stack2),
popCategory1(Stack2, Type3, Rest),
canSafelyPushList(Environment, Rest,
  [Type1, Type3, Type2, Type1],
  OutputOperandStack).
\end{verbatim}

A dup2_x2 instruction is a type safe form 3 dup2_x2 instruction iff one can validly replace two category 1 types, Type1, Type2, and a category 2 type, Type3, on the incoming operand stack with the types Type1, Type2, Type3, Type1, Type2, Type1, yielding the outgoing type state.

\begin{verbatim}
dup2_x2Form3IsTypeSafe(Environment, InputOperandStack, OutputOperandStack) :-
popCategory1(InputOperandStack, Type1, Stack1),
popCategory1(Stack1, Type2, Stack2),
popCategory2(Stack2, Type3, Rest),
canSafelyPushList(Environment, Rest,
  [Type2, Type1, Type3, Type2, Type1],
  OutputOperandStack).
\end{verbatim}

A dup2_x2 instruction is a type safe form 4 dup2_x2 instruction iff one can validly replace two category 2 types, Type1, Type2, on the incoming operand stack with the types Type1, Type2, Type1, yielding the outgoing type state.

\begin{verbatim}
dup2_x2Form4IsTypeSafe(Environment, InputOperandStack, OutputOperandStack) :-
popCategory2(InputOperandStack, Type1, Stack1),
popCategory2(Stack1, Type2, Rest),
canSafelyPushList(Environment, Rest, [Type1, Type2, Type1],
  OutputOperandStack).
\end{verbatim}
An $f2d$ instruction is type safe if one can validly pop float off the incoming operand stack and replace it with double, yielding the outgoing type state.

\[
\text{instructionIsTypeSafe}(f2d, \text{Environment, } _\text{Offset, StackFrame, NextStackFrame, ExceptionStackFrame}) := \\
\text{validTypeTransition}(\text{Environment, } [\text{float}], \text{double, StackFrame, NextStackFrame}), \\
\text{exceptionStackFrame}(\text{StackFrame, ExceptionStackFrame}).
\]
An \texttt{f2i} instruction is type safe if one can validly pop \texttt{float} off the incoming operand stack and replace it with \texttt{int}, yielding the outgoing type state.

\begin{verbatim}
instructionIsTypeSafe(f2i, Environment, _Offset, StackFrame, 
                      NextStackFrame, ExceptionStackFrame) :-
    validTypeTransition(Environment, [float], int,
                         StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}
An f2l instruction is type safe if one can validly pop float off the incoming operand stack and replace it with long, yielding the outgoing type state.

```
instructionIsTypeSafe(f2l, Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
    validTypeTransition(Environment, [float], long, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
An \textit{fadd} instruction is type safe iff one can validly replace types matching \texttt{float} and \texttt{float} on the incoming operand stack with \texttt{float} yielding the outgoing type state.

\begin{verbatim}
instructionIsTypeSafe(fadd, Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
    validTypeTransition(Environment, [float, float], float, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}
An `faload` instruction is type safe iff one can validly replace types matching `int` and array of `float` on the incoming operand stack with `float` yielding the outgoing type state.

```prolog
instructionIsTypeSafe(faload, Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
    validTypeTransition(Environment, [int, arrayOf(float)], float, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
An *fastore* instruction is type safe iff one can validly pop types matching `float`, `int` and array of `float` off the incoming operand stack yielding the outgoing type state.

```prolog
instructionIsTypeSafe(fastore, _Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
    canPop(StackFrame, [float, int, arrayOf(float)], NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
\texttt{fcmp<op>}

An \textit{fcmp} instruction is type safe iff one can validly replace types matching \texttt{float} and \texttt{float} on the incoming operand stack with \texttt{int} yielding the outgoing type state.

\begin{verbatim}
instructionIsTypeSafe(fcmpg, Environment, _Offset, StackFrame, 
                      NextStackFrame, ExceptionStackFrame) :-
  validTypeTransition(Environment, [float, float], int, 
                       StackFrame, NextStackFrame),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}

An \textit{fcmpl} instruction is type safe iff the equivalent \textit{fcmpg} instruction is type safe.

\begin{verbatim}
instructionHasEquivalentTypeRule(fcmpl, fcmpg).
\end{verbatim}
An `fconst_0` instruction is type safe if one can validly push the type `float` onto the incoming operand stack yielding the outgoing type state.

```
instructionIsTypeSafe(fconst_0, Environment, _Offset, StackFrame,
                       NextStackFrame, ExceptionStackFrame) :-
  validTypeTransition(Environment, [], float, StackFrame, NextStackFrame),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
```

The rules for the other variants of `fconst` are equivalent.

```
instructionHasEquivalentTypeRule(fconst_1, fconst_0).
instructionHasEquivalentTypeRule(fconst_2, fconst_0).
```
An `fdiv` instruction is type safe iff the equivalent `fadd` instruction is type safe.

\[ \text{instructionHasEquivalentTypeRule}(fdiv, fadd). \]
An `fload` instruction with operand `Index` is type safe and yields an outgoing type state `NextStackFrame`, if a load instruction with operand `Index` and type `float` is type safe and yields an outgoing type state `NextStackFrame`.

\[
\text{instructionIsTypeSafe(fload(Index), Environment, \_Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :- loadIsTypeSafe(Environment, Index, float, StackFrame, NextStackFrame), exceptionStackFrame(StackFrame, ExceptionStackFrame).}
\]
The instructions \texttt{fload\_<n>}, for $0 \leq n \leq 3$, are typesafe iff the equivalent \texttt{fload} instruction is type safe.

\begin{verbatim}
instructionHasEquivalentTypeRule(fload_0, fload(0)).
instructionHasEquivalentTypeRule(fload_1, fload(1)).
instructionHasEquivalentTypeRule(fload_2, fload(2)).
instructionHasEquivalentTypeRule(fload_3, fload(3)).
\end{verbatim}
An \textit{fmul} instruction is type safe iff the equivalent \textit{fadd} instruction is type safe.

\texttt{instructionHasEquivalentTypeRule(fmul, fadd)}. 
An `fneg` instruction is type safe iff there is a type matching `float` on the incoming operand stack. The `fneg` instruction does not alter the type state.

\[
\text{instructionIsTypeSafe}(\text{fneg}, \text{Environment}, \_\text{Offset}, \text{StackFrame}, \\
\text{NextStackFrame}, \text{ExceptionStackFrame}) :- \\
\text{validTypeTransition}(\text{Environment}, [\text{float}], \text{float}, \\
\text{StackFrame}, \text{NextStackFrame}), \\
\text{exceptionStackFrame}(\text{StackFrame}, \text{ExceptionStackFrame}).
\]
An `frem` instruction is type safe iff the equivalent `fadd` instruction is type safe.

\[\text{instructionHasEquivalentTypeRule}(\text{frem}, \text{fadd}).\]
An `freturn` instruction is type safe if the enclosing method has a declared return type of `float`, and one can validly pop a type matching `float` off the incoming operand stack.

\[
\text{instructionIsTypeSafe}(\text{freturn}, \text{Environment}, \_\text{Offset}, \text{StackFrame}, \\
\quad \text{afterGoto}, \text{ExceptionStackFrame}) :- \\
\text{thisMethodReturnType}(\text{Environment}, \text{float}), \\
\text{canPop}(\text{StackFrame}, [\text{float}], \_\text{PoppedStackFrame}), \\
\text{exceptionStackFrame}(\text{StackFrame}, \text{ExceptionStackFrame}).
\]
An `fstore` instruction with operand `Index` is type safe and yields an outgoing type state `NextStackFrame`, if a store instruction with operand `Index` and type `float` is type safe and yields an outgoing type state `NextStackFrame`.

```
instructionIsTypeSafe(fstore(Index), Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
    storeIsTypeSafe(Environment, Index, float, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
The instructions $fstore_{<n>}$, for $0 \leq n \leq 3$, are typesafe iff the equivalent $fstore$ instruction is type safe.

\[
\text{instructionHasEquivalentTypeRule}(fstore_0, fstore(0)). \\
\text{instructionHasEquivalentTypeRule}(fstore_1, fstore(1)). \\
\text{instructionHasEquivalentTypeRule}(fstore_2, fstore(2)). \\
\text{instructionHasEquivalentTypeRule}(fstore_3, fstore(3)).
\]
An $fsub$ instruction is type safe iff the equivalent $fadd$ instruction is type safe.

$\text{instructionHasEquivalentTypeRule}(fsub, fadd)$. 
A `getfield` instruction with operand `CP` is type safe iff `CP` refers to a constant pool entry denoting a field whose declared type is `FieldType`, declared in a class `FieldClass`, and one can validly replace a type matching `FieldClass` with type `FieldType` on the incoming operand stack yielding the outgoing type state. `FieldClass` must not be an array type. `protected` fields are subject to additional checks (§4.10.1.8).

\[
\text{instructionIsTypeSafe}(\text{getfield}(CP), \text{Environment}, \_\text{Offset}, \text{StackFrame}, \text{NextStackFrame}, \text{ExceptionStackFrame}) \leftarrow \\
\text{CP} = \text{field}(\text{FieldClass}, \text{FieldName}, \text{FieldDescriptor}), \\
\text{parseFieldDescriptor}(\text{FieldDescriptor}, \text{FieldType}), \\
\text{passesProtectedCheck}(\text{Environment}, \text{FieldClass}, \text{FieldName}, \text{FieldDescriptor}, \text{StackFrame}), \\
\text{validTypeTransition}(\text{Environment}, [\text{class(\text{FieldClass})}], \text{FieldType}, \text{StackFrame}, \text{NextStackFrame}), \\
\text{exceptionStackFrame}(\text{StackFrame}, \text{ExceptionStackFrame}).
\]
A `getstatic` instruction with operand `CP` is type safe iff `CP` refers to a constant pool entry denoting a field whose declared type is `FieldType`, and one can validly push `FieldType` on the incoming operand stack yielding the outgoing type state.

```prolog
instructionIsTypeSafe(getstatic(CP), Environment, _Offset, StackFrame, 
    NextStackFrame, ExceptionStackFrame) :-
    CP = field(_FieldClass, _FieldName, FieldDescriptor),
    parseFieldDescriptor(FieldDescriptor, FieldType),
    validTypeTransition(Environment, [], FieldType, 
        StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
A `goto` instruction is type safe iff its target operand is a valid branch target.

```
instructionIsTypeSafe(goto(Target), Environment, _Offset, StackFrame, afterGoto, ExceptionStackFrame) :-
targetIsTypeSafe(Environment, StackFrame, Target),
exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
A \texttt{goto\_w} instruction is type safe iff the equivalent \texttt{goto} instruction is type safe.

\begin{verbatim}
    instructionHasEquivalentTypeRule(goto\_w(Target), goto(Target)).
\end{verbatim}
An \textit{i2b} instruction is type safe iff the equivalent \textit{in}eg instruction is type safe.

\begin{verbatim}
instructionHasEquivalentTypeRule(i2b, ineg).
\end{verbatim}
An \textit{i2c} instruction is type safe iff the equivalent \textit{ineg} instruction is type safe.

\texttt{instructionHasEquivalentTypeRule(i2c, ineg)}. 
An \textit{i2d} instruction is type safe if one can validly pop \texttt{int} off the incoming operand stack and replace it with \texttt{double}, yielding the outgoing type state.

\begin{verbatim}
instructionIsTypeSafe(i2d, Environment, _Offset, StackFrame,
    NextStackFrame, ExceptionStackFrame) :-
    validTypeTransition(Environment, [int], double,
        StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}
i2f

An \texttt{i2f} instruction is type safe if one can validly pop \texttt{int} off the incoming operand stack and replace it with \texttt{float}, yielding the outgoing type state.

\begin{verbatim}
instructionIsTypeSafe(i2f, Environment, _Offset, StackFrame, 
    NextStackFrame, ExceptionStackFrame) :-
    validTypeTransition(Environment, [int], float, 
        StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}
An `i2l` instruction is type safe if one can validly pop `int` off the incoming operand stack and replace it with `long`, yielding the outgoing type state.

```
instructionIsTypeSafe(i2l, Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
    validTypeTransition(Environment, [int], long, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
**i2s**

An *i2s* instruction is type safe iff the equivalent *ineg* instruction is type safe.

```
instructionHasEquivalentTypeRule(i2s, ineg).
```
An `iadd` instruction is type safe iff one can validly replace types matching `int` and `int` on the incoming operand stack with `int` yielding the outgoing type state.

```
instructionIsTypeSafe(iadd, Environment, _Offset, StackFrame,
    NextStackFrame, ExceptionStackFrame) :-
    validTypeTransition(Environment, [int, int], int,
        StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
An *iaload* instruction is type safe iff one can validly replace types matching `int` and array of `int` on the incoming operand stack with `int` yielding the outgoing type state.

```prolog
instructionIsTypeSafe(iaload, Environment, _Offset, StackFrame, 
    NextStackFrame, ExceptionStackFrame) :- 
    validTypeTransition(Environment, [int, arrayOf(int)], int, 
        StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
An *iand* instruction is type safe iff the equivalent *iadd* instruction is type safe.

instructionHasEquivalentTypeRule(iand, iadd).
An `iastore` instruction is type safe iff one can validly pop types matching `int`, `int` and array of `int` off the incoming operand stack yielding the outgoing type state.

```
instructionIsTypeSafe(iastore, _Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
  canPop(StackFrame, [int, int, arrayOf(int)], NextStackFrame),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
An `if_acmpeq` instruction is type safe iff one can validly pop types matching `reference` and `reference` on the incoming operand stack yielding the outgoing type state `NextStackFrame`, and the operand of the instruction, `Target`, is a valid branch target assuming an incoming type state of `NextStackFrame`.

```
instructionIsTypeSafe(if_acmpeq(Target), Environment, _Offset, StackFrame, 
                      NextStackFrame, ExceptionStackFrame) :-
    canPop(StackFrame, [reference, reference], NextStackFrame),
    targetIsTypeSafe(Environment, NextStackFrame, Target),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```

The rule for `if_acmpne` is identical.

```
instructionHasEquivalentTypeRule(if_acmpne(Target), if_acmpeq(Target)).
```
An `if_icmpeq` instruction is type safe iff one can validly pop types matching `int` and `int` on the incoming operand stack yielding the outgoing type state `NextStackFrame`, and the operand of the instruction, `Target`, is a valid branch target assuming an incoming type state of `NextStackFrame`.

```prolog
instructionIsTypeSafe(if_icmpeq(Target), Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
    canPop(StackFrame, [int, int], NextStackFrame),
    targetIsTypeSafe(Environment, NextStackFrame, Target),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```

The rules for all other variants of the `if_icmp<cond>` instruction are identical.

```prolog
instructionHasEquivalentTypeRule(if_icmpge(Target), if_icmpeq(Target)).
instructionHasEquivalentTypeRule(if_icmpgt(Target), if_icmpeq(Target)).
instructionHasEquivalentTypeRule(if_icmple(Target), if_icmpeq(Target)).
instructionHasEquivalentTypeRule(if_icmplt(Target), if_icmpeq(Target)).
instructionHasEquivalentTypeRule(if_icmpne(Target), if_icmpeq(Target)).
```

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if<cond>

An `ifeq` instruction is type safe iff one can validly pop a type matching `int` off the incoming operand stack yielding the outgoing type state `NextStackFrame`, and the operand of the instruction, `Target`, is a valid branch target assuming an incoming type state of `NextStackFrame`.

```
instructionIsTypeSafe(ifeq(Target), Environment, _Offset, StackFrame, 
                      NextStackFrame, ExceptionStackFrame) :-
    canPop(StackFrame, [int], NextStackFrame),
    targetIsTypeSafe(Environment, NextStackFrame, Target),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```

The rules for all other variations of the `if<cond>` instruction are identical.

```
instructionHasEquivalentTypeRule(ifge(Target), ifeq(Target)).
instructionHasEquivalentTypeRule(ifgt(Target), ifeq(Target)).
instructionHasEquivalentTypeRule(ifle(Target), ifeq(Target)).
instructionHasEquivalentTypeRule(ifle(Target), ifeq(Target)).
instructionHasEquivalentTypeRule(iflt(Target), ifeq(Target)).
instructionHasEquivalentTypeRule(ifne(Target), ifeq(Target)).
```
An `ifnonnull` instruction is type safe iff one can validly pop a type matching `reference` off the incoming operand stack yielding the outgoing type state `NextStackFrame`, and the operand of the instruction, `Target`, is a valid branch target assuming an incoming type state of `NextStackFrame`.

\[
\text{instructionIsTypeSafe(ifnonnull(Target), Environment, \_Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-}
\]
\[
\text{canPop(StackFrame, [reference], NextStackFrame),}
\]
\[
\text{targetIsTypeSafe(Environment, NextStackFrame, Target),}
\]
\[
\text{exceptionStackFrame(StackFrame, ExceptionStackFrame).}
\]
An *ifnull* instruction is type safe iff the equivalent *ifnonnull* instruction is type safe.

\[
\text{instructionHasEquivalentTypeRule}(\text{ifnull}(\text{Target}), \text{ifnonnull}(\text{Target})).
\]
An \textit{iinc} instruction with first operand \texttt{Index} is type safe iff \(L_{\text{Index}}\) has type \texttt{int}. The \textit{iinc} instruction does not change the type state.

\begin{verbatim}
instructionIsTypeSafe(iinc(Index, _Value), _Environment, _Offset, StackFrame, StackFrame, ExceptionStackFrame) :-
  StackFrame = frame(Locals, _OperandStack, _Flags),
  nth0(Index, Locals, int),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}
An *iload* instruction with operand `Index` is type safe and yields an outgoing type state `NextStackFrame`, if a load instruction with operand `Index` and type `int` is type safe and yields an outgoing type state `NextStackFrame`.

```
instructionIsTypeSafe(iload(Index), Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
    loadIsTypeSafe(Environment, Index, int, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
The instructions `iload_<n>`, for $0 \leq n \leq 3$, are typesafe iff the equivalent `iload` instruction is type safe.

\[
\begin{align*}
\text{instructionHasEquivalentTypeRule}(\text{iload}_0, \text{iload}(0)). \\
\text{instructionHasEquivalentTypeRule}(\text{iload}_1, \text{iload}(1)). \\
\text{instructionHasEquivalentTypeRule}(\text{iload}_2, \text{iload}(2)). \\
\text{instructionHasEquivalentTypeRule}(\text{iload}_3, \text{iload}(3)).
\end{align*}
\]
An `imul` instruction is type safe iff the equivalent `iadd` instruction is type safe.

`instructionHasEquivalentTypeRule(imul, iadd).`
An \textit{ineg} instruction is type safe iff there is a type matching \texttt{int} on the incoming operand stack. The \textit{ineg} instruction does not alter the type state.

\begin{verbatim}
instructionIsTypeSafe(ineg, Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
    validTypeTransition(Environment, [int], int, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}
An `instanceof` instruction with operand `CP` is type safe iff `CP` refers to a constant pool entry denoting either a class or an array, and one can validly replace the type `Object` on top of the incoming operand stack with type `int` yielding the outgoing type state.

```
instructionIsTypeSafe(instanceof(CP), Environment, _Offset, StackFrame,
                       NextStackFrame, ExceptionStackFrame) :-
  (CP = class(_, _); CP = arrayOf(_)),
  isBootstrapLoader(BL),
  validTypeTransition(Environment, [class('java/lang/Object'), BL], int,
                       StackFrame, NextStackFrame),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
invokedynamic

An *invokedynamic* instruction is type safe iff all of the following conditions hold:

- Its first operand, \( CP \), refers to a constant pool entry denoting a dynamic call site with name \( \text{CallSiteName} \) with descriptor \( \text{Descriptor} \).
- \( \text{CallSiteName} \) is not \( \langle \text{init} \rangle \).
- \( \text{CallSiteName} \) is not \( \langle \text{clinit} \rangle \).
- One can validly replace types matching the argument types given in \( \text{Descriptor} \) on the incoming operand stack with the return type given in \( \text{Descriptor} \), yielding the outgoing type state.

\[
\text{instructionIsTypeSafe}(\text{invokedynamic}(CP,0,0), \text{Environment}, \_\text{Offset}, \\
\quad \text{StackFrame}, \text{NextStackFrame}, \text{ExceptionStackFrame}) :\:- \\
\quad CP = \text{dmethod}(\text{CallSiteName}, \text{Descriptor}), \\
\quad \text{CallSiteName} \neq \langle \text{init} \rangle', \\
\quad \text{CallSiteName} \neq \langle \text{clinit} \rangle', \\
\quad \text{parseMethodDescriptor}(\text{Descriptor}, \text{OperandArgList}, \text{ReturnType}), \\
\quad \text{reverse}(\text{OperandArgList}, \text{StackArgList}), \\
\quad \text{validTypeTransition}(\text{Environment}, \text{StackArgList}, \text{ReturnType}, \\
\quad \text{StackFrame}, \text{NextStackFrame}), \\
\quad \text{exceptionStackFrame}(\text{StackFrame}, \text{ExceptionStackFrame}).
\]
An `invokeinterface` instruction is type safe iff all of the following conditions hold:

- Its first operand, `CP`, refers to a constant pool entry denoting an interface method named `MethodName` with descriptor `Descriptor` that is a member of an interface `MethodIntfName`.
- `MethodName` is not `<init>`.
- `MethodName` is not `<clinit>`.
- Its second operand, `Count`, is a valid count operand (see below).
- One can validly replace types matching the type `MethodIntfName` and the argument types given in `Descriptor` on the incoming operand stack with the return type given in `Descriptor`, yielding the outgoing type state.

```prolog
instructionIsTypeSafe(invokeinterface(CP, Count, 0), Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
  CP = imethod(MethodIntfName, MethodName, Descriptor),
  MethodName \= '<init>',
  MethodName \= '<clinit>',
  parseMethodDescriptor(Descriptor, OperandArgList, ReturnType),
  currentClassLoader(Environment, L),
  reverse([class(MethodIntfName, L) | OperandArgList], StackArgList),
  canPop(StackFrame, StackArgList, TempFrame),
  validTypeTransition(Environment, [], ReturnType, TempFrame, NextStackFrame),
  countIsValid(Count, StackFrame, TempFrame),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
```

The `Count` operand of an `invokeinterface` instruction is valid if it equals the size of the arguments to the instruction. This is equal to the difference between the size of `InputFrame` and `OutputFrame`.

```prolog
countIsValid(Count, InputFrame, OutputFrame) :-
  InputFrame = frame(_Locals1, OperandStack1, _Flags1),
  OutputFrame = frame(_Locals2, OperandStack2, _Flags2),
  length(OperandStack1, Length1),
  length(OperandStack2, Length2),
  Count =:= Length1 - Length2.
```
An *invokespecial* instruction is type safe iff all of the following conditions hold:

- Its first operand, `CP`, refers to a constant pool entry denoting a method named `MethodName` with descriptor `Descriptor` that is a member of a class `MethodClassName`.

- Either:
  - `MethodName` is not `<init>`.
  - `MethodName` is not `<clinit>`.
  - One can validly replace types matching the current class and the argument types given in `Descriptor` on the incoming operand stack with the return type given in `Descriptor`, yielding the outgoing type state.
  - One can validly replace types matching the class `MethodClassName` and the argument types given in `Descriptor` on the incoming operand stack with the return type given in `Descriptor`.

```prolog
instructionIsTypeSafe(invokespecial(CP), Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
  CP = method(MethodClassName, MethodName, Descriptor),
  MethodName \= '<init>',
  MethodName \= '<clinit>',
  parseMethodDescriptor(Descriptor, OperandArgList, ReturnType),
  thisClass(Environment, class(CurrentClassName, L)),
  reverse([class(CurrentClassName, L) | OperandArgList], StackArgList),
  validTypeTransition(Environment, StackArgList, ReturnType, StackFrame, NextStackFrame),
  reverse([class(MethodClassName, L) | OperandArgList], StackArgList2),
  validTypeTransition(Environment, StackArgList2, ReturnType, StackFrame, _ResultStackFrame),
  isAssignable(class(CurrentClassName, L), class(MethodClassName, L)).
```

- Or:
  - `MethodName` is `<init>`.
  - `Descriptor` specifies a `void` return type.
• One can validly pop types matching the argument types given in Descriptor and an uninitialized type, UninitializedArg, off the incoming operand stack, yielding OperandStack.

• The outgoing type state is derived from the incoming type state by first replacing the incoming operand stack with OperandStack and then replacing all instances of UninitializedArg with the type of instance being initialized.

\[
\text{instructionIsTypeSafe}(\text{invokespecial}(CP), \text{Environment}, _\text{Offset}, \text{StackFrame}, \text{ExceptionStackFrame}) \leftarrow \\
\text{CP} = \text{method}(\text{MethodClassName}, '<\text{init}>', \text{Descriptor}), \\
\text{parseMethodDescriptor}(\text{Descriptor}, \text{OperandArgList}, \text{void}), \\
\text{reverse}(\text{OperandArgList}, \text{StackArgList}), \\
\text{canPop}(\text{StackFrame}, \text{StackArgList}, \text{TempFrame}), \\
\text{TempFrame} = \text{frame}(\text{Locals}, \text{FullOperandStack}, \text{Flags}), \\
\text{FullOperandStack} = [\text{UninitializedArg} \mid \text{OperandStack}], \\
\text{currentClassLoader}(\text{Environment}, \text{CurrentLoader}), \\
\text{rewrittenUninitializedType}(\text{UninitializedArg}, \text{Environment}, \\
\hspace{1cm} \text{class}(\text{MethodClassName}, \text{CurrentLoader}), \text{This}), \\
\text{rewrittenInitializationFlags}(\text{UninitializedArg}, \text{Flags}, \text{NextFlags}), \\
\text{substitute}(\text{UninitializedArg}, \text{This}, \text{OperandStack}, \text{NextOperandStack}), \\
\text{substitute}(\text{UninitializedArg}, \text{This}, \text{Locals}, \text{NextLocals}), \\
\text{NextStackFrame} = \text{frame}(\text{NextLocals}, \text{NextOperandStack}, \text{NextFlags}), \\
\text{ExceptionStackFrame} = \text{frame}(\text{NextLocals}, [], \text{Flags}), \\
\text{passesProtectedCheck}(\text{Environment}, \text{MethodClassName}, '<\text{init}>', \\
\hspace{1cm} \text{Descriptor}, \text{NextStackFrame}).
\]

To compute what type the uninitialized argument's type needs to be rewritten to, there are two cases:

• If we are initializing an object within its constructor, its type is initially uninitializedThis. This type will be rewritten to the type of the class of the <init> method.

• The second case arises from initialization of an object created by new. The uninitialized arg type is rewritten to MethodClass, the type of the method holder of <init>. We check whether there really is a new instruction at Address.

\[
\text{rewrittenUninitializedType}(\text{uninitializedThis}, \text{Environment}, \\
\hspace{1cm} \text{class}(\text{MethodClassName}, \text{CurrentLoader}), \text{This}) : \\
\hspace{2cm} \text{thisClass}(\text{Environment}, \text{This}).
\]
rewrittenUninitializedType(uninitializedThis, Environment, MethodClass, MethodClass) :-
    MethodClass = class(MethodClassName, CurrentLoader),
    thisClass(Environment, MethodClass).

rewrittenUninitializedType(uninitializedThis, Environment, MethodClass, MethodClass) :-
    MethodClass = class(MethodClassName, CurrentLoader),
    thisClass(Environment, class(thisClassName, thisLoader)),
    superclassChain(thisClassName, thisLoader, [MethodClass | Rest]).

rewrittenUninitializedType(uninitialized(Address), Environment, MethodClass, MethodClass) :-
    allInstructions(Environment, Instructions),
    member(instruction(Address, new(MethodClass)), Instructions).

rewrittenInitializationFlags(uninitializedThis, _Flags, []).
rewrittenInitializationFlags(uninitialized(_), Flags, Flags).

substitute(_Old, _New, [], []).
substitute(Old, New, [Old | FromRest], [New | ToRest]) :-
    substitute(Old, New, FromRest, ToRest).
substitute(Old, New, [From1 | FromRest], [From1 | ToRest]) :-
    From1 \= Old,
    substitute(Old, New, FromRest, ToRest).

The rule for \textit{invokespecial} of an \texttt{<init>} method is the sole motivation for passing back a distinct exception stack frame. The concern is that when initializing an object within its constructor, \textit{invokespecial} can cause a superclass \texttt{<init>} method to be invoked, and that invocation could fail, leaving \texttt{this} uninitialized. This situation cannot be created using source code in the Java programming language, but can be created by programming in bytecode directly.

In this situation, the original frame holds an uninitialized object in local variable 0 and has flag \texttt{flagThisUninit}. Normal termination of \textit{invokespecial} initializes the uninitialized object and turns off the \texttt{flagThisUninit} flag. But if the invocation of an \texttt{<init>} method throws an exception, the uninitialized object might be left in a partially initialized state, and needs to be made permanently unusable. This is represented by an exception frame containing the broken object (the new value of the local) and the \texttt{flagThisUninit} flag (the old flag). There is no way to get from an apparently-initialized object bearing the \texttt{flagThisUninit} flag to a properly initialized object, so the object is permanently unusable.

If not for this situation, the flags of the exception stack frame would always be the same as the flags of the input stack frame.
An *invokestatic* instruction is type safe iff all of the following conditions hold:

- Its first operand, \( CP \), refers to a constant pool entry denoting a method named `MethodName` with descriptor `Descriptor`.
- `MethodName` is not `<init>`.
- `MethodName` is not `<clinit>`.
- One can validly replace types matching the argument types given in `Descriptor` on the incoming operand stack with the return type given in `Descriptor`, yielding the outgoing type state.

\[
\text{instructionIsTypeSafe(invokestatic(CP), Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame)} :\]
\[
\text{CP = method(_MethodClassName, MethodName, Descriptor),}
\text{MethodName \neq '<init>'},
\text{MethodName \neq '<clinit>'},
\text{parseMethodDescriptor(Descriptor, OperandArgList, ReturnType),}
\text{reverse(OperandArgList, StackArgList),}
\text{validTypeTransition(Environment, StackArgList, ReturnType, StackFrame, NextStackFrame),}
\text{exceptionStackFrame(StackFrame, ExceptionStackFrame).}
\]
An `invokevirtual` instruction is type safe iff all of the following conditions hold:

- Its first operand, \( CP \), refers to a constant pool entry denoting a method named `MethodName` with descriptor `Descriptor` that is a member of a class `MethodClassName`.
- `MethodName` is not `<init>`.
- `MethodName` is not `<clinit>`.
- One can validly replace types matching the class `MethodClassName` and the argument types given in `Descriptor` on the incoming operand stack with the return type given in `Descriptor`, yielding the outgoing type state.
- If the method is protected, the usage conforms to the special rules governing access to protected members (§4.10.1.8).

```prolog
instructionIsTypeSafe(invokevirtual(CP), Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
    CP = method(MethodClassName, MethodName, Descriptor),
    MethodName \= '<init>',
    MethodName \= '<clinit>',
    parseMethodDescriptor(Descriptor, OperandArgList, ReturnType),
    reverse(OperandArgList, ArgList),
    currentClassLoader(Environment, L),
    reverse([class(MethodClassName, L) | OperandArgList], StackArgList),
    validTypeTransition(Environment, StackArgList, ReturnType, StackFrame, NextStackFrame),
    canPop(StackFrame, ArgList, PoppedFrame),
    passesProtectedCheck(Environment, MethodClassName, MethodName, Descriptor, PoppedFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
ior

An *ior* instruction is type safe iff the equivalent *iadd* instruction is type safe.

\[ \text{instructionHasEquivalentTypeRule}(\text{ior}, \text{iadd}) \]
A `irem` instruction is type safe iff the equivalent `iadd` instruction is type safe.

`instructionHasEquivalentTypeRule(irem, iadd)`.
An `ireturn` instruction is type safe if the enclosing method has a declared return type of `int`, and one can validly pop a type matching `int` off the incoming operand stack.

```
instructionIsTypeSafe(ireturn, Environment, _Offset, StackFrame, afterGoto, ExceptionStackFrame) :-
    thisMethodReturnType(Environment, int),
    canPop(StackFrame, [int], _PoppedStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
An \textit{ishl} instruction is type safe iff the equivalent \textit{iadd} instruction is type safe.

\texttt{instructionHasEquivalentTypeRule(ishl, iadd)}.
An *ishr* instruction is type safe iff the equivalent *iadd* instruction is type safe.

\[
\text{instructionHasEquivalentTypeRule}(\text{ishr}, \text{iadd})
\]
An `istore` instruction with operand `Index` is type safe and yields an outgoing type state `NextStackFrame`, if a store instruction with operand `Index` and type `int` is type safe and yields an outgoing type state `NextStackFrame`.

```
instructionIsTypeSafe(istore(Index), Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
    storeIsTypeSafe(Environment, Index, int, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
The instructions `istore_<n>`, for $0 \leq n \leq 3$, are type safe iff the equivalent `istore` instruction is type safe.

- `instructionHasEquivalentTypeRule(istore_0, istore(0)).`
- `instructionHasEquivalentTypeRule(istore_1, istore(1)).`
- `instructionHasEquivalentTypeRule(istore_2, istore(2)).`
- `instructionHasEquivalentTypeRule(istore_3, istore(3)).`
An *isub* instruction is type safe iff the equivalent *iadd* instruction is type safe.

\[ \text{instructionHasEquivalentTypeRule(isub, iadd).} \]
An *iushr* instruction is type safe iff the equivalent *iadd* instruction is type safe.

`instructionHasEquivalentTypeRule(iushr, iadd).`
An *ixor* instruction is type safe iff the equivalent *iadd* instruction is type safe.

\[
\text{instructionHasEquivalentTypeRule}(\text{ixor}, \text{iadd}).
\]
An \textit{l2d} instruction is type safe if one can validly pop \textit{long} off the incoming operand stack and replace it with \textit{double}, yielding the outgoing type state.

\begin{verbatim}
instructionIsTypeSafe(l2d, Environment, _Offset, StackFrame,
                     NextStackFrame, ExceptionStackFrame) :-
  validTypeTransition(Environment, [long], double,
                       StackFrame, NextStackFrame),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}
An \textit{l2f} instruction is type safe if one can validly pop \texttt{long} off the incoming operand stack and replace it with \texttt{float}, yielding the outgoing type state.

\begin{verbatim}
instructionIsTypeSafe(l2f, Environment, \_Offset, StackFrame,
    NextStackFrame, ExceptionStackFrame) :-
    validTypeTransition(Environment, [long], float,
        StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}
An \texttt{l2i} instruction is type safe if one can validly pop \texttt{long} off the incoming operand stack and replace it with \texttt{int}, yielding the outgoing type state.

\begin{verbatim}
instructionIsTypeSafe(l2i, Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
  validTypeTransition(Environment, [long], int, StackFrame, NextStackFrame),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}
A ladd instruction is type safe iff one can validly replace types matching \texttt{long} and \texttt{long} on the incoming operand stack with \texttt{long} yielding the outgoing type state.

\begin{verbatim}
instructionIsTypeSafe(ladd, Environment, Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
  validTypeTransition(Environment, [long, long], long, StackFrame, NextStackFrame),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}
**laload**

An *laload* instruction is type safe iff one can validly replace types matching `int` and array of `long` on the incoming operand stack with `long` yielding the outgoing type state.

```prolog
instructionIsTypeSafe(laload, Environment, _Offset, StackFrame, 
NextStackFrame, ExceptionStackFrame) :- 
validTypeTransition(Environment, [int, arrayOf(long)], long, 
StackFrame, NextStackFrame),
exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
An *land* instruction is type safe iff the equivalent *ladd* instruction is type safe.

\[
\text{instructionHas Equivalent Type Rule}(\text{land}, \text{ladd}).
\]
An `lastore` instruction is type safe iff one can validly pop types matching `long`, `int` and array of `long` off the incoming operand stack yielding the outgoing type state.

```
instructionIsTypeSafe(lastore, _Environment, _Offset, StackFrame,
                      NextStackFrame, ExceptionStackFrame) :-
  canPop(StackFrame, [long, int, arrayOf(long)], NextStackFrame),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
A \textit{lcmp} instruction is type safe iff one can validly replace types matching \texttt{long} and \texttt{long} on the incoming operand stack with \texttt{int} yielding the outgoing type state.

\begin{verbatim}
instructionIsTypeSafe(lcmp, Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
  validTypeTransition(Environment, [long, long], int, StackFrame, NextStackFrame),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}
An `lconst_0` instruction is type safe if one can validly push the type `long` onto the incoming operand stack yielding the outgoing type state.

`instructionIsTypeSafe(lconst_0, Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
    validTypeTransition(Environment, [], long, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).`

An `lconst_1` instruction is type safe iff the equivalent `lconst_0` instruction is type safe.

`instructionHasEquivalentTypeRule(lconst_1, lconst_0).`
An `ldc` instruction with operand `CP` is type safe iff `CP` refers to a constant pool entry denoting an entity of type `Type`, where `Type` is either `int`, `float`, `String`, `Class`, `java.lang.invoke.MethodType`, or `java.lang.invoke.MethodHandle`, and one can validly push `Type` onto the incoming operand stack yielding the outgoing type state.

```prolog
instructionIsTypeSafe(ldc(CP), Environment, _Offset, StackFrame, 
    NextStackFrame, ExceptionStackFrame) :-
    functor(CP, Tag, _),
    isBootstrapLoader(BL),
    member([Tag, Type], [ 
        [int, int],
        [float, float],
        [string, class('java/lang/String', BL)],
        [classConst, class('java/lang/Class', BL)],
        [methodTypeConst, class('java/lang/invoke/MethodType', BL)],
        [methodHandleConst, class('java/lang/invoke/MethodHandle', BL)],
    ]),
    validTypeTransition(Environment, [], Type, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
An `ldc_w` instruction is type safe iff the equivalent `ldc` instruction is type safe.

```
instructionHasEquivalentTypeRule(ldc_w(CP), ldc(CP))
```
\textbf{ldc2\_w}

An \textit{ldc2\_w} instruction with operand \texttt{CP} is type safe iff \texttt{CP} refers to a constant pool entry denoting an entity of type \texttt{Tag}, where \texttt{Tag} is either \texttt{long} or \texttt{double}, and one can validly push \texttt{Tag} onto the incoming operand stack yielding the outgoing type state.

\begin{verbatim}
instructionIsTypeSafe(ldc2_w(CP), Environment, _Offset, StackFrame, 
NextStackFrame, ExceptionStackFrame) :-
    functor(CP, Tag, _),
    member(Tag, [long, double]),
    validTypeTransition(Environment, [], Tag, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}
An \textit{ldiv} instruction is type safe iff the equivalent \textit{ladd} instruction is type safe.

\texttt{instructionHasEquivalentTypeRule(ldiv, ladd)}.
An *lload* instruction with operand \( \text{Index} \) is type safe and yields an outgoing type state \( \text{NextStackFrame} \), if a load instruction with operand \( \text{Index} \) and type *long* is type safe and yields an outgoing type state \( \text{NextStackFrame} \).

\[
\text{instructionIsTypeSafe}(	ext{lload}(\text{Index}), \text{Environment}, _\text{Offset}, \text{StackFrame}, \\
\text{NextStackFrame}, \text{ExceptionStackFrame}) \leftarrow \\
\text{loadIsTypeSafe}(\text{Environment}, \text{Index}, \text{long}, \text{StackFrame}, \text{NextStackFrame}), \\
\text{exceptionStackFrame}(\text{StackFrame}, \text{ExceptionStackFrame}).
\]
The instructions $lload_\langle n\rangle$, for $0 \leq n \leq 3$, are type safe iff the equivalent $lload$ instruction is type safe.

```
instructionHasEquivalentTypeRule(lload_0, lload(0)).
instructionHasEquivalentTypeRule(lload_1, lload(1)).
instructionHasEquivalentTypeRule(lload_2, lload(2)).
instructionHasEquivalentTypeRule(lload_3, lload(3)).
```
An $\text{lmul}$ instruction is type safe iff the equivalent $\text{ladd}$ instruction is type safe.

$\text{instructionHasEquivalentTypeRule} (\text{lmul}, \text{ladd})$. 
An \textit{lneg} instruction is type safe iff there is a type matching \texttt{long} on the incoming operand stack. The \textit{lneg} instruction does not alter the type state.

\begin{verbatim}
instructionIsTypeSafe(lneg, Environment, _Offset, StackFrame, 
NextStackFrame, ExceptionStackFrame) :-
  validTypeTransition(Environment, [long], long, 
  StackFrame, NextStackFrame),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}
### lookupswitch

A `lookupswitch` instruction is type safe if its keys are sorted, one can validly pop `int` off the incoming operand stack yielding a new type state `BranchStackFrame`, and all of the instruction's targets are valid branch targets assuming `BranchStackFrame` as their incoming type state.

```prolog
instructionIsTypeSafe(lookupswitch(Targets, Keys), Environment, _, StackFrame, afterGoto, ExceptionStackFrame) :-
    sort(Keys, Keys),
    canPop(StackFrame, [int], BranchStackFrame),
    checklist(targetIsTypeSafe(Environment, BranchStackFrame), Targets),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
A lor instruction is type safe iff the equivalent ladd instruction is type safe.

\[
\text{instructionHasEquivalentTypeRule(lor, ladd)}.
\]
An *lrem* instruction is type safe iff the equivalent *ladd* instruction is type safe.

\[ \text{instructionHasEquivalentTypeRule(lrem, ladd)}. \]
**lreturn**

An *lreturn* instruction is type safe if the enclosing method has a declared return type of `long`, and one can validly pop a type matching `long` off the incoming operand stack.

```
instructionIsTypeSafe(lreturn, Environment, _Offset, StackFrame, 
    afterGoto, ExceptionStackFrame) :-
    thisMethodReturnType(Environment, long),
    canPop(StackFrame, [long], _PoppedStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
An `lshl` instruction is type safe if one can validly replace the types `int` and `long` on the incoming operand stack with the type `long` yielding the outgoing type state.

```
instructionIsTypeSafe(lshl, Environment, _Offset, StackFrame,
        NextStackFrame, ExceptionStackFrame) :-
        validTypeTransition(Environment, [int, long], long,
        StackFrame, NextStackFrame),
        exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
An `lshr` instruction is type safe iff the equivalent `lshl` instruction is type safe.

```
instructionHasEquivalentTypeRule(lshr, lshl).
```
An *Istore* instruction with operand `Index` is type safe and yields an outgoing type state `NextStackFrame`, if a store instruction with operand `Index` and type `long` is type safe and yields an outgoing type state `NextStackFrame`.

```
implementationIsTypeSafe(Istore(Index), Environment, _Offset, StackFrame,   
                           NextStackFrame, ExceptionStackFrame) :-   
   storeIsTypeSafe(Environment, Index, long, StackFrame, NextStackFrame),   
   exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
$lstore_{<n>}$

The instructions $lstore_{<n>}$, for $0 \leq n \leq 3$, are type safe iff the equivalent $lstore$ instruction is type safe.

\[
\begin{align*}
\text{instructionHas Equivalent Type Rule} & (lstore_0, \ lstore(0)). \\
\text{instructionHas Equivalent Type Rule} & (lstore_1, \ lstore(1)). \\
\text{instructionHas Equivalent Type Rule} & (lstore_2, \ lstore(2)). \\
\text{instructionHas Equivalent Type Rule} & (lstore_3, \ lstore(3)).
\end{align*}
\]
An `lsub` instruction is type safe iff the equivalent `ladd` instruction is type safe.

```text
instructionHasEquivalentTypeRule(lsub, ladd).
```
An \textit{lushr} instruction is type safe iff the equivalent \textit{lshl} instruction is type safe.

\begin{verbatim}
    instructionHasEquivalentTypeRule(lushr, lshl).
\end{verbatim}
An \textit{lxor} instruction is type safe iff the equivalent \textit{ladd} instruction is type safe.

\begin{verbatim}
instructionHasEquivalentTypeRule(lxor, ladd).
\end{verbatim}
A *monitorenter* instruction is type safe iff one can validly pop a type matching `reference` off the incoming operand stack yielding the outgoing type state.

```prolog
instructionIsTypeSafe(monitorenter, _Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
canPop(StackFrame, [reference], NextStackFrame),
exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
A `monitorexit` instruction is type safe iff the equivalent `monitorenter` instruction is type safe.

`instructionHasEquivalentTypeRule(monitorexit, monitorenter).`
A `multianewarray` instruction with operands `CP` and `Dim` is type safe iff `CP` refers to a constant pool entry denoting an array type whose dimension is greater or equal to `Dim`, `Dim` is strictly positive, and one can validly replace `Dim` int types on the incoming operand stack with the type denoted by `CP` yielding the outgoing type state.

```
instructionIsTypeSafe(multianewarray(CP, Dim), Environment, _Offset, StackFrame, NextStackFrame, ExceptionStackFrame) :-
    CP = arrayOf(_),
    classDimension(CP, Dimension),
    Dimension >= Dim,
    Dim > 0,
    /* Make a list of Dim ints */
    findall(int, between(1, Dim, _), IntList),
    validTypeTransition(Environment, IntList, CP, StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```

The dimension of an array type whose component type is also an array type is one more than the dimension of its component type.

```
classDimension(arrayOf(X), Dimension) :-
    classDimension(X, Dimension1),
    Dimension is Dimension1 + 1.

classDimension(_, Dimension) :-
    Dimension = 0.
```
A new instruction with operand CP at offset Offset is type safe iff CP refers to a constant pool entry denoting a class type, the type uninitialized(Offset) does not appear in the incoming operand stack, and one can validly push uninitialized(Offset) onto the incoming operand stack and replace uninitialized(Offset) with top in the incoming local variables yielding the outgoing type state.

\[
\text{instructionIsTypeSafe(new(CP), Environment, Offset, StackFrame,}
\text{NextStackFrame, ExceptionStackFrame) :-}
\text{StackFrame = frame(Locals, OperandStack, Flags),}
\text{CP = class(_, _),}
\text{NewItem = uninitialized(Offset),}
\text{notMember(Item, OperandStack),}
\text{substitute(Item, top, Locals, NewLocals),}
\text{validTypeTransition(Environment, [],NewItem,}
\text{frame(NewLocals, OperandStack, Flags),}
\text{NextStackFrame),}
\text{exceptionStackFrame(StackFrame, ExceptionStackFrame).}
\]

The substitute predicate is defined in the rule for invokespecial (§ invokespecial).
A `newarray` instruction with operand `TypeCode` is type safe iff `TypeCode` corresponds to the primitive type `ElementType`, and one can validly replace the type `int` on the incoming operand stack with the type 'array of `ElementType' yielding the outgoing type state.

\[
\text{instructionIsTypeSafe}(\text{newarray}(\text{TypeCode}), \text{Environment}, \_\text{Offset}, \text{StackFrame}, \\
\text{NextStackFrame}, \text{ExceptionStackFrame}) \leftarrow \\
\text{primitiveArrayInfo}(\text{TypeCode}, \_\text{TypeChar}, \text{ElementType}, \_\text{VerifierType}), \\
\text{validTypeTransition}(\text{Environment}, [\text{int}], \text{arrayOf}(\text{ElementType}), \\
\text{StackFrame}, \text{NextStackFrame}), \\
\text{exceptionStackFrame}(\text{StackFrame}, \text{ExceptionStackFrame}).
\]

The correspondence between type codes and primitive types is specified by the following predicate:

\[
\text{primitiveArrayInfo}(4, 0'Z, \text{boolean}, \text{int}). \\
\text{primitiveArrayInfo}(5, 0'C, \text{char}, \text{int}). \\
\text{primitiveArrayInfo}(6, 0'F, \text{float}, \text{float}). \\
\text{primitiveArrayInfo}(7, 0'D, \text{double}, \text{double}). \\
\text{primitiveArrayInfo}(8, 0'B, \text{byte}, \text{int}). \\
\text{primitiveArrayInfo}(9, 0'S, \text{short}, \text{int}). \\
\text{primitiveArrayInfo}(10, 0'I, \text{int}, \text{int}). \\
\text{primitiveArrayInfo}(11, 0'J, \text{long}, \text{long}).
\]
A `nop` instruction is always type safe. The `nop` instruction does not affect the type state.

```prolog
instructionIsTypeSafe(nop, _Environment, _Offset, StackFrame, StackFrame, ExceptionStackFrame) :-
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
A `pop` instruction is type safe iff one can validly pop a category 1 type off the incoming operand stack yielding the outgoing type state.

\[
\text{instructionIsTypeSafe}(\text{pop}, \_\text{Environment}, \_\text{Offset}, \text{StackFrame}, \\
\quad \quad \text{NextStackFrame}, \text{ExceptionStackFrame}) :- \\
\quad \text{StackFrame} = \text{frame}(\text{Locals}, [\text{Type} | \text{Rest}], \text{Flags}), \\
\quad \text{Type} \neq \text{top}, \\
\quad \text{sizeOf}(\text{Type}, 1), \\
\quad \text{NextStackFrame} = \text{frame}(\text{Locals}, \text{Rest}, \text{Flags}), \\
\quad \text{exceptionStackFrame}(\text{StackFrame}, \text{ExceptionStackFrame}).
\]
A \textit{pop2} instruction is type safe iff it is a type safe form of the \textit{pop2} instruction.

\begin{verbatim}
instructionIsTypeSafe(pop2, _Environment, _Offset, StackFrame,
                      NextStackFrame, ExceptionStackFrame) :-
    StackFrame = frame(Locals, InputOperandStack, Flags),
    pop2SomeFormIsTypeSafe(InputOperandStack, OutputOperandStack),
    NextStackFrame = frame(Locals, OutputOperandStack, Flags),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
\end{verbatim}

A \textit{pop2} instruction is a type safe form of the \textit{pop2} instruction iff it is a type safe form 1 \textit{pop2} instruction or a type safe form 2 \textit{pop2} instruction.

\begin{verbatim}
pop2SomeFormIsTypeSafe(InputOperandStack, OutputOperandStack) :-
    pop2Form1IsTypeSafe(InputOperandStack, OutputOperandStack).

pop2SomeFormIsTypeSafe(InputOperandStack, OutputOperandStack) :-
    pop2Form2IsTypeSafe(InputOperandStack, OutputOperandStack).
\end{verbatim}

A \textit{pop2} instruction is a type safe form 1 \textit{pop2} instruction iff one can validly pop two types of size 1 off the incoming operand stack yielding the outgoing type state.

\begin{verbatim}
pop2Form1IsTypeSafe([Type1, Type2 | Rest], Rest) :-
    sizeOf(Type1, 1),
    sizeOf(Type2, 1).
\end{verbatim}

A \textit{pop2} instruction is a type safe form 2 \textit{pop2} instruction iff one can validly pop a type of size 2 off the incoming operand stack yielding the outgoing type state.

\begin{verbatim}
pop2Form2IsTypeSafe([top, Type | Rest], Rest) :- sizeOf(Type, 2).
\end{verbatim}
A *putfield* instruction with operand \( CP \) is type safe iff \( CP \) refers to a constant pool entry denoting a field whose declared type is \( FieldType \), declared in a class \( FieldClass \), and one can validly pop types matching \( FieldType \) and \( FieldClass \) off the incoming operand stack yielding the outgoing type state.

\[
\text{instructionIsTypeSafe}(\text{putfield}(CP), \text{Environment}, _{\text{Offset}}, \text{StackFrame}, \text{NextStackFrame}, \text{ExceptionStackFrame}) ::-
\]
\[
\text{CP} = \text{field}(\text{FieldClass}, \text{FieldName}, \text{FieldDescriptor}),
\]
\[
\text{parseFieldDescriptor}(\text{FieldDescriptor}, \text{FieldType}),
\]
\[
\text{canPop}(\text{StackFrame}, [\text{FieldType}], \text{PoppedFrame}),
\]
\[
\text{passesProtectedCheck}(\text{Environment}, \text{FieldClass}, \text{FieldName},
\quad \text{FieldDescriptor}, \text{PoppedFrame}),
\]
\[
\text{currentClassLoader}(\text{Environment}, \text{CurrentLoader}),
\]
\[
\text{canPop}(\text{StackFrame}, [\text{FieldType}, \text{class}(\text{FieldClass}, \text{CurrentLoader})],
\quad \text{NextStackFrame}),
\]
\[
\text{exceptionStackFrame}(\text{StackFrame}, \text{ExceptionStackFrame}).
\]
**putstatic**  

A *putstatic* instruction with operand CP is type safe iff CP refers to a constant pool entry denoting a field whose declared type is FieldType, and one can validly pop a type matching FieldType off the incoming operand stack yielding the outgoing type state.

```
instructionIsTypeSafe(putstatic(CP), _Environment, _Offset, StackFrame,
                         NextStackFrame, ExceptionStackFrame) :-
  CP = field(_FieldClass, _FieldName, FieldDescriptor),
  parseFieldDescriptor(FieldDescriptor, FieldType),
  canPop(StackFrame, [FieldType], NextStackFrame),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
A return instruction is type safe if the enclosing method declares a void return type, and either:

- The enclosing method is not an <init> method, or
- this has already been completely initialized at the point where the instruction occurs.

```prolog
instructionIsTypeSafe(return, Environment, _Offset, StackFrame, afterGoto, ExceptionStackFrame) :-
  thisMethodReturnType(Environment, void),
  StackFrame = frame(_Locals, _OperandStack, Flags),
  notMember(flagThisUninit, Flags),
  exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
An `saload` instruction is type safe iff one can validly replace types matching `int` and array of `short` on the incoming operand stack with `int` yielding the outgoing type state.

```
instructionIsTypeSafe(saload, Environment, _Offset, StackFrame,
    NextStackFrame, ExceptionStackFrame) :-
    validTypeTransition(Environment, [int, arrayOf(short)], int,
        StackFrame, NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
An `sastore` instruction is type safe iff one can validly pop types matching `int, int,` and array of `short` off the incoming operand stack yielding the outgoing type state.

```
instructionIsTypeSafe(sastore, _Environment, _Offset, StackFrame,
    NextStackFrame, ExceptionStackFrame) :-
    canPop(StackFrame, [int, int, arrayOf(short)], NextStackFrame),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
An *sipush* instruction is type safe iff one can validly push the type `int` onto the incoming operand stack yielding the outgoing type state.

\[
\text{instructionIsTypeSafe}(\text{sipush}(_\text{Value}), \text{Environment}, _\text{Offset}, \text{StackFrame}, \\
\text{NextStackFrame}, \text{ExceptionStackFrame}) \leftarrow \\
\text{validTypeTransition}(\text{Environment}, [], \text{int}, \text{StackFrame}, \text{NextStackFrame}), \\
\text{exceptionStackFrame}(\text{StackFrame}, \text{ExceptionStackFrame}).
\]
**swap**

A *swap* instruction is type safe iff one can validly replace two category 1 types, $\text{Type1}$ and $\text{Type2}$, on the incoming operand stack with the types $\text{Type2}$ and $\text{Type1}$ yielding the outgoing type state.

```prolog
instructionIsTypeSafe(swap, _Environment, _Offset, StackFrame,
                      NextStackFrame, ExceptionStackFrame) :-
    StackFrame = frame(_Locals, [Type1, Type2 | Rest], _Flags),
    sizeOf(Type1, 1),
    sizeOf(Type2, 1),
    NextStackFrame = frame(_Locals, [Type2, Type1 | Rest], _Flags),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
A *tables switch* instruction is type safe if its keys are sorted, one can validly pop `int` off the incoming operand stack yielding a new type state `BranchStackFrame`, and all of the instruction's targets are valid branch targets assuming `BranchStackFrame` as their incoming type state.

```
instructionIsTypeSafe(tableswitch(Targets, Keys), Environment, _Offset, StackFrame, afterGoto, ExceptionStackFrame) :-
    sort(Keys, Keys),
    canPop(StackFrame, [int], BranchStackFrame),
    checklist(targetIsTypeSafe(Environment, BranchStackFrame), Targets),
    exceptionStackFrame(StackFrame, ExceptionStackFrame).
```
The *wide* instructions follow the same rules as the instructions they widen.

\[
\text{instructionHasEquivalentTypeRule(wide(WidenedInstruction)), WidenedInstruction).}
\]

### 4.10.2 Verification by Type Inference

A *class* file that does not contain a *StackMapTable* attribute (which necessarily has a version number of 49.0 or below) must be verified using type inference.

#### 4.10.2.1 The Process of Verification by Type Inference

During linking, the verifier checks the *code* array of the *Code* attribute for each method of the *class* file by performing data-flow analysis on each method. The verifier ensures that at any given point in the program, no matter what code path is taken to reach that point, the following is true:

- The operand stack is always the same size and contains the same types of values.
- No local variable is accessed unless it is known to contain a value of an appropriate type.
- Methods are invoked with the appropriate arguments.
- Fields are assigned only using values of appropriate types.
- All opcodes have appropriately typed arguments on the operand stack and in the local variable array.
- There is never an uninitialized class instance in a local variable in code protected by an exception handler. However, an uninitialized class instance may be on the operand stack in code protected by an exception handler. When an exception is thrown, the contents of the operand stack are discarded.

For efficiency reasons, certain tests that could in principle be performed by the verifier are delayed until the first time the code for the method is actually invoked. In so doing, the verifier avoids loading *class* files unless it has to.

For example, if a method invokes another method that returns an instance of class A, and that instance is assigned only to a field of the same type, the verifier does not bother to check if the class A actually exists. However, if it is assigned to a field of the type B, the definitions of both A and B must be loaded in to ensure that A is a subclass of B.
4.10.2.2 The Bytecode Verifier

The code for each method is verified independently. First, the bytes that make up the code are broken up into a sequence of instructions, and the index into the code array of the start of each instruction is placed in an array. The verifier then goes through the code a second time and parses the instructions. During this pass a data structure is built to hold information about each Java Virtual Machine instruction in the method. The operands, if any, of each instruction are checked to make sure they are valid. For instance:

- Branches must be within the bounds of the code array for the method.
- The targets of all control-flow instructions are each the start of an instruction. In the case of a wide instruction, the wide opcode is considered the start of the instruction, and the opcode giving the operation modified by that wide instruction is not considered to start an instruction. Branches into the middle of an instruction are disallowed.
- No instruction can access or modify a local variable at an index greater than or equal to the number of local variables that its method indicates it allocates.
- All references to the constant pool must be to an entry of the appropriate type. (For example, the instruction getfield must reference a field.)
- The code does not end in the middle of an instruction.
- Execution cannot fall off the end of the code.
- For each exception handler, the starting and ending point of code protected by the handler must be at the beginning of an instruction or, in the case of the ending point, immediately past the end of the code. The starting point must be before the ending point. The exception handler code must start at a valid instruction, and it must not start at an opcode being modified by the wide instruction.

For each instruction of the method, the verifier records the contents of the operand stack and the contents of the local variable array prior to the execution of that instruction. For the operand stack, it needs to know the stack height and the type of each value on it. For each local variable, it needs to know either the type of the contents of that local variable or that the local variable contains an unusable or unknown value (it might be uninitializied). The bytecode verifier does not need to distinguish between the integral types (e.g., byte, short, char) when determining the value types on the operand stack.

Next, a data-flow analyzer is initialized. For the first instruction of the method, the local variables that represent parameters initially contain values of the types indicated by the method's type descriptor; the operand stack is empty. All other
local variables contain an illegal value. For the other instructions, which have not been examined yet, no information is available regarding the operand stack or local variables.

Finally, the data-flow analyzer is run. For each instruction, a "changed" bit indicates whether this instruction needs to be looked at. Initially, the "changed" bit is set only for the first instruction. The data-flow analyzer executes the following loop:

1. Select a Java Virtual Machine instruction whose "changed" bit is set. If no instruction remains whose "changed" bit is set, the method has successfully been verified. Otherwise, turn off the "changed" bit of the selected instruction.

2. Model the effect of the instruction on the operand stack and local variable array by doing the following:
   - If the instruction uses values from the operand stack, ensure that there are a sufficient number of values on the stack and that the top values on the stack are of an appropriate type. Otherwise, verification fails.
   - If the instruction uses a local variable, ensure that the specified local variable contains a value of the appropriate type. Otherwise, verification fails.
   - If the instruction pushes values onto the operand stack, ensure that there is sufficient room on the operand stack for the new values. Add the indicated types to the top of the modeled operand stack.
   - If the instruction modifies a local variable, record that the local variable now contains the new type.

3. Determine the instructions that can follow the current instruction. Successor instructions can be one of the following:
   - The next instruction, if the current instruction is not an unconditional control transfer instruction (for instance, goto, return, or athrow). Verification fails if it is possible to "fall off" the last instruction of the method.
   - The target(s) of a conditional or unconditional branch or switch.
   - Any exception handlers for this instruction.

4. Merge the state of the operand stack and local variable array at the end of the execution of the current instruction into each of the successor instructions.

   In the special case of control transfer to an exception handler, the operand stack is set to contain a single object of the exception type indicated by the exception handler information. There must be sufficient room on the operand stack for this single value, as if an instruction had pushed it.
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• If this is the first time the successor instruction has been visited, record that the operand stack and local variable values calculated in steps 2 and 3 are the state of the operand stack and local variable array prior to executing the successor instruction. Set the "changed" bit for the successor instruction.

• If the successor instruction has been seen before, merge the operand stack and local variable values calculated in steps 2 and 3 into the values already there. Set the "changed" bit if there is any modification to the values.

5. Continue at step 1.

To merge two operand stacks, the number of values on each stack must be identical. The types of values on the stacks must also be identical, except that differently typed reference values may appear at corresponding places on the two stacks. In this case, the merged operand stack contains a reference to an instance of the first common superclass of the two types. Such a reference type always exists because the type Object is a superclass of all class and interface types. If the operand stacks cannot be merged, verification of the method fails.

To merge two local variable array states, corresponding pairs of local variables are compared. If the two types are not identical, then unless both contain reference values, the verifier records that the local variable contains an unusable value. If both of the pair of local variables contain reference values, the merged state contains a reference to an instance of the first common superclass of the two types.

To merge two operand stacks, the number of values on each stack must be identical. Then, corresponding values on the two stacks are compared and the value on the merged stack is computed, as follows:

• If one value is a primitive type, then the corresponding value must be the same primitive type. The merged value is the primitive type.

• If one value is a non-array reference type, then the corresponding value must be a reference type (array or non-array). The merged value is a reference to an instance of the first common supertype of the two reference types. (Such a reference type always exists because the type Object is a supertype of all class, interface, and array types.)

For example, Object and String can be merged; the result is Object. Similarly, Object and String[] can be merged; the result is again Object. Even Object and int[] can be merged, or String and int[]; the result is Object for both.

• If corresponding values are both array reference types, then their dimensions are examined. If the array types have the same dimensions, then the merged value is a reference to an instance of an array type which is first common supertype
of both array types. (If either or both of the array types has a primitive element type, then `Object` is used as the element type instead.) If the array types have different dimensions, then the merged value is a reference to an instance of an array type whose dimension is the smaller of the two; the element type is `Cloneable` or `java.io.Serializable` if the smaller array type was `Cloneable` or `java.io.Serializable`, and `Object` otherwise.

For example, `Object[]` and `String[]` can be merged; the result is `Object[]`. `Cloneable[]` and `String[]` can be merged, or `java.io.Serializable[]` and `String[]`; the result is `Cloneable[]` and `java.io.Serializable[]` respectively. Even `int[]` and `String[]` can be merged; the result is `Object[]`, because `Object` is used instead of `int` when computing the first common supertype.

Since the array types can have different dimensions, `Object[]` and `String[][]` can be merged, or `Object[][]` and `String[]`; in both cases the result is `Object[]`. `Cloneable[]` and `String[][]` can be merged; the result is `Cloneable[]`. Finally, `Cloneable[][]` and `String[]` can be merged; the result is `Object[]`.

If the operand stacks cannot be merged, verification of the method fails.

To merge two local variable array states, corresponding pairs of local variables are compared. The value of the merged local variable is computed using the rules above, except that the corresponding values are permitted to be different primitive types. In that case, the verifier records that the merged local variable contains an unusable value.

If the data-flow analyzer runs on a method without reporting a verification failure, then the method has been successfully verified by the class file verifier.

Certain instructions and data types complicate the data-flow analyzer. We now examine each of these in more detail.

4.10.2.3 Values of Types `long` and `double`

Values of the `long` and `double` types are treated specially by the verification process.

Whenever a value of type `long` or `double` is moved into a local variable at index `n`, index `n+1` is specially marked to indicate that it has been reserved by the value at index `n` and must not be used as a local variable index. Any value previously at index `n+1` becomes unusable.

Whenever a value is moved to a local variable at index `n`, the index `n-1` is examined to see if it is the index of a value of type `long` or `double`. If so, the local variable at index `n-1` is changed to indicate that it now contains an unusable value. Since
the local variable at index $n$ has been overwritten, the local variable at index $n-1$ cannot represent a value of type `long` or `double`.

Dealing with values of types `long` or `double` on the operand stack is simpler; the verifier treats them as single values on the stack. For example, the verification code for the `dadd` opcode (add two `double` values) checks that the top two items on the stack are both of type `double`. When calculating operand stack length, values of type `long` and `double` have length two.

Untyped instructions that manipulate the operand stack must treat values of type `long` and `double` as atomic (indivisible). For example, the verifier reports a failure if the top value on the stack is a `double` and it encounters an instruction such as `pop` or `dup`. The instructions `pop2` or `dup2` must be used instead.

### 4.10.2.4 Instance Initialization Methods and Newly Created Objects

Creating a new class instance is a multistep process. The statement:

```
... new myClass(i, j, k);
...
```

can be implemented by the following:

```
...
new #1            // Allocate uninitialized space for myClass
dup               // Duplicate object on the operand stack
iload_1           // Push i
iload_2           // Push j
iload_3           // Push k
invokespecial #5  // Invoke myClass.<init>
...
```

This instruction sequence leaves the newly created and initialized object on top of the operand stack. (Additional examples of compilation to the instruction set of the Java Virtual Machine are given in §3 (Compiling for the Java Virtual Machine).)

The instance initialization method (§2.9) for class `myClass` sees the new uninitialized object as its `this` argument in local variable 0. Before that method invokes another instance initialization method of `myClass` or its direct superclass on `this`, the only operation the method can perform on `this` is assigning fields declared within `myClass`.

When doing dataflow analysis on instance methods, the verifier initializes local variable 0 to contain an object of the current class, or, for instance initialization methods, local variable 0 contains a special type indicating an uninitialized object. After an appropriate instance initialization method is invoked (from the current
class or its direct superclass) on this object, all occurrences of this special type on the verifier's model of the operand stack and in the local variable array are replaced by the current class type. The verifier rejects code that uses the new object before it has been initialized or that initializes the object more than once. In addition, it ensures that every normal return of the method has invoked an instance initialization method either in the class of this method or in the direct superclass.

Similarly, a special type is created and pushed on the verifier's model of the operand stack as the result of the Java Virtual Machine instruction new. The special type indicates the instruction by which the class instance was created and the type of the uninitialized class instance created. When an instance initialization method declared in the class of the uninitialized class instance is invoked on that class instance, all occurrences of the special type are replaced by the intended type of the class instance. This change in type may propagate to subsequent instructions as the dataflow analysis proceeds.

The instruction number needs to be stored as part of the special type, as there may be multiple not-yet-initialized instances of a class in existence on the operand stack at one time. For example, the Java Virtual Machine instruction sequence that implements:

```
new InputStream(new Foo(), new InputStream("foo"))
```

may have two uninitialized instances of InputStream on the operand stack at once. When an instance initialization method is invoked on a class instance, only those occurrences of the special type on the operand stack or in the local variable array that are the same object as the class instance are replaced.

A valid instruction sequence must not have an uninitialized object on the operand stack or in a local variable at the target of a backwards branch if the special type of the uninitialized object is merged with a special type other than itself, or in a local variable in code protected by an exception handler or a finally-clause. Otherwise, a devious piece of code might fool the verifier into thinking it had initialized a class instance when it had, in fact, initialized a class instance created in a previous pass through a loop.

4.10.2.5 Exceptions and finally

To implement the try-finally construct, a compiler for the Java programming language that generates class files with version number 50.0 or below may use the exception-handling facilities together with two special instructions: jsr ("jump to subroutine") and ret ("return from subroutine"). The finally clause is compiled as a subroutine within the Java Virtual Machine code for its method, much like the
code for an exception handler. When a \texttt{jsr} instruction that invokes the subroutine is executed, it pushes its return address, the address of the instruction after the \texttt{jsr} that is being executed, onto the operand stack as a value of type \texttt{returnAddress}. The code for the subroutine stores the return address in a local variable. At the end of the subroutine, a \texttt{ret} instruction fetches the return address from the local variable and transfers control to the instruction at the return address.

Control can be transferred to the \texttt{finally} clause (the \texttt{finally} subroutine can be invoked) in several different ways. If the \texttt{try} clause completes normally, the \texttt{finally} subroutine is invoked via a \texttt{jsr} instruction before evaluating the next expression. A \texttt{break} or \texttt{continue} inside the \texttt{try} clause that transfers control outside the \texttt{try} clause executes a \texttt{jsr} to the code for the \texttt{finally} clause first. If the \texttt{try} clause executes a \texttt{return}, the compiled code does the following:

1. Saves the return value (if any) in a local variable.
2. Executes a \texttt{jsr} to the code for the \texttt{finally} clause.
3. Upon return from the \texttt{finally} clause, returns the value saved in the local variable.

The compiler sets up a special exception handler, which catches any exception thrown by the \texttt{try} clause. If an exception is thrown in the \texttt{try} clause, this exception handler does the following:

1. Saves the exception in a local variable.
2. Executes a \texttt{jsr} to the \texttt{finally} clause.
3. Upon return from the \texttt{finally} clause, rethrows the exception.

For more information about the implementation of the \texttt{try}-\texttt{finally} construct, see §3.13.

The code for the \texttt{finally} clause presents a special problem to the verifier. Usually, if a particular instruction can be reached via multiple paths and a particular local variable contains incompatible values through those multiple paths, then the local variable becomes unusable. However, a \texttt{finally} clause might be called from several different places, yielding several different circumstances:

- The invocation from the exception handler may have a certain local variable that contains an exception.
- The invocation to implement \texttt{return} may have some local variable that contains the return value.
- The invocation from the bottom of the \texttt{try} clause may have an indeterminate value in that same local variable.
The code for the **finally** clause itself might pass verification, but after completing the updating all the successors of the **ret** instruction, the verifier would note that the local variable that the exception handler expects to hold an exception, or that the return code expects to hold a return value, now contains an indeterminate value.

Verifying code that contains a **finally** clause is complicated. The basic idea is the following:

- Each instruction keeps track of the list of **jsr** targets needed to reach that instruction. For most code, this list is empty. For instructions inside code for the **finally** clause, it is of length one. For multiply nested **finally** code (extremely rare!), it may be longer than one.

- For each instruction and each **jsr** needed to reach that instruction, a bit vector is maintained of all local variables accessed or modified since the execution of the **jsr** instruction.

- When executing the **ret** instruction, which implements a return from a subroutine, there must be only one possible subroutine from which the instruction can be returning. Two different subroutines cannot 'merge' their execution to a single **ret** instruction.

- To perform the data-flow analysis on a **ret** instruction, a special procedure is used. Since the verifier knows the subroutine from which the instruction must be returning, it can find all the **jsr** instructions that call the subroutine and merge the state of the operand stack and local variable array at the time of the **ret** instruction into the operand stack and local variable array of the instructions following the **jsr**. Merging uses a special set of values for local variables:
  - For any local variable that the bit vector (constructed above) indicates has been accessed or modified by the subroutine, use the type of the local variable at the time of the **ret**.
  - For other local variables, use the type of the local variable before the **jsr** instruction.

### 4.11 Limitations of the Java Virtual Machine

The following limitations of the Java Virtual Machine are implicit in the **class** file format:
• The per-class or per-interface constant pool is limited to 65535 entries by the 16-bit constant_pool_count field of the ClassFile structure (§4.1). This acts as an internal limit on the total complexity of a single class or interface.

• The number of fields that may be declared by a class or interface is limited to 65535 by the size of the fields_count item of the ClassFile structure (§4.1). Note that the value of the fields_count item of the ClassFile structure does not include fields that are inherited from superclasses or superinterfaces.

• The number of methods that may be declared by a class or interface is limited to 65535 by the size of the methods_count item of the ClassFile structure (§4.1). Note that the value of the methods_count item of the ClassFile structure does not include methods that are inherited from superclasses or superinterfaces.

• The number of direct superinterfaces of a class or interface is limited to 65535 by the size of the interfaces_count item of the ClassFile structure (§4.1).

• The greatest number of local variables in the local variables array of a frame created upon invocation of a method (§2.6) is limited to 65535 by the size of the max_locals item of the Code attribute (§4.7.3) giving the code of the method, and by the 16-bit local variable indexing of the Java Virtual Machine instruction set.

  Note that values of type long and double are each considered to reserve two local variables and contribute two units toward the max_locals value, so use of local variables of those types further reduces this limit.

• The size of an operand stack in a frame (§2.6) is limited to 65535 values by the max_stack field of the Code attribute (§4.7.3).

  Note that values of type long and double are each considered to contribute two units toward the max_stack value, so use of values of these types on the operand stack further reduces this limit.

• The number of method parameters is limited to 255 by the definition of a method descriptor (§4.3.3), where the limit includes one unit for this in the case of instance or interface method invocations.

  Note that a method descriptor is defined in terms of a notion of method parameter length in which a parameter of type long or double contributes two units to the length, so parameters of these types further reduce the limit.

• The length of field and method names, field and method descriptors, and other constant string values (including those referenced by ConstantValue (§4.7.2)
attributes) is limited to 65535 characters by the 16-bit unsigned length item of the CONSTANT_Utf8_info structure (§4.4.7).

Note that the limit is on the number of bytes in the encoding and not on the number of encoded characters. UTF-8 encodes some characters using two or three bytes. Thus, strings incorporating multibyte characters are further constrained.

• The number of dimensions in an array is limited to 255 by the size of the dimensions opcode of the multianewarray instruction and by the constraints imposed on the multianewarray, anewarray, and newarray instructions (§4.9.1, §4.9.2).
Loader, Linking, and Initializing

THE Java Virtual Machine dynamically loads, links and initializes classes and interfaces. Loading is the process of finding the binary representation of a class or interface type with a particular name and creating a class or interface from that binary representation. Linking is the process of taking a class or interface and combining it into the run-time state of the Java Virtual Machine so that it can be executed. Initialization of a class or interface consists of executing the class or interface initialization method <clinit> (§2.9).

In this chapter, §5.1 describes how the Java Virtual Machine derives symbolic references from the binary representation of a class or interface. §5.2 explains how the processes of loading, linking, and initialization are first initiated by the Java Virtual Machine. §5.3 specifies how binary representations of classes and interfaces are loaded by class loaders and how classes and interfaces are created. Linking is described in §5.4. §5.5 details how classes and interfaces are initialized. §5.6 introduces the notion of binding native methods. Finally, §5.7 describes when a Java Virtual Machine exits.

5.1 The Run-Time Constant Pool

The Java Virtual Machine maintains a per-type constant pool (§2.5.5), a run-time data structure that serves many of the purposes of the symbol table of a conventional programming language implementation.

The constant_pool table (§4.4) in the binary representation of a class or interface is used to construct the run-time constant pool upon class or interface creation (§5.3). All references in the run-time constant pool are initially symbolic. The
symbolic references in the run-time constant pool are derived from structures in the binary representation of the class or interface as follows:

- A symbolic reference to a class or interface is derived from a `CONSTANT_Class_info` structure (§4.4.1) in the binary representation of a class or interface. Such a reference gives the name of the class or interface in the form returned by the `Class.getName` method, that is:
  - For a nonarray class or an interface, the name is the binary name (§4.2.1) of the class or interface.
  - For an array class of \(n\) dimensions, the name begins with \(n\) occurrences of the ASCII "[" character followed by a representation of the element type:
    - If the element type is a primitive type, it is represented by the corresponding field descriptor (§4.3.2).
    - Otherwise, if the element type is a reference type, it is represented by the ASCII "L" character followed by the binary name (§4.2.1) of the element type followed by the ASCII ";" character.

Whenever this chapter refers to the name of a class or interface, it should be understood to be in the form returned by the `Class.getName` method.

- A symbolic reference to a field of a class or an interface is derived from a `CONSTANT_Fieldref_info` structure (§4.4.2) in the binary representation of a class or interface. Such a reference gives the name and descriptor of the field, as well as a symbolic reference to the class or interface in which the field is to be found.

- A symbolic reference to a method of a class is derived from a `CONSTANT_Methodref_info` structure (§4.4.2) in the binary representation of a class or interface. Such a reference gives the name and descriptor of the method, as well as a symbolic reference to the class in which the method is to be found.

- A symbolic reference to a method of an interface is derived from a `CONSTANT_InterfaceMethodref_info` structure (§4.4.2) in the binary representation of a class or interface. Such a reference gives the name and descriptor of the interface method, as well as a symbolic reference to the interface in which the method is to be found.

- A symbolic reference to a method handle is derived from a `CONSTANT_MethodHandle_info` structure (§4.4.8) in the binary representation of a class or interface. Such a reference gives a symbolic reference to a field of a class or interface, or a method of a class, or a method of an interface, depending on the kind of the method handle.
• A symbolic reference to a method type is derived from a CONSTANT_MethodType_info structure (§4.4.9) in the binary representation of a class or interface. Such a reference gives a method descriptor (§4.3.3).

• A symbolic reference to a call site specifier is derived from a CONSTANT_InvokeDynamic_info structure (§4.4.10) in the binary representation of a class or interface. Such a reference gives:
  • a symbolic reference to a method handle, which will serve as a bootstrap method for an invokedynamic instruction (§invokedynamic);
  • a sequence of symbolic references (to classes, method types, and method handles), string literals, and run-time constant values which will serve as static arguments to a bootstrap method;
  • a method name and method descriptor.

In addition, certain run-time values which are not symbolic references are derived from items found in the constant_pool table:

• A string literal is a reference to an instance of class String, and is derived from a CONSTANT_String_info structure (§4.4.3) in the binary representation of a class or interface. The CONSTANT_String_info structure gives the sequence of Unicode code points constituting the string literal.

The Java programming language requires that identical string literals (that is, literals that contain the same sequence of code points) must refer to the same instance of class String (JLS §3.10.5). In addition, if the method String.intern is called on any string, the result is a reference to the same class instance that would be returned if that string appeared as a literal. Thus, the following expression must have the value true:

    ("a" + "b" + "c").intern() == "abc"

To derive a string literal, the Java Virtual Machine examines the sequence of code points given by the CONSTANT_String_info structure.

• If the method String.intern has previously been called on an instance of class String containing a sequence of Unicode code points identical to that given by the CONSTANT_String_info structure, then the result of string literal derivation is a reference to that same instance of class String.

• Otherwise, a new instance of class String is created containing the sequence of Unicode code points given by the CONSTANT_String_info structure; a reference to that class instance is the result of string literal derivation. Finally, the intern method of the new String instance is invoked.
• Run-time constant values are derived from `CONSTANT_Integer_info`, `CONSTANT_Float_info`, `CONSTANT_Long_info`, or `CONSTANT_Double_info` structures (§4.4.4, §4.4.5) in the binary representation of a class or interface.

Note that `CONSTANT_Float_info` structures represent values in IEEE 754 single format and `CONSTANT_Double_info` structures represent values in IEEE 754 double format (§4.4.4, §4.4.5). The run-time constant values derived from these structures must thus be values that can be represented using IEEE 754 single and double formats, respectively.

The remaining structures in the `constant_pool` table of the binary representation of a class or interface - the `CONSTANT_NameAndType_info` and `CONSTANT_Utf8_info` structures (§4.4.6, §4.4.7) - are only used indirectly when deriving symbolic references to classes, interfaces, methods, fields, method types, and method handles, and when deriving string literals and call site specifiers.

### 5.2 Java Virtual Machine Startup

The Java Virtual Machine starts up by creating an initial class, which is specified in an implementation-dependent manner, using the bootstrap class loader (§5.3.1). The Java Virtual Machine then links the initial class, initializes it, and invokes the `public` class method `void main(String[])`. The invocation of this method drives all further execution. Execution of the Java Virtual Machine instructions constituting the `main` method may cause linking (and consequently creation) of additional classes and interfaces, as well as invocation of additional methods.

In an implementation of the Java Virtual Machine, the initial class could be provided as a command line argument. Alternatively, the implementation could provide an initial class that sets up a class loader which in turn loads an application. Other choices of the initial class are possible so long as they are consistent with the specification given in the previous paragraph.

### 5.3 Creation and Loading

Creation of a class or interface `C` denoted by the name `N` consists of the construction in the method area of the Java Virtual Machine (§2.5.4) of an implementation-specific internal representation of `C`. Class or interface creation is triggered by another class or interface `D`, which references `C` through its run-time constant pool.
Class or interface creation may also be triggered by \( D \) invoking methods in certain Java SE platform class libraries (§2.12) such as reflection.

If \( C \) is not an array class, it is created by loading a binary representation of \( C \) (§4 (The class File Format)) using a class loader. Array classes do not have an external binary representation; they are created by the Java Virtual Machine rather than by a class loader.

There are two kinds of class loaders: the bootstrap class loader supplied by the Java Virtual Machine, and user-defined class loaders. Every user-defined class loader is an instance of a subclass of the abstract class `ClassLoader`. Applications employ user-defined class loaders in order to extend the manner in which the Java Virtual Machine dynamically loads and thereby creates classes. User-defined class loaders can be used to create classes that originate from user-defined sources. For example, a class could be downloaded across a network, generated on the fly, or extracted from an encrypted file.

A class loader \( L \) may create \( C \) by defining it directly or by delegating to another class loader. If \( L \) creates \( C \) directly, we say that \( L \) defines \( C \) or, equivalently, that \( L \) is the defining loader of \( C \).

When one class loader delegates to another class loader, the loader that initiates the loading is not necessarily the same loader that completes the loading and defines the class. If \( L \) creates \( C \), either by defining it directly or by delegation, we say that \( L \) initiates loading of \( C \) or, equivalently, that \( L \) is an initiating loader of \( C \).

At run time, a class or interface is determined not by its name alone, but by a pair: its binary name (§4.2.1) and its defining class loader. Each such class or interface belongs to a single run-time package. The run-time package of a class or interface is determined by the package name and defining class loader of the class or interface.

The Java Virtual Machine uses one of three procedures to create class or interface \( C \) denoted by \( N \):

- If \( N \) denotes a nonarray class or an interface, one of the two following methods is used to load and thereby create \( C \):
  - If \( D \) was defined by the bootstrap class loader, then the bootstrap class loader initiates loading of \( C \) (§5.3.1).
  - If \( D \) was defined by a user-defined class loader, then that same user-defined class loader initiates loading of \( C \) (§5.3.2).
- Otherwise \( N \) denotes an array class. An array class is created directly by the Java Virtual Machine (§5.3.3), not by a class loader. However, the defining class loader of \( D \) is used in the process of creating array class \( C \).
If an error occurs during class loading, then an instance of a subclass of \texttt{LinkageError} must be thrown at a point in the program that (directly or indirectly) uses the class or interface being loaded.

If the Java Virtual Machine ever attempts to load a class \( C \) during verification (§5.4.1) or resolution (§5.4.3) (but not initialization (§5.5)), and the class loader that is used to initiate loading of \( C \) throws an instance of \texttt{ClassNotFoundException}, then the Java Virtual Machine must throw an instance of \texttt{NoClassDefFoundError} whose cause is the instance of \texttt{ClassNotFoundException}.

(A subtlety here is that recursive class loading to load superclasses is performed as part of resolution (§5.3.5, step 3). Therefore, a \texttt{ClassNotFoundException} that results from a class loader failing to load a superclass must be wrapped in a \texttt{NoClassDefFoundError}.)

A well-behaved class loader should maintain three properties:

- Given the same name, a good class loader should always return the same \texttt{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 the return type of a method in \( C \), \( L_1 \) and \( L_2 \) should return the same \texttt{Class} object.
- If a user-defined class loader prefetches binary representations of classes and interfaces, or loads a group of related classes together, then it must reflect loading errors only at points in the program where they could have arisen without prefetching or group loading.

We will sometimes represent a class or interface using the notation \(<N, L_d>\), where \( N \) denotes the name of the class or interface and \( L_d \) denotes the defining loader of the class or interface.

We will also represent a class or interface using the notation \( N^{L_i} \), where \( N \) denotes the name of the class or interface and \( L_i \) denotes an initiating loader of the class or interface.

### 5.3.1 Loading Using the Bootstrap Class Loader

The following steps are used to load and thereby create the nonarray class or interface \( C \) denoted by \( N \) using the bootstrap class loader.

First, the Java Virtual Machine determines whether the bootstrap class loader has already been recorded as an initiating loader of a class or interface denoted by \( N \). If so, this class or interface is \( C \), and no class creation is necessary.

Otherwise, the Java Virtual Machine passes the argument \( N \) to an invocation of a method on the bootstrap class loader to search for a purported representation of \( C \)
in a platform-dependent manner. Typically, a class or interface will be represented using a file in a hierarchical file system, and the name of the class or interface will be encoded in the pathname of the file.

Note that there is no guarantee that a purported representation found is valid or is a representation of \( C \). This phase of loading must detect the following error:

- If no purported representation of \( C \) is found, loading throws an instance of \texttt{ClassNotFoundException}.

Then the Java Virtual Machine attempts to derive a class denoted by \( N \) using the bootstrap class loader from the purported representation using the algorithm found in §5.3.5. That class is \( C \).

5.3.2 Loading Using a User-defined Class Loader

The following steps are used to load and thereby create the nonarray class or interface \( C \) denoted by \( N \) using a user-defined class loader \( L \).

First, the Java Virtual Machine determines whether \( L \) has already been recorded as an initiating loader of a class or interface denoted by \( N \). If so, this class or interface is \( C \), and no class creation is necessary.

Otherwise, the Java Virtual Machine invokes \texttt{loadClass} (\( N \)) on \( L \). The value returned by the invocation is the created class or interface \( C \). The Java Virtual Machine then records that \( L \) is an initiating loader of \( C \) (§5.3.4). The remainder of this section describes this process in more detail.

When the \texttt{loadClass} method of the class loader \( L \) is invoked with the name \( N \) of a class or interface \( C \) to be loaded, \( L \) must perform one of the following two operations in order to load \( C \):

1. The class loader \( L \) can create an array of bytes representing \( C \) as the bytes of a \texttt{ClassFile} structure (§4.1); it then must invoke the method \texttt{defineClass} of class \texttt{ClassLoader}. Invoking \texttt{defineClass} causes the Java Virtual Machine to derive a class or interface denoted by \( N \) using \( L \) from the array of bytes using the algorithm found in §5.3.5.

2. The class loader \( L \) can delegate the loading of \( C \) to some other class loader \( L' \). This is accomplished by passing the argument \( N \) directly or indirectly to an invocation of a method on \( L' \) (typically the \texttt{loadClass} method). The result of the invocation is \( C \).

In either (1) or (2), if the class loader \( L \) is unable to load a class or interface denoted by \( N \) for any reason, it must throw an instance of \texttt{ClassNotFoundException}. 

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Since JDK release 1.1, Oracle’s Java Virtual Machine implementation has invoked the `loadClass` method of a class loader in order to cause it to load a class or interface. The argument to `loadClass` is the name of the class or interface to be loaded. There is also a two-argument version of the `loadClass` method, where the second argument is a `boolean` that indicates whether the class or interface is to be linked or not. Only the two-argument version was supplied in JDK release 1.0.2, and Oracle’s Java Virtual Machine implementation relied on it to link the loaded class or interface. From JDK release 1.1 onward, Oracle’s Java Virtual Machine implementation links the class or interface directly, without relying on the class loader.

### 5.3.3 Creating Array Classes

The following steps are used to create the array class \( C \) denoted by \( N \) using class loader \( L \). Class loader \( L \) may be either the bootstrap class loader or a user-defined class loader.

If \( L \) has already been recorded as an initiating loader of an array class with the same component type as \( N \), that class is \( C \), and no array class creation is necessary.

Otherwise, the following steps are performed to create \( C \):

1. If the component type is a `reference` type, the algorithm of this section (§5.3) is applied recursively using class loader \( L \) in order to load and thereby create the component type of \( C \).
2. The Java Virtual Machine creates a new array class with the indicated component type and number of dimensions.
   
   If the component type is a `reference` type, \( C \) is marked as having been defined by the defining class loader of the component type. Otherwise, \( C \) is marked as having been defined by the bootstrap class loader.
   
   In any case, the Java Virtual Machine then records that \( L \) is an initiating loader for \( C \) (§5.3.4).
   
   If the component type is a `reference` type, the accessibility of the array class is determined by the accessibility of its component type. Otherwise, the accessibility of the array class is `public`.

### 5.3.4 Loading Constraints

Ensuring type safe linkage in the presence of class loaders requires special care. It is possible that when two different class loaders initiate loading of a class or interface denoted by \( N \), the name \( N \) may denote a different class or interface in each loader.

When a class or interface \( C = <N_1, L_1> \) makes a symbolic reference to a field or method of another class or interface \( D = <N_2, L_2> \), the symbolic reference includes
a descriptor specifying the type of the field, or the return and argument types of the method. It is essential that any type name \( N \) mentioned in the field or method descriptor denote the same class or interface when loaded by \( L_1 \) and when loaded by \( L_2 \).

To ensure this, the Java Virtual Machine imposes \emph{loading constraints} of the form \( N^{L_1} = N^{L_2} \) during preparation (§5.4.2) and resolution (§5.4.3). To enforce these constraints, the Java Virtual Machine will, at certain prescribed times (see §5.3.1, §5.3.2, §5.3.3, and §5.3.5), record that a particular loader is an initiating loader of a particular class. After recording that a loader is an initiating loader of a class, the Java Virtual Machine must immediately check to see if any loading constraints are violated. If so, the record is retracted, the Java Virtual Machine throws a \texttt{LinkageError}, and the loading operation that caused the recording to take place fails.

Similarly, after imposing a loading constraint (see §5.4.2, §5.4.3.2, §5.4.3.3, and §5.4.3.4), the Java Virtual Machine must immediately check to see if any loading constraints are violated. If so, the newly imposed loading constraint is retracted, the Java Virtual Machine throws a \texttt{LinkageError}, and the operation that caused the constraint to be imposed (either resolution or preparation, as the case may be) fails.

The situations described here are the only times at which the Java Virtual Machine checks whether any loading constraints have been violated. A loading constraint is violated if, and only if, all the following four conditions hold:

- There exists a loader \( L \) such that \( L \) has been recorded by the Java Virtual Machine as an initiating loader of a class \( C \) named \( N \).
- There exists a loader \( L' \) such that \( L' \) has been recorded by the Java Virtual Machine as an initiating loader of a class \( C' \) named \( N \).
- The equivalence relation defined by the (transitive closure of the) set of imposed constraints implies \( N^L = N^{L'} \).
- \( C \neq C' \).

A full discussion of class loaders and type safety is beyond the scope of this specification. For a more comprehensive discussion, readers are referred to \emph{Dynamic Class Loading in the Java Virtual Machine} by Sheng Liang and Gilad Bracha (Proceedings of the 1998 ACM SIGPLAN Conference on Object-Oriented Programming Systems, Languages and Applications).
5.3.5 Deriving a Class from a class File Representation

The following steps are used to derive a Class object for the nonarray class or interface \( C \) denoted by \( N \) using loader \( L \) from a purported representation in class file format.

1. First, the Java Virtual Machine determines whether it has already recorded that \( L \) is an initiating loader of a class or interface denoted by \( N \). If so, this creation attempt is invalid and loading throws a LinkageError.

2. Otherwise, the Java Virtual Machine attempts to parse the purported representation. However, the purported representation may not in fact be a valid representation of \( C \).

   This phase of loading must detect the following errors:
   - If the purported representation is not a ClassFile structure (§4.1, §4.8), loading throws an instance of ClassFormatError.
   - Otherwise, if the purported representation is not of a supported major or minor version (§4.1), loading throws an instance of UnsupportedClassVersionError.

   UnsupportedClassVersionError, a subclass of ClassFormatError, was introduced to enable easy identification of a ClassFormatError caused by an attempt to load a class whose representation uses an unsupported version of the class file format. In JDK release 1.1 and earlier, an instance of NoClassDefFoundError or ClassFormatError was thrown in case of an unsupported version, depending on whether the class was being loaded by the system class loader or a user-defined class loader.
   - Otherwise, if the purported representation does not actually represent a class named \( N \), loading throws an instance of NoClassDefFoundError or an instance of one of its subclasses.

3. If \( C \) has a direct superclass, the symbolic reference from \( c \) to its direct superclass is resolved using the algorithm of §5.4.3.1. Note that if \( c \) is an interface it must have Object as its direct superclass, which must already have been loaded. Only Object has no direct superclass.

   Any exceptions that can be thrown due to class or interface resolution can be thrown as a result of this phase of loading. In addition, this phase of loading must detect the following errors:
   - If the class or interface named as the direct superclass of \( c \) is in fact an interface, loading throws an IncompatibleClassChangeError.
LOADING, LINKING, AND INITIALIZING

5.4 Linking

Linking a class or interface involves verifying and preparing that class or interface, its direct superclass, its direct superinterfaces, and its element type (if it is an array type), if necessary. Resolution of symbolic references in the class or interface is an optional part of linking.

This specification allows an implementation flexibility as to when linking activities (and, because of recursion, loading) take place, provided that all of the following properties are maintained:

• A class or interface is completely loaded before it is linked.
• A class or interface is completely verified and prepared before it is initialized.
• Errors detected during linkage are 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.

For example, a Java Virtual Machine implementation may choose to resolve each symbolic reference in a class or interface individually when it is used ("lazy" or "late" resolution), or to resolve them all at once when the class is being verified ("eager" or "static" resolution). This means that the resolution process may continue, in some implementations, after a class or interface has been initialized. Whichever strategy is followed, any error detected during resolution must be
thrown at a point in the program that (directly or indirectly) uses a symbolic reference to the class or interface.

Because linking involves the allocation of new data structures, it may fail with an `OutOfMemoryError`.

### 5.4.1 Verification

Verification (§4.10) ensures that the binary representation of a class or interface is structurally correct (§4.9). Verification may cause additional classes and interfaces to be loaded (§5.3) but need not cause them to be verified or prepared.

If the binary representation of a class or interface does not satisfy the static or structural constraints listed in §4.9, then a `VerifyError` must be thrown at the point in the program that caused the class or interface to be verified.

If an attempt by the Java Virtual Machine to verify a class or interface fails because an error is thrown that is an instance of `LinkageError` (or a subclass), then subsequent attempts to verify the class or interface always fail with the same error that was thrown as a result of the initial verification attempt.

### 5.4.2 Preparation

Preparation involves creating the static fields for a class or interface and initializing such fields to their default values (§2.3, §2.4). This does not require the execution of any Java Virtual Machine code; explicit initializers for static fields are executed as part of initialization (§5.5), not preparation.

During preparation of a class or interface \( C \), the Java Virtual Machine also imposes loading constraints (§5.3.4). Let \( L_1 \) be the defining loader of \( C \). For each method \( m \) declared in \( C \) that overrides (§5.4.5) a method declared in a superclass or superinterface \( \langle D, L_2 \rangle \), the Java Virtual Machine imposes the following loading constraints:

Given that the return type of \( m \) is \( T_r \), and that the formal parameter types of \( m \) are \( T_{r_1}, ..., T_{r_n} \), then:

If \( T_r \) not an array type, let \( T_0 \) be \( T_r \); otherwise, let \( T_0 \) be the element type (§2.4) of \( T_r \).

For \( i = 1 \) to \( n \): If \( T_{r_i} \) is not an array type, let \( T_i \) be \( T_{r_i} \); otherwise, let \( T_i \) be the element type (§2.4) of \( T_{r_i} \).

Then \( T_i^{L_1} = T_i^{L_2} \) for \( i = 0 \) to \( n \).
Furthermore, if \( c \) implements a method \( m \) declared in a superinterface \( < I, L_3 > \) of \( c \), but \( c \) does not itself declare the method \( m \), then let \( < D, L_2 > \) be the superclass of \( c \) that declares the implementation of method \( m \) inherited by \( c \). The Java Virtual Machine imposes the following constraints:

Given that the return type of \( m \) is \( T_r \), and that the formal parameter types of \( m \) are \( T_{f1}, ..., T_{fn} \), then:

If \( T_r \) not an array type, let \( T_0 \) be \( T_r \); otherwise, let \( T_0 \) be the element type (§2.4) of \( T_r \).

For \( i = 1 \) to \( n \): If \( T_{f_{i}} \) is not an array type, let \( T_i \) be \( T_{f_{i}} \); otherwise, let \( T_i \) be the element type (§2.4) of \( T_{f_{i}} \).

Then \( T_i^{L_2} = T_i^{L_3} \) for \( i = 0 \) to \( n \).

Preparation may occur at any time following creation but must be completed prior to initialization.

5.4.3 Resolution

The Java Virtual Machine instructions \texttt{anewarray, checkcast, getfield, getstatic, instanceof, invokedynamic, invokeinterface, invokespecial, invokestatic, invokevirtual, ldc, ldc_w, multianewarray, new, putfield, and putstatic} make symbolic references to the run-time constant pool. Execution of any of these instructions requires resolution of its symbolic reference.

Resolution is the process of dynamically determining concrete values from symbolic references in the run-time constant pool.

Resolution of the symbolic reference of one occurrence of an \texttt{invokedynamic} instruction does not imply that the same symbolic reference is considered resolved for any other \texttt{invokedynamic} instruction.

For all other instructions above, resolution of the symbolic reference of one occurrence of an instruction does imply that the same symbolic reference is considered resolved for any other non-\texttt{invokedynamic} instruction.

(The above text implies that the concrete value determined by resolution for a specific \texttt{invokedynamic} instruction is a call site object bound to that specific \texttt{invokedynamic} instruction.)

Resolution can be attempted on a symbolic reference that has already been resolved. An attempt to resolve a symbolic reference that has already successfully been resolved always succeeds trivially and always results in the same entity produced by the initial resolution of that reference.
If an error occurs during resolution of a symbolic reference, then an instance of `IncompatibleClassChangeError` (or a subclass) must be thrown at a point in the program that (directly or indirectly) uses the symbolic reference.

If an attempt by the Java Virtual Machine to resolve a symbolic reference fails because an error is thrown that is an instance of `LinkageError` (or a subclass), then subsequent attempts to resolve the reference always fail with the same error that was thrown as a result of the initial resolution attempt.

A symbolic reference to a call site specifier by a specific `invokedynamic` instruction must not be resolved prior to execution of that instruction.

In the case of failed resolution of an `invokedynamic` instruction, the bootstrap method is not re-executed on subsequent resolution attempts.

Certain of the instructions above require additional linking checks when resolving symbolic references. For instance, in order for a `getfield` instruction to successfully resolve the symbolic reference to the field on which it operates, it must not only complete the field resolution steps given in §5.4.3.2 but also check that the field is not `static`. If it is a `static` field, a linking exception must be thrown.

Notably, in order for an `invokedynamic` instruction to successfully resolve the symbolic reference to a call site specifier, the bootstrap method specified therein must complete normally and return a suitable call site object. If the bootstrap method completes abruptly or returns an unsuitable call site object, a linking exception must be thrown.

Linking exceptions generated by checks that are specific to the execution of a particular Java Virtual Machine instruction are given in the description of that instruction and are not covered in this general discussion of resolution. Note that such exceptions, although described as part of the execution of Java Virtual Machine instructions rather than resolution, are still properly considered failures of resolution.

The following sections describe the process of resolving a symbolic reference in the run-time constant pool (§5.1) of a class or interface $D$. Details of resolution differ with the kind of symbolic reference to be resolved.

5.4.3.1 Class and Interface Resolution

To resolve an unresolved symbolic reference from $D$ to a class or interface $C$ denoted by $N$, the following steps are performed:

1. The defining class loader of $D$ is used to create a class or interface denoted by $N$. This class or interface is $C$. The details of the process are given in §5.3.
Any exception that can be thrown as a result of failure of class or interface creation can thus be thrown as a result of failure of class and interface resolution.

2. If \( C \) is an array class and its element type is a reference type, then a symbolic reference to the class or interface representing the element type is resolved by invoking the algorithm in §5.4.3.1 recursively.

3. Finally, access permissions to \( C \) are checked.
   - If \( C \) is not accessible (§5.4.4) to \( D \), class or interface resolution throws an IllegalAccessException.

   This condition can occur, for example, if \( C \) is a class that was originally declared to be public but was changed to be non-public after \( D \) was compiled.

If steps 1 and 2 succeed but step 3 fails, \( C \) is still valid and usable. Nevertheless, resolution fails, and \( D \) is prohibited from accessing \( C \).

### 5.4.3.2 Field Resolution

To resolve an unresolved symbolic reference from \( D \) to a field in a class or interface \( C \), the symbolic reference to \( C \) given by the field reference must first be resolved (§5.4.3.1). Therefore, any exception that can be thrown as a result of failure of resolution of a class or interface reference can be thrown as a result of failure of field resolution. If the reference to \( C \) can be successfully resolved, an exception relating to the failure of resolution of the field reference itself can be thrown.

When resolving a field reference, field resolution first attempts to look up the referenced field in \( C \) and its superclasses:

1. If \( C \) declares a field with the name and descriptor specified by the field reference, field lookup succeeds. The declared field is the result of the field lookup.

2. Otherwise, field lookup is applied recursively to the direct superinterfaces of the specified class or interface \( C \).

3. Otherwise, if \( C \) has a superclass \( S \), field lookup is applied recursively to \( S \).

4. Otherwise, field lookup fails.

Then:
   - If field lookup fails, field resolution throws a NoSuchFieldError.
• Otherwise, if field lookup succeeds but the referenced field is not accessible (§5.4.4) to \( D \), field resolution throws an \texttt{IllegalAccessError}.

• Otherwise, let \(<E, L_1>\) be the class or interface in which the referenced field is actually declared and let \( L_2 \) be the defining loader of \( D \).

Given that the type of the referenced field is \( T_f \), let \( T \) be \( T_f \) if \( T_f \) is not an array type, and let \( T \) be the element type (§2.4) of \( T_f \) otherwise.

The Java Virtual Machine must impose the loading constraint that \( T^{L_1} = T^{L_2} \) (§5.3.4).

5.4.3.3 Method Resolution

To resolve an unresolved symbolic reference from \( D \) to a method in a class \( C \), the symbolic reference to \( C \) given by the method reference is first resolved (§5.4.3.1). Therefore, any exception that can be thrown as a result of failure of resolution of a class reference can be thrown as a result of failure of method resolution. If the reference to \( C \) can be successfully resolved, exceptions relating to the resolution of the method reference itself can be thrown.

When resolving a method reference:

1. Method resolution checks whether \( C \) is a class or an interface.
   - If \( C \) is an interface, method resolution throws an \texttt{IncompatibleClassChangeError}.

2. Method resolution attempts to look up the referenced method in \( C \) and its superclasses:
   - If \( C \) declares exactly one method with the name specified by the method reference, and the declaration is a signature polymorphic method (§2.9), then method lookup succeeds. All the class names mentioned in the descriptor are resolved (§5.4.3.1).

\textit{The resolved method is the signature polymorphic method declaration.} It is not necessary for \( C \) to declare a method with the descriptor specified by the method reference.

• Otherwise, if \( C \) declares a method with the name and descriptor specified by the method reference, method lookup succeeds.

• Otherwise, if \( C \) has a superclass, step 2 of method lookup is recursively invoked on the direct superclass of \( C \).
3. Otherwise, method lookup attempts to locate the referenced method in any of the superinterfaces of the specified class $C$.
   - If any superinterface of $C$ declares a method with the name and descriptor specified by the method reference, method lookup succeeds.
   - Otherwise, method lookup fails.

Then:
- If method lookup fails, method resolution throws a `NoSuchMethodError`.
- Otherwise, if method lookup succeeds and the method is `abstract`, but $C$ is not `abstract`, method resolution throws an `AbstractMethodError`.
- Otherwise, if method lookup succeeds but the referenced method is not accessible (§5.4.4) to $D$, method resolution throws an `IllegalAccessError`.
- Otherwise, let $<E, L_1>$ be the class or interface in which the referenced method $m$ is actually declared, and let $L_2$ be the defining loader of $D$.

Given that the return type of $m$ is $T_r$, and that the formal parameter types of $m$ are $T_{f1}, ..., T_{fn}$, then:
- If $T_r$ is not an array type, let $T_0$ be $T_r$; otherwise, let $T_0$ be the element type (§2.4) of $T_r$.
- For $i = 1$ to $n$: If $T_{fi}$ is not an array type, let $T_i$ be $T_{fi}$; otherwise, let $T_i$ be the element type (§2.4) of $T_{fi}$.

The Java Virtual Machine must impose the loading constraints $T_i^{L_1} = T_i^{L_2}$ for $i = 0$ to $n$ (§5.3.4).

### 5.4.3.4 Interface Method Resolution

To resolve an unresolved symbolic reference from $D$ to an interface method in an interface $C$, the symbolic reference to $C$ given by the interface method reference is first resolved (§5.4.3.1). Therefore, any exception that can be thrown as a result of failure of resolution of an interface reference can be thrown as a result of failure of interface method resolution. If the reference to $C$ can be successfully resolved, exceptions relating to the resolution of the interface method reference itself can be thrown.

When resolving an interface method reference:
- If $C$ is not an interface, interface method resolution throws an `IncompatibleClassChangeError`.
• Otherwise, if the referenced method does not have the same name and descriptor as a method in \( C \) or in one of the superinterfaces of \( C \), or in class \texttt{Object}, interface method resolution throws a \texttt{NoSuchMethodError}.

• Otherwise, let \( <E, L_1> \) be the class or interface in which the referenced interface method \( m \) is actually declared, and let \( L_2 \) be the defining loader of \( D \).

Given that the return type of \( m \) is \( T_r \), and that the formal parameter types of \( m \) are \( T_{f1}, ..., T_{fn} \), then:

If \( T_r \) is not an array type, let \( T_0 \) be \( T_r \); otherwise, let \( T_0 \) be the element type (§2.4) of \( T_r \).

For \( i = 1 \) to \( n \): If \( T_{fi} \) is not an array type, let \( T_i \) be \( T_{fi} \); otherwise, let \( T_i \) be the element type (§2.4) of \( T_{fi} \).

The Java Virtual Machine must impose the loading constraints \( T_i L_1 = T_i L_2 \) for \( i = 0 \) to \( n \) (§5.3.4).

5.4.3.5 \textit{Method Type and Method Handle Resolution}

To resolve an unresolved symbolic reference to a method type, it is as if resolution occurs of unresolved symbolic references to classes and interfaces (§5.4.3.1) whose names correspond to the types given in the method descriptor (§4.3.3).

Any exception that can be thrown as a result of failure of resolution of a class reference can thus be thrown as a result of failure of method type resolution.

The result of successful method type resolution is a reference to an instance of \texttt{java.lang.invoke.MethodType} which represents the method descriptor.

Method type resolution occurs regardless of whether the run time constant pool actually contains symbolic references to classes and interfaces indicated in the method descriptor. Also, the resolution is deemed to occur on \textit{unresolved} symbolic references, so a failure to resolve one method type will not necessarily lead to a later failure to resolve another method type with the same textual method descriptor, if suitable classes and interfaces can be loaded by the later time.

Resolution of an unresolved symbolic reference to a method handle is more complicated. Each method handle resolved by the Java Virtual Machine has an equivalent instruction sequence called its \textit{bytecode behavior}, indicated by the method handle's \textit{kind}. The integer values and descriptions of the nine kinds of method handle are given in Table 5.1.

Symbolic references by an instruction sequence to fields or methods are indicated by \( C . x : \tau \), where \( x \) and \( \tau \) are the name and descriptor (§4.3.2, §4.3.3) of the field or method, and \( C \) is the class or interface in which the field or method is to be found.
Table 5.1. Bytecode Behaviors for Method Handles

<table>
<thead>
<tr>
<th>Kind</th>
<th>Description</th>
<th>Interpretation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>REF_getField</td>
<td>getfield C.f:T</td>
</tr>
<tr>
<td>2</td>
<td>REF_getStatic</td>
<td>getstatic C.f:T</td>
</tr>
<tr>
<td>3</td>
<td>REF_putField</td>
<td>putfield C.f:T</td>
</tr>
<tr>
<td>4</td>
<td>REF_putStatic</td>
<td>putstatic C.f:T</td>
</tr>
<tr>
<td>5</td>
<td>REF_invokeVirtual</td>
<td>invokevirtual C.m:(A*)T</td>
</tr>
<tr>
<td>6</td>
<td>REF_invokeStatic</td>
<td>invokestatic C.m:(A*)T</td>
</tr>
<tr>
<td>7</td>
<td>REF_invokeSpecial</td>
<td>invokespecial C.m:(A*)T</td>
</tr>
<tr>
<td>8</td>
<td>REF_newInvokeSpecial</td>
<td>new C; dup; invokespecial C.&lt;init&gt;:(A*)V</td>
</tr>
<tr>
<td>9</td>
<td>REF_invokeInterface</td>
<td>invokeinterface C.m:(A*)T</td>
</tr>
</tbody>
</table>

Let \( MH \) be the symbolic reference to a method handle (§5.1) being resolved. Then:

- Let \( R \) be the symbolic reference to the field or method contained within \( MH \).

  \( (R \) is derived from the CONSTANT_Fieldref, CONSTANT_Methodref, or CONSTANT_InterfaceMethodref structure referred to by the reference_index item of the CONSTANT_MethodHandle from which \( MH \) is derived.)

- Let \( C \) be a symbolic reference to the type referenced by \( R \).

  \( (C \) is derived from the CONSTANT_Class structure referred to by the class_index item in the CONSTANT_Fieldref, CONSTANT_Methodref, or CONSTANT_InterfaceMethodref structure from which \( R \) is derived.)

- Let \( f \) or \( m \) be the name of the field or method referenced by \( R \).

  \( (f \) or \( m \) is derived from the CONSTANT_NameAndType structure referred to by the name_and_type_index item in the CONSTANT_Fieldref, CONSTANT_Methodref, or CONSTANT_InterfaceMethodref structure from which \( R \) is derived.)

- Let \( T \) and (in the case of a method) \( A^* \) be the return type and argument type sequence of the field or method referenced by \( R \).

  Let \( T \) be the type of the field referenced by \( R \), or the return type of the method referenced by \( R \). Let \( A^* \) be the sequence (perhaps empty) of parameter types of the method referenced by \( R \).

  \( (T \) and \( A^* \) are derived from the CONSTANT_NameAndType structure referred to by the name_and_type_index item in the CONSTANT_Fieldref,
CONSTANT_Methodref, or CONSTANT_InterfaceMethodref structure from which \( R \) is derived.)

To resolve \( MH \), all symbolic references to classes, fields, and methods in \( MH \)'s bytecode behavior are resolved (§5.4.3.1, §5.4.3.2, §5.4.3.3, §5.4.3.4). That is, \( C, L, m, T, \) and \( A^\ast \) are resolved. Therefore, any exception that can be thrown as a result of failure of resolution of a symbolic reference to a class, field, method, or interfacemethod can be thrown as a result of method handle resolution.

If all such symbolic references can be resolved, then a reference to an instance of \( \text{java.lang.invoke.MethodType} \) is obtained as if by resolution of a symbolic reference to the method descriptor (§4.3.3) given for the kind of \( MH \) in Table 5.2.

To resolve \( MH \), all symbolic references to classes, interfaces, fields, and methods in \( MH \)'s bytecode behavior are resolved, using the following three steps:

• First, \( R \) is resolved.

• Second, resolution occurs as if of unresolved symbolic references to classes and interfaces whose names correspond to each type in \( A^\ast \), and to the type \( T \), in that order.

• Third, a reference to an instance of \( \text{java.lang.invoke.MethodType} \) is obtained as if by resolution of an unresolved symbolic reference to a method type that contains the method descriptor specified in Table 5.2 for the kind of \( MH \).

It is as if the symbolic reference to a method handle contains a symbolic reference to the method type that the resolved method handle will eventually have. The detailed structure of the method type is obtained by inspecting Table 5.2.

In every step, any exception that can be thrown as a result of failure of resolution of a class or interface or field or method reference can be thrown as a result of failure of method handle resolution.

The intent is that resolving a method handle can be done in exactly the same circumstances that the Java Virtual Machine would successfully resolve the symbolic references in the bytecode behavior. In particular, method handles to private and protected members can be created in exactly those classes for which the corresponding normal accesses are legal.
Table 5.2. Method Descriptors for Method Handles

<table>
<thead>
<tr>
<th>Kind</th>
<th>Description</th>
<th>Method descriptor</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>REF_getField</td>
<td>(C)T</td>
</tr>
<tr>
<td>2</td>
<td>REF_getStatic</td>
<td>()T</td>
</tr>
<tr>
<td>3</td>
<td>REF_putField</td>
<td>(C,T)V</td>
</tr>
<tr>
<td>4</td>
<td>REF_putStatic</td>
<td>(T)V</td>
</tr>
<tr>
<td>5</td>
<td>REF_invokeVirtual</td>
<td>(C,A*)T</td>
</tr>
<tr>
<td>6</td>
<td>REF_invokeStatic</td>
<td>(A*)T</td>
</tr>
<tr>
<td>7</td>
<td>REF_invokeSpecial</td>
<td>(C,A*)T</td>
</tr>
<tr>
<td>8</td>
<td>REF_newInvokeSpecial</td>
<td>(A*)C</td>
</tr>
<tr>
<td>9</td>
<td>REF_invokeInterface</td>
<td>(C,A*)T</td>
</tr>
</tbody>
</table>

The result of successful method handle resolution is a reference to an instance of java.lang.invoke.MethodHandle which represents the method handle \( MH \).

The type descriptor of this java.lang.invoke.MethodHandle instance is the java.lang.invoke.MethodType instance produced in the third step of method handle resolution above.

If the method referenced by \( R \) has the ACC_VARARGS flag set (§4.6), then the java.lang.invoke.MethodHandle instance is a variable arity method handle; otherwise, it is a fixed arity method handle.

A variable arity method handle performs argument list boxing (JLS §15.12.4.2) when invoked via invoke, while its behavior with respect to invokeExact is as if the ACC_VARARGS flag were not set.

Method handle resolution throws an IncompatibleClassChangeError if the method referenced by \( R \) has the ACC_VARARGS flag set and either \( A^{*} \) is an empty sequence or the last parameter type in \( A^{*} \) is not an array type. That is, creation of a variable arity method handle fails.

An implementation of the Java Virtual Machine is not required to intern method types or method handles. That is, two distinct symbolic references to method types or method handles which are structurally identical might
not resolve to the same instance of \texttt{java.lang.invoke.MethodType} or \texttt{java.lang.invoke.MethodHandle} respectively.

The \texttt{java.lang.invoke.MethodHandles} class in the Java SE platform API allows creation of method handles with no bytecode behavior. Their behavior is defined by the method of \texttt{java.lang.invoke.MethodHandles} that creates them. For example, a method handle may, when invoked, first apply transformations to its argument values, then supply the transformed values to the invocation of another method handle, then apply a transformation to the value returned from that invocation, then return the transformed value as its own result.

5.4.3.6 Call Site Specifier Resolution

To resolve an unresolved symbolic reference to a call site specifier involves three steps:

- A call site specifier gives a symbolic reference to a method handle which is to serve as the \textit{bootstrap method} for a dynamic call site (§4.7.21). The method handle is resolved to obtain a reference to an instance of \texttt{java.lang.invoke.MethodHandle} (§5.4.3.5).

- A call site specifier gives a method descriptor, \textit{TD}. A reference to an instance of \texttt{java.lang.invoke.MethodType} is obtained as if by resolution of a symbolic reference to a method type with the same parameter and return types as \textit{TD} (§5.4.3.5).

- A call site specifier gives zero or more \textit{static arguments}, which communicate application-specific metadata to the bootstrap method. Any static arguments which are symbolic references to classes, method handles, or method types are resolved, as if by invocation of the \texttt{ldc} instruction (§1ldc), to obtain references to \texttt{Class} objects, \texttt{java.lang.invoke.MethodHandle} objects, and \texttt{java.lang.invoke.MethodType} objects respectively. Any static arguments that are string literals are used to obtain references to \texttt{String} objects.

The result of call site specifier resolution is a tuple consisting of:

- the reference to an instance of \texttt{java.lang.invoke.MethodHandle},
- the reference to an instance of \texttt{java.lang.invoke.MethodType},
- the references to instances of \texttt{Class}, \texttt{java.lang.invoke.MethodHandle}, \texttt{java.lang.invoke.MethodType}, and \texttt{String}.

During resolution of the symbolic reference to the method handle in the call site specifier, or resolution of the symbolic reference to the method type for the method descriptor in the call site specifier, or resolution of a symbolic reference to any
static argument, any of the exceptions pertaining to method type or method handle resolution may be thrown (§5.4.3.5).

### 5.4.4 Access Control

A class or interface $C$ is *accessible* to a class or interface $D$ if and only if either of the following conditions is true:

- $C$ is public.
- $C$ and $D$ are members of the same run-time package (§5.3).

A field or method $R$ is accessible to a class or interface $D$ if and only if any of the following conditions are true:

- $R$ is public.
- $R$ is protected and is declared in a class $C$, and $D$ is either a subclass of $C$ or $C$ itself. Furthermore, if $R$ is not static, then the symbolic reference to $R$ must contain a symbolic reference to a class $T$, such that $T$ is either a subclass of $D$, a superclass of $D$, or $D$ itself.
- $R$ is either protected or has default access (that is, neither public nor protected nor private), and is declared by a class in the same run-time package as $D$.
- $R$ is private and is declared in $D$.

This discussion of access control omits a related restriction on the target of a protected field access or method invocation (the target must be of class $D$ or a subtype of $D$). That requirement is checked as part of the verification process (§5.4.1); it is not part of link-time access control.

### 5.4.5 Method overriding

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 $A$.
- $m_2$ has the same name and descriptor as $m_1$.
- Either:
  - $m_2$ is marked ACC_PUBLIC; or is marked ACC_PROTECTED; or is marked neither ACC_PUBLIC nor ACC_PROTECTED nor ACC_PRIVATE and belongs to the same run-time package as $C$, or
5.5 Initialization

**Initialization** of a class or interface consists of executing its class or interface initialization method (§2.9).

A class or interface may be initialized only as a result of:

- The execution of any one of the Java Virtual Machine instructions `new`, `getstatic`, `putstatic`, or `invokestatic` that references the class or interface (§new, §getstatic, §putstatic, §invokestatic). All of these instructions reference a class directly or indirectly through either a field reference or a method reference.

Upon execution of a `new` instruction, the referenced class or interface is initialized if it has not been initialized already.

Upon execution of a `getstatic`, `putstatic`, or `invokestatic` instruction, the class or interface that declared the resolved field or method is initialized if it has not been initialized already.

- The first invocation of a `java.lang.invoke.MethodHandle` instance which was the result of resolution of a method handle by the Java Virtual Machine (§5.4.3.5) and which has a kind of 2 (REF_getStatic), 4 (REF_putStatic), 6 (REF_invokeStatic), or 8 (REF_newInvokeSpecial).

- Invocation of certain reflective methods in the class library (§2.12), for example, in class `Class` or in package `java.lang.reflect`.

- The initialization of one of its subclasses.

- Its designation as the initial class at Java Virtual Machine start-up (§5.2).

Prior to initialization, a class or interface must be linked, that is, verified, prepared, and optionally resolved.

Because the Java Virtual Machine 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. The implementation of the Java Virtual Machine is responsible for taking care of synchronization and recursive initialization by using the following procedure. It assumes that the `Class` object
has already been verified and prepared, and that the `Class` object contains state that indicates one of four situations:

- This `Class` object is verified and prepared but not initialized.
- This `Class` object is being initialized by some particular thread.
- This `Class` object is fully initialized and ready for use.
- This `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. For example, `LC` could be the `Class` object for `C`, or the monitor associated with that `Class` object. 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 `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 procedure.

   Thread interrupt status is unaffected by execution of the initialization procedure.

3. If the `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 `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 `Class` object for `C` is in an erroneous state, then initialization is not possible. Release `LC` and throw a `NoClassDefFoundError`.

6. Otherwise, record the fact that initialization of the `Class` object for `C` is in progress by the current thread, and release `LC`. Then, initialize each `final static` field of `C` with the constant value in its `ConstantValue` attribute (§4.7.2), in the order the fields appear in the `ClassFile` structure.

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 `Class` object for `C` as erroneous, notify all waiting
threads, release \( LC \), and complete abruptly, throwing the same exception that resulted from initializing \( SC \).

8. Next, determine whether assertions are enabled for \( C \) by querying its defining class loader.

9. Next, execute the class or interface initialization method of \( C \).

10. If the execution of the class or interface initialization method completes normally, then acquire \( LC \), label the \texttt{Class} object for \( C \) as fully initialized, notify all waiting threads, release \( LC \), and complete this procedure normally.

11. Otherwise, the class or interface initialization method must have completed abruptly by throwing some exception \( E \). If the class of \( E \) is not \texttt{Error} or one of its subclasses, then create a new instance of the class \texttt{ExceptionInInitializerError} with \( E \) as the argument, and use this object in place of \( E \) in the following step.

   If a new instance of \texttt{ExceptionInInitializerError} cannot be created because an \texttt{OutOfMemoryError} occurs, then use an \texttt{OutOfMemoryError} object in place of \( E \) in the following step.

12. Acquire \( LC \), label the \texttt{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.

A Java Virtual Machine 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 Java memory model, all \textit{happens-before} orderings (JLS §17.4.5) that would exist if the lock were acquired, still exist when the optimization is performed.

5.6 Binding Native Method Implementations

\textit{Binding} is the process by which a function written in a language other than the Java programming language and implementing a \texttt{native} method is integrated into the Java Virtual Machine so that it can be executed. Although this process is traditionally referred to as linking, the term binding is used in the specification to avoid confusion with linking of classes or interfaces by the Java Virtual Machine.
5.7 Java Virtual Machine Exit

The Java Virtual Machine exits when some thread invokes the `exit` method of class `Runtime` or class `System`, or the `halt` method of class `Runtime`, and the `exit` or `halt` operation is permitted by the security manager.

In addition, the JNI (Java Native Interface) Specification describes termination of the Java Virtual Machine when the JNI Invocation API is used to load and unload the Java Virtual Machine.
The Java Virtual Machine Instruction Set

A Java Virtual Machine instruction consists of an opcode specifying the operation to be performed, followed by zero or more operands embodying values to be operated upon. This chapter gives details about the format of each Java Virtual Machine instruction and the operation it performs.

6.1 Assumptions: The Meaning of "Must"

The description of each instruction is always given in the context of Java Virtual Machine code that satisfies the static and structural constraints of §4 (The class File Format). In the description of individual Java Virtual Machine instructions, we frequently state that some situation "must" or "must not" be the case: "The value2 must be of type int." The constraints of §4 (The class File Format) guarantee that all such expectations will in fact be met. If some constraint (a "must" or "must not") in an instruction description is not satisfied at run time, the behavior of the Java Virtual Machine is undefined.

The Java Virtual Machine checks that Java Virtual Machine code satisfies the static and structural constraints at link time using a class file verifier (§4.10). Thus, a Java Virtual Machine will only attempt to execute code from valid class files. Performing verification at link time is attractive in that the checks are performed just once, substantially reducing the amount of work that must be done at run time. Other implementation strategies are possible, provided that they comply with The Java Language Specification, Java SE 8 Edition and The Java Virtual Machine Specification, Java SE 8 Edition.
6.2 Reserved Opcodes

In addition to the opcodes of the instructions specified later in this chapter, which are used in class files (§4 (The class File Format)), three opcodes are reserved for internal use by a Java Virtual Machine implementation. If the instruction set of the Java Virtual Machine is extended in the future, these reserved opcodes are guaranteed not to be used.

Two of the reserved opcodes, numbers 254 (0xfe) and 255 (0xff), have the mnemonics impdep1 and impdep2, respectively. These instructions are intended to provide "back doors" or traps to implementation-specific functionality implemented in software and hardware, respectively. The third reserved opcode, number 202 (0xca), has the mnemonic breakpoint and is intended to be used by debuggers to implement breakpoints.

Although these opcodes have been reserved, they may be used only inside a Java Virtual Machine implementation. They cannot appear in valid class files. Tools such as debuggers or JIT code generators (§2.13) that might directly interact with Java Virtual Machine code that has been already loaded and executed may encounter these opcodes. Such tools should attempt to behave gracefully if they encounter any of these reserved instructions.

6.3 Virtual Machine Errors

A Java Virtual Machine implementation throws an object that is an instance of a subclass of the class VirtualMachineError when an internal error or resource limitation prevents it from implementing the semantics described in this chapter. This specification cannot predict where internal errors or resource limitations may be encountered and does not mandate precisely when they can be reported. Thus, any of the VirtualMachineError subclasses defined below may be thrown at any time during the operation of the Java Virtual Machine:

- **InternalError**: An internal error has occurred in the Java Virtual Machine implementation because of a fault in the software implementing the virtual machine, a fault in the underlying host system software, or a fault in the hardware. This error is delivered asynchronously (§2.10) when it is detected and may occur at any point in a program.

- **OutOfMemoryError**: The Java Virtual Machine implementation has run out of either virtual or physical memory, and the automatic storage manager was unable to reclaim enough memory to satisfy an object creation request.
• StackOverflowError: The Java Virtual Machine implementation has run out of stack space for a thread, typically because the thread is doing an unbounded number of recursive invocations as a result of a fault in the executing program.

• UnknownError: An exception or error has occurred, but the Java Virtual Machine implementation is unable to report the actual exception or error.

6.4 Format of Instruction Descriptions

Java Virtual Machine instructions are represented in this chapter by entries of the form shown below, in alphabetical order and each beginning on a new page.
mnemonic

Operation
Short description of the instruction

Format

<table>
<thead>
<tr>
<th>mnemonic</th>
<th>operand1</th>
<th>operand2</th>
<th>...</th>
</tr>
</thead>
</table>

Forms
mnemonic = opcode

Operand
..., value1, value2 →

Stack
..., value3

Description
A longer description detailing constraints on operand stack contents or constant pool entries, the operation performed, the type of the results, etc.

Linking Exceptions
If any linking exceptions may be thrown by the execution of this instruction, they are set off one to a line, in the order in which they must be thrown.

Run-time Exceptions
If any run-time exceptions can be thrown by the execution of an instruction, they are set off one to a line, in the order in which they must be thrown.

Other than the linking and run-time exceptions, if any, listed for an instruction, that instruction must not throw any run-time exceptions except for instances of VirtualMachineError or its subclasses.

Notes
Comments not strictly part of the specification of an instruction are set aside as notes at the end of the description.
Each cell in the instruction format diagram represents a single 8-bit byte. The instruction's mnemonic is its name. Its opcode is its numeric representation and is given in both decimal and hexadecimal forms. Only the numeric representation is actually present in the Java Virtual Machine code in a class file.

Keep in mind that there are "operands" generated at compile time and embedded within Java Virtual Machine instructions, as well as "operands" calculated at run time and supplied on the operand stack. Although they are supplied from several different areas, all these operands represent the same thing: values to be operated upon by the Java Virtual Machine instruction being executed. By implicitly taking many of its operands from its operand stack, rather than representing them explicitly in its compiled code as additional operand bytes, register numbers, etc., the Java Virtual Machine's code stays compact.

Some instructions are presented as members of a family of related instructions sharing a single description, format, and operand stack diagram. As such, a family of instructions includes several opcodes and opcode mnemonics; only the family mnemonic appears in the instruction format diagram, and a separate forms line lists all member mnemonics and opcodes. For example, the Forms line for the lconst_<_<i> family of instructions, giving mnemonic and opcode information for the two instructions in that family (lconst_0 and lconst_1), is

\[
lconst_0 = 9 \ (0x9) \\
\]

\[
lconst_1 = 10 \ (0xa) \\
\]

In the description of the Java Virtual Machine instructions, the effect of an instruction's execution on the operand stack (§2.6.2) of the current frame (§2.6) is represented textually, with the stack growing from left to right and each value represented separately. Thus,

\[
... \text{value1}, \text{value2} \rightarrow \\
... \text{result}
\]

shows an operation that begins by having value2 on top of the operand stack with value1 just beneath it. As a result of the execution of the instruction, value1 and value2 are popped from the operand stack and replaced by result value, which has been calculated by the instruction. The remainder of the operand stack, represented by an ellipsis (...), is unaffected by the instruction's execution.

Values of types long and double are represented by a single entry on the operand stack.

In the First Edition of The Java Virtual Machine Specification, values on the operand stack of types long and double were each represented in the stack diagram by two entries.
6.5 Instructions
**Operation**
Load reference from array

**Format**
```
aaload
```

**Forms**
```
aaload = 50 (0x32)
```

**Operand Stack**
```
..., arrayref, index →
```

**Description**
The `arrayref` must be of type reference and must refer to an array whose components are of type reference. The `index` must be of type int. Both `arrayref` and `index` are popped from the operand stack. The reference value in the component of the array at `index` is retrieved and pushed onto the operand stack.

**Run-time Exceptions**
If `arrayref` is null, `aaload` throws a NullPointerException.

Otherwise, if `index` is not within the bounds of the array referenced by `arrayref`, the `aaload` instruction throws an ArrayIndexOutOfBoundsException.
**aastore**

**Operation**  
Store into *reference* array

**Format**

`aastore`

**Forms**

`aastore = 83 (0x53)`

**Operand Stack**

`..., arrayref, index, value → ...`

**Description**

The *arrayref* must be of type *reference* and must refer to an array whose components are of type *reference*. The *index* must be of type *int* and value must be of type *reference*. The *arrayref, index*, and *value* are popped from the operand stack. The *reference* *value* is stored as the component of the array at *index*.

At run time, the type of *value* must be compatible with the type of the components of the array referenced by *arrayref*. Specifically, assignment of a value of reference type *s* (source) to an array component of reference type *t* (target) is allowed only if:

- If *s* is a class type, then:
  - If *t* is a class type, then *s* must be the same class as *t*, or *s* must be a subclass of *t*;
  - If *t* is an interface type, then *s* must implement interface *t*.
- If *s* is an interface type, then:
  - If *t* is a class type, then *t* must be *Object*.
  - If *t* is an interface type, then *t* must be the same interface as *s* or a superinterface of *s*.
- If *s* is an array type, namely, the type *sc[]*, that is, an array of components of type *sc*, then:
  - If *t* is a class type, then *t* must be *Object*.
  - If *t* is an interface type, then *t* must be one of the interfaces implemented by arrays (JLS §4.10.3).
• If $T$ is an array type $T_C[]$, that is, an array of components of type $T_C$, then one of the following must be true:
  • $T_C$ and $S_C$ are the same primitive type.
  • $T_C$ and $S_C$ are reference types, and type $S_C$ is assignable to $T_C$ by these run-time rules.

**Run-time Exceptions**

If $arrayref$ is null, $aastore$ throws a $NullPointerException$.

Otherwise, if $index$ is not within the bounds of the array referenced by $arrayref$, the $aastore$ instruction throws an $ArrayIndexOutOfBoundsException$.

Otherwise, if $arrayref$ is not null and the actual type of $value$ is not assignment compatible (JLS §5.2) with the actual type of the components of the array, $aastore$ throws an $ArrayStoreException$. 
**aconst_null**

**Operation**
Push null

**Format**
```
 aconst_null
```

**Forms**
aconst_null = 1 (0x1)

**Operand Stack**
```
... →
..., null
```

**Description**
Push the null object reference onto the operand stack.

**Notes**
The Java Virtual Machine does not mandate a concrete value for null.
**aload**

**Operation** Load reference from local variable

**Format**

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>aload</strong></td>
<td></td>
</tr>
<tr>
<td><strong>index</strong></td>
<td></td>
</tr>
</tbody>
</table>

**Forms** $aload = 25 \ (0x19)$

**Operand Stack** $... \rightarrow \ldots, \ objectref$

**Description** The $index$ is an unsigned byte that must be an index into the local variable array of the current frame ($\S 2.6$). The local variable at $index$ must contain a reference. The $objectref$ in the local variable at $index$ is pushed onto the operand stack.

**Notes**

The $aload$ instruction cannot be used to load a value of type `returnAddress` from a local variable onto the operand stack. This asymmetry with the $astore$ instruction ($\S astore$) is intentional.

The $aload$ opcode can be used in conjunction with the $wide$ instruction ($\S wide$) to access a local variable using a two-byte unsigned index.
**aload_<n>**

**Operation**
Load \textit{reference} from local variable

**Format**

\begin{center}
\texttt{aload_<n>}
\end{center}

**Forms**

- \texttt{aload_0} = 42 (0x2a)
- \texttt{aload_1} = 43 (0x2b)
- \texttt{aload_2} = 44 (0x2c)
- \texttt{aload_3} = 45 (0x2d)

**Operand Stack**

\ldots \rightarrow \ldots, \textit{objectref}

**Description**
The \(<n>\) must be an index into the local variable array of the current frame (§2.6). The local variable at \(<n>\) must contain a \textit{reference}. The \textit{objectref} in the local variable at \(<n>\) is pushed onto the operand stack.

**Notes**
An \texttt{aload_<n>} instruction cannot be used to load a value of type \texttt{returnAddress} from a local variable onto the operand stack. This asymmetry with the corresponding \texttt{astore_<n>} instruction (§\texttt{astore_<n>}) is intentional.

Each of the \texttt{aload_<n>} instructions is the same as \texttt{aload} with an \textit{index} of \(<n>\), except that the operand \(<n>\) is implicit.
**anewarray**

**Operation**
Create new array of `reference`

**Format**

| anewarray  
| indexbyte1  
| indexbyte2 |

**Forms**
anewarray = 189 (0xbd)

**Operand**
...

**Stack**
...

**Description**
The `count` must be of type `int`. It is popped off the operand stack. The `count` represents the number of components of the array to be created. The unsigned `indexbyte1` and `indexbyte2` are used to construct an index into the run-time constant pool of the current class (§2.6), where the value of the index is `(indexbyte1 << 8) | indexbyte2`. The run-time constant pool item at that index must be a symbolic reference to a class, array, or interface type. The named class, array, or interface type is resolved (§5.4.3.1). A new array with components of that type, of length `count`, is allocated from the garbage-collected heap, and a `reference arrayref` to this new array object is pushed onto the operand stack. All components of the new array are initialized to `null`, the default value for `reference` types (§2.4).

**Linking**

**Exceptions**
During resolution of the symbolic reference to the class, array, or interface type, any of the exceptions documented in §5.4.3.1 can be thrown.

**Run-time**

**Exceptions**
Otherwise, if `count` is less than zero, the `anewarray` instruction throws a `NegativeArraySizeException`.

**Notes**
The `anewarray` instruction is used to create a single dimension of an array of object references or part of a multidimensional array.
**areturn**

**Operation**  
Return reference from method

**Format**  
```
areturn
```

**Forms**  
\[ \text{areturn} = 176 \ (0xb0) \]

**Operand Stack**  
\[ ..., \text{objectref} \rightarrow \]

\[ [\text{empty}] \]

**Description**  
The `objectref` must be of type `reference` and must refer to an object of a type that is assignment compatible (JLS §5.2) with the type represented by the return descriptor (§4.3.3) of the current method. If the current method is a `synchronized` method, the monitor entered or reentered on invocation of the method is updated and possibly exited as if by execution of a `monitorexit` instruction (§monitorexit) in the current thread. If no exception is thrown, `objectref` is popped from the operand stack of the current frame (§2.6) and pushed onto the operand stack of the frame of the invoker. Any other values on the operand stack of the current method are discarded.

The interpreter then reinstates the frame of the invoker and returns control to the invoker.

**Run-time Exceptions**  
If the Java Virtual Machine implementation does not enforce the rules on structured locking described in §2.11.10, then if the current method is a `synchronized` method and the current thread is not the owner of the monitor entered or reentered on invocation of the method, `areturn` throws an `IllegalMonitorStateException`. This can happen, for example, if a `synchronized` method contains a `monitorexit` instruction, but no `monitorenter` instruction, on the object on which the method is synchronized.

Otherwise, if the Java Virtual Machine implementation enforces the rules on structured locking described in §2.11.10 and if the first of those rules is violated during invocation of the current method, then `areturn` throws an `IllegalMonitorStateException`. 
**arraylength**

**Operation**  
Get length of array

**Format**  
```plaintext
arraylength
```  

**Forms**  
`arraylength = 190 (0xbe)`

**Operand**  
`..., arrayref →`

**Stack**  
`..., length`

**Description**  
The `arrayref` must be of type `reference` and must refer to an array. It is popped from the operand stack. The `length` of the array it references is determined. That `length` is pushed onto the operand stack as an `int`.

**Run-time Exceptions**  
If the `arrayref` is `null`, the `arraylength` instruction throws a `NullPointerException`.
**astore**

**Operation**
Store reference into local variable

**Format**

<table>
<thead>
<tr>
<th>astore</th>
<th>index</th>
</tr>
</thead>
</table>

**Forms**

astore = 58 (0x3a)

**Operand Stack**

..., objectref → ...

**Description**
The index is an unsigned byte that must be an index into the local variable array of the current frame (§2.6). The objectref on the top of the operand stack must be of type returnAddress or of type reference. It is popped from the operand stack, and the value of the local variable at index is set to objectref.

**Notes**
The astore instruction is used with an objectref of type returnAddress when implementing the finally clause of the Java programming language (§3.13).

The aload instruction (§aload) cannot be used to load a value of type returnAddress from a local variable onto the operand stack. This asymmetry with the astore instruction is intentional.

The astore opcode can be used in conjunction with the wide instruction (§wide) to access a local variable using a two-byte unsigned index.
astore_<n>

Operation  
Store reference into local variable

Format  

\[
\text{astore}_<n> 
\]

Forms  
\[
\begin{align*}
\text{astore}_0 &= 75 \ (0x4b) \\
\text{astore}_1 &= 76 \ (0x4c) \\
\text{astore}_2 &= 77 \ (0x4d) \\
\text{astore}_3 &= 78 \ (0x4e)
\end{align*}
\]

Operand Stack  
... objectref \rightarrow ...

Description  
The <n> must be an index into the local variable array of the current frame (§2.6). The objectref on the top of the operand stack must be of type returnAddress or of type reference. It is popped from the operand stack, and the value of the local variable at <n> is set to objectref.

Notes  
An astore_<n> instruction is used with an objectref of type returnAddress when implementing the finally clauses of the Java programming language (§3.13).

An aload_<n> instruction (§aload_<n>) cannot be used to load a value of type returnAddress from a local variable onto the operand stack. This asymmetry with the corresponding astore_<n> instruction is intentional.

Each of the astore_<n> instructions is the same as astore with an index of <n>, except that the operand <n> is implicit.
** athrow **

** Operation **
Throw exception or error

** Format **

```
athrow
```

** Forms **

\( \text{athrow} = 191 \ (0\text{xbf}) \)

** Operand Stack **

\(..., \text{objectref} \rightarrow\)

\(\text{objectref}\)

** Description **

The \texttt{objectref} must be of type \texttt{reference} and must refer to an object that is an instance of class \texttt{Throwable} or of a subclass of \texttt{Throwable}. It is popped from the operand stack. The \texttt{objectref} is then thrown by searching the current method (§2.6) for the first exception handler that matches the class of \texttt{objectref}, as given by the algorithm in §2.10.

If an exception handler that matches \texttt{objectref} is found, it contains the location of the code intended to handle this exception. The \texttt{pc} register is reset to that location, the operand stack of the current frame is cleared, \texttt{objectref} is pushed back onto the operand stack, and execution continues.

If no matching exception handler is found in the current frame, that frame is popped. If the current frame represents an invocation of a \texttt{synchronized} method, the monitor entered or reentered on invocation of the method is exited as if by execution of a \texttt{monitorexit} instruction (§\texttt{monitorexit}). Finally, the frame of its invoker is reinstated, if such a frame exists, and the \texttt{objectref} is rethrown. If no such frame exists, the current thread exits.

** Run-time Exceptions **

If \texttt{objectref} is \texttt{null}, \texttt{athrow} throws a \texttt{NullPointerException} instead of \texttt{objectref}.

Otherwise, if the Java Virtual Machine implementation does not enforce the rules on structured locking described in §2.11.10, then if the method of the current frame is a \texttt{synchronized} method and the current thread is not the owner of the monitor...
entered or reentered on invocation of the method, _athrow_ throws an _IllegalMonitorStateException_ instead of the object previously being thrown. This can happen, for example, if an abruptly completing _synchronized_ method contains a _monitorexit_ instruction, but no _monitorenter_ instruction, on the object on which the method is synchronized.

Otherwise, if the Java Virtual Machine implementation enforces the rules on structured locking described in §2.11.10 and if the first of those rules is violated during invocation of the current method, then _athrow_ throws an _IllegalMonitorStateException_ instead of the object previously being thrown.

**Notes**

The operand stack diagram for the _athrow_ instruction may be misleading: If a handler for this exception is matched in the current method, the _athrow_ instruction discards all the values on the operand stack, then pushes the thrown object onto the operand stack. However, if no handler is matched in the current method and the exception is thrown farther up the method invocation chain, then the operand stack of the method (if any) that handles the exception is cleared and _objectref_ is pushed onto that empty operand stack. All intervening frames from the method that threw the exception up to, but not including, the method that handles the exception are discarded.
### baload

**Operation**
Load byte or boolean from array

**Format**

```
baload
```

**Forms**

`baload = 51 (0x33)`

**Operand Stack**

```
..., arrayref, index →
```

**Description**
The `arrayref` must be of type reference and must refer to an array whose components are of type byte or of type boolean. The `index` must be of type int. Both `arrayref` and `index` are popped from the operand stack. The byte value in the component of the array at `index` is retrieved, sign-extended to an int value, and pushed onto the top of the operand stack.

**Run-time Exceptions**
If `arrayref` is null, `baload` throws a `NullPointerException`.
Otherwise, if `index` is not within the bounds of the array referenced by `arrayref`, the `baload` instruction throws an `ArrayIndexOutOfBoundsException`.

**Notes**
The `baload` instruction is used to load values from both byte and boolean arrays. In Oracle's Java Virtual Machine implementation, boolean arrays - that is, arrays of type `T_BOOLEAN` (§2.2, §newarray) - are implemented as arrays of 8-bit values. Other implementations may implement packed boolean arrays; the `baload` instruction of such implementations must be used to access those arrays.
**bastore**

**Operation**
Store into byte or boolean array

**Format**

```
bastore
```

**Forms**

`bastore = 84 (0x54)`

**Operand Stack**

`...`, `arrayref`, `index`, `value` → ...

**Description**
The `arrayref` must be of type *reference* and must refer to an array whose components are of type *byte* or of type *boolean*. The `index` and the `value` must both be of type *int*. The `arrayref`, `index`, and `value` are popped from the operand stack. The *int* `value` is truncated to a *byte* and stored as the component of the array indexed by `index`.

**Run-time Exceptions**

If `arrayref` is null, `bastore` throws a `NullPointerException`.

Otherwise, if `index` is not within the bounds of the array referenced by `arrayref`, the `bastore` instruction throws an `ArrayIndexOutOfBoundsException`.

**Notes**
The `bastore` instruction is used to store values into both *byte* and *boolean* arrays. In Oracle's Java Virtual Machine implementation, *boolean* arrays - that is, arrays of type `T_BOOLEAN` (§2.2, §`newarray`) - are implemented as arrays of 8-bit values. Other implementations may implement packed *boolean* arrays; in such implementations the `bastore` instruction must be able to store *boolean* values into packed *boolean* arrays as well as *byte* values into *byte* arrays.
bipush

Operation  Push byte

Format

| bipush | byte |

Forms  bipush = 16 (0x10)

Operand Stack  ... → ...

..., value

Description  The immediate byte is sign-extended to an int value. That value is pushed onto the operand stack.
**caload**

**Operation**
Load char from array

**Format**
```
caload
```

**Forms**
`caload = 52 (0x34)`

**Operand Stack**
```
..., arrayref, index →...
..., value
```

**Description**
The `arrayref` must be of type `reference` and must refer to an array whose components are of type `char`. The `index` must be of type `int`. Both `arrayref` and `index` are popped from the operand stack. The component of the array at `index` is retrieved and zero-extended to an `int` value. That value is pushed onto the operand stack.

**Run-time Exceptions**
- If `arrayref` is null, `caload` throws a `NullPointerException`.
- Otherwise, if `index` is not within the bounds of the array referenced by `arrayref`, the `caload` instruction throws an `ArrayIndexOutOfBoundsException`.
**castore**

**Operation**
Store into char array

**Format**

```
castore
```

**Forms**

`castore = 85 (0x55)`

**Operand Stack**

`..., arrayref, index, value →`

**Description**

The `arrayref` must be of type `reference` and must refer to an array whose components are of type `char`. The `index` and the `value` must both be of type `int`. The `arrayref`, `index`, and `value` are popped from the operand stack. The `int value` is truncated to a `char` and stored as the component of the array indexed by `index`.

**Run-time Exceptions**

If `arrayref` is `null`, `castore` throws a `NullPointerException`. Otherwise, if `index` is not within the bounds of the array referenced by `arrayref`, the `castore` instruction throws an `ArrayIndexOutOfBoundsException`. 
**checkcast**

**Operation**
Check whether object is of given type

**Format**

<table>
<thead>
<tr>
<th>checkcast</th>
</tr>
</thead>
<tbody>
<tr>
<td>indexbyte1</td>
</tr>
<tr>
<td>indexbyte2</td>
</tr>
</tbody>
</table>

**Forms**
`checkcast = 192 (0xc0)`

**Operand**
`..., objectref →`

**Stack**
`..., objectref`

**Description**
The `objectref` must be of type `reference`. The unsigned `indexbyte1` and `indexbyte2` are used to construct an index into the run-time constant pool of the current class (§2.6), where the value of the index is `(indexbyte1 << 8) | indexbyte2`. The run-time constant pool item at the index must be a symbolic reference to a class, array, or interface type.

If `objectref` is `null`, then the operand stack is unchanged.

Otherwise, the named class, array, or interface type is resolved (§5.4.3.1). If `objectref` can be cast to the resolved class, array, or interface type, the operand stack is unchanged; otherwise, the `checkcast` instruction throws a `ClassCastException`.

The following rules are used to determine whether an `objectref` that is not `null` can be cast to the resolved type: if `s` is the class of the object referred to by `objectref` and `t` is the resolved class, array, or interface type, `checkcast` determines whether `objectref` can be cast to type `t` as follows:

- If `s` is an ordinary (nonarray) class, then:
  - If `t` is a class type, then `s` must be the same class as `t`, or `s` must be a subclass of `t`;
  - If `t` is an interface type, then `s` must implement interface `t`.
- If `s` is an interface type, then:
• If \( T \) is a class type, then \( T \) must be \( \text{Object} \).
• If \( T \) is an interface type, then \( T \) must be the same interface as \( S \) or a superinterface of \( S \).
• If \( S \) is a class representing the array type \( SC[] \), that is, an array of components of type \( SC \), then:
  • If \( T \) is a class type, then \( T \) must be \( \text{Object} \).
  • If \( T \) is an interface type, then \( T \) must be one of the interfaces implemented by arrays (JLS §4.10.3).
• If \( T \) is an array type \( TC[] \), that is, an array of components of type \( TC \), then one of the following must be true:
  * \( TC \) and \( SC \) are the same primitive type.
  * \( TC \) and \( SC \) are reference types, and type \( SC \) can be cast to \( TC \) by recursive application of these rules.

**Linking Exceptions**

During resolution of the symbolic reference to the class, array, or interface type, any of the exceptions documented in §5.4.3.1 can be thrown.

**Run-time Exception**

Otherwise, if \( objectref \) cannot be cast to the resolved class, array, or interface type, the \textit{checkcast} instruction throws a \textit{ClassCastException}.

**Notes**

The \textit{checkcast} instruction is very similar to the \textit{instanceof} instruction (§\textit{instanceof}). It differs in its treatment of \texttt{null}, its behavior when its test fails (\textit{checkcast} throws an exception, \textit{instanceof} pushes a result code), and its effect on the operand stack.
\textit{d2f}\hspace{1cm}\textit{d2f}

\textbf{Operation} \quad \text{Convert double to float}

\textbf{Format} \quad \textit{d2f}

\textbf{Forms} \quad \textit{d2f} = 144 (0x90)

\textbf{Operand Stack} \quad \ldots, \text{value} \to \ldots, \text{result}

\textbf{Description} \quad The \textit{value} on the top of the operand stack must be of type \textit{double}. It is popped from the operand stack and undergoes value set conversion (§2.8.3) resulting in \textit{value}'\textquoteleft. Then \textit{value}'\textquoteleft is converted to a \textit{float} result using IEEE 754 round to nearest mode. The \textit{result} is pushed onto the operand stack.

Where an \textit{d2f} instruction is FP-strict (§2.8.2), the result of the conversion is always rounded to the nearest representable value in the float value set (§2.3.2).

Where an \textit{d2f} instruction is not FP-strict, the result of the conversion may be taken from the float-extended-exponent value set (§2.3.2); it is not necessarily rounded to the nearest representable value in the float value set.

A finite \textit{value}'\textquoteleft too small to be represented as a \textit{float} is converted to a zero of the same sign; a finite \textit{value}'\textquoteleft too large to be represented as a \textit{float} is converted to an infinity of the same sign. A \textit{double NaN} is converted to a \textit{float NaN}.

\textbf{Notes} \quad The \textit{d2f} instruction performs a narrowing primitive conversion (JLS §5.1.3). It may lose information about the overall magnitude of \textit{value}'\textquoteleft and may also lose precision.
**d2i**

**Operation** Convert double to int

**Format**

\[
\text{d2i}
\]

**Forms**

\[d2i = 142 \ (0x8e)\]

**Operand Stack** ...

\[\text{value} \rightarrow\]

\[\text{result}\]

**Description** The value on the top of the operand stack must be of type double. It is popped from the operand stack and undergoes value set conversion (§2.8.3) resulting in value'. Then value' is converted to an int. The result is pushed onto the operand stack:

- If the value' is NaN, the result of the conversion is an int 0.
- Otherwise, if the value' is not an infinity, it is rounded to an integer value \( v \), rounding towards zero using IEEE 754 round towards zero mode. If this integer value \( v \) can be represented as an int, then the result is the int value \( v \).
- Otherwise, either the value' must be too small (a negative value of large magnitude or negative infinity), and the result is the smallest representable value of type int, or the value' must be too large (a positive value of large magnitude or positive infinity), and the result is the largest representable value of type int.

**Notes** The \( d2i \) instruction performs a narrowing primitive conversion (JLS §5.1.3). It may lose information about the overall magnitude of value' and may also lose precision.
**d2l**

**Operation**  
Convert double to long

**Format**

```
d2l
```

**Forms**

\[ d2l = 143 \ (0x8f) \]

**Operand Stack**

\[ ..., value \rightarrow \]

**Result**

\[ ..., result \]

**Description**

The value on the top of the operand stack must be of type **double**. It is popped from the operand stack and undergoes value set conversion (§2.8.3) resulting in \( value' \). Then \( value' \) is converted to a **long**. The **result** is pushed onto the operand stack:

- If the \( value' \) is NaN, the **result** of the conversion is a **long** 0.
- Otherwise, if the \( value' \) is not an infinity, it is rounded to an integer value \( v \), rounding towards zero using IEEE 754 round towards zero mode. If this integer value \( v \) can be represented as a **long**, then the **result** is the **long** value \( v \).
- Otherwise, either the \( value' \) must be too small (a negative value of large magnitude or negative infinity), and the **result** is the smallest representable value of type **long**, or the \( value' \) must be too large (a positive value of large magnitude or positive infinity), and the **result** is the largest representable value of type **long**.

**Notes**

The **d2l** instruction performs a narrowing primitive conversion (JLS §5.1.3). It may lose information about the overall magnitude of \( value' \) and may also lose precision.
**dadd**

**Operation**  
Add double

**Format**  
```
dadd
```

**Forms**  
\(dadd = 99 \, (0x63)\)

**Operand Stack**  
\(\ldots, \text{value1}, \text{value2} \rightarrow \ldots, \text{result}\)

**Description**  
Both \(\text{value1}\) and \(\text{value2}\) must be of type double. The values are popped from the operand stack and undergo value set conversion (§2.8.3), resulting in \(\text{value1}'\) and \(\text{value2}'\). The double \(\text{result}\) is \(\text{value1}' + \text{value2}'\). The result is pushed onto the operand stack.

The result of a dadd instruction is governed by the rules of IEEE arithmetic:

- If either \(\text{value1}'\) or \(\text{value2}'\) 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 any finite value is equal to the infinity.
- The sum of two zeroes of opposite sign is positive zero.
- The sum of two zeroes 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 value.
- The sum of two nonzero finite values of the same magnitude and opposite sign is positive zero.

- In the remaining cases, where neither operand is an infinity, a zero, or NaN and the values have the same sign or have different magnitudes, the sum is computed and rounded to the nearest representable value using IEEE 754 round to nearest mode. If
the magnitude is too large to represent as a `double`, we say the operation overflows; the result is then an infinity of appropriate sign. If the magnitude is too small to represent as a `double`, we say the operation underflows; the result is then a zero of appropriate sign.

The Java Virtual Machine requires support of gradual underflow as defined by IEEE 754. Despite the fact that overflow, underflow, or loss of precision may occur, execution of a `dadd` instruction never throws a run-time exception.
**daload**

**Operation**  
Load double from array

**Format**  

\[
\text{daload}
\]

**Forms**  
\( \text{daload} = 49 \ (0x31) \)

**Operand Stack**  
\( ... \), arrayref, index \( \rightarrow \) ...., value

**Description**  
The \textit{arrayref} must be of type \texttt{reference} and must refer to an array whose components are of type \texttt{double}. The \textit{index} must be of type \texttt{int}. Both \textit{arrayref} and \textit{index} are popped from the operand stack. The \texttt{double} value in the component of the array at \textit{index} is retrieved and pushed onto the operand stack.

**Run-time Exceptions**  
If \textit{arrayref} is \texttt{null}, \textit{daload} throws a \texttt{NullPointerException}.

Otherwise, if \textit{index} is not within the bounds of the array referenced by \textit{arrayref}, the \textit{daload} instruction throws an \texttt{ArrayIndexOutOfBoundsException}. 
**dastore**

**Operation**: Store into double array

**Format**: 

<table>
<thead>
<tr>
<th>dastore</th>
</tr>
</thead>
</table>

**Forms**: 
dastore = 82 (0x52)

**Operand Stack**: 

... , arrayref, index, value → ...

**Description**: The arrayref must be of type reference and must refer to an array whose components are of type double. The index must be of type int, and value must be of type double. The arrayref, index, and value are popped from the operand stack. The double value undergoes value set conversion (§2.8.3), resulting in value', which is stored as the component of the array indexed by index.

**Run-time Exceptions**: 

If arrayref is null, dastore throws a NullPointerException.

Otherwise, if index is not within the bounds of the array referenced by arrayref, the dastore instruction throws an ArrayIndexOutOfBoundsException.
**dcmp<op>**

**Operation**
Compare double

**Format**

```
dcmp<op>
```

**Forms**

\[
\begin{align*}
dcmpg &= 152 (0x98) \\
dcmpl &= 151 (0x97)
\end{align*}
\]

**Operand Stack**

\(\ldots, \text{value1, value2} \rightarrow \ldots, \text{result}\)

**Description**

Both \textit{value1} and \textit{value2} must be of type \texttt{double}. The values are popped from the operand stack and undergo value set conversion (§2.8.3), resulting in \textit{value1}' and \textit{value2}'. A floating-point comparison is performed:

- If \textit{value1}' is greater than \textit{value2}', the \texttt{int} value 1 is pushed onto the operand stack.
- Otherwise, if \textit{value1}' is equal to \textit{value2}', the \texttt{int} value 0 is pushed onto the operand stack.
- Otherwise, if \textit{value1}' is less than \textit{value2}', the \texttt{int} value -1 is pushed onto the operand stack.
- Otherwise, at least one of \textit{value1}' or \textit{value2}' is NaN. The \textit{dcmpg} instruction pushes the \texttt{int} value 1 onto the operand stack and the \textit{dcmpl} instruction pushes the \texttt{int} value -1 onto the operand stack.

Floating-point comparison is performed in accordance with IEEE 754. 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.

**Notes**

The \textit{dcmpg} and \textit{dcmpl} instructions differ only in their treatment of a comparison involving NaN. NaN is unordered, so any \texttt{double} comparison fails if either or both of its operands are NaN. With both \textit{dcmpg} and \textit{dcmpl} available, any \texttt{double} comparison may
be compiled to push the same result onto the operand stack whether the comparison fails on non-NaN values or fails because it encountered a NaN. For more information, see §3.5.
**dconst_<d>**

**Operation**  
Push double

**Format**

```
dconst_<d>
```

**Forms**

- \( dconst_0 = 14 \) (0xe)
- \( dconst_1 = 15 \) (0xf)

**Operand Stack**

```
..., <d>
```

**Description**  
Push the double constant \(<d>\) (0.0 or 1.0) onto the operand stack.
**ddiv**

**Operation** Divide double

**Format**

```
    ddiv
```

**Forms**

$\text{ddiv} = 111 \ (0x6f)$

**Operand Stack**

```
..., \text{value1}, \text{value2} \rightarrow 
```

**Stack**

```
..., \text{result}
```

**Description**

Both \text{value1} and \text{value2} must be of type double. The values are popped from the operand stack and undergo value set conversion (§2.8.3), resulting in \text{value1}' and \text{value2}'. The double result is \text{value1}' / \text{value2}'. The result is pushed onto the operand stack.

The result of a \text{ddiv} instruction is governed by the rules of IEEE arithmetic:

- If either \text{value1}' or \text{value2}' is NaN, the result is NaN.
- If neither \text{value1}' nor \text{value2}' is NaN, the sign of the result is positive if both values have the same sign, negative if the values 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, with the sign-producing rule just given.
- Division of a finite value by an infinity results in a signed zero, with the sign-producing rule just given.
- Division of a zero by a zero results in NaN; division of zero by any other finite value results in a signed zero, with the sign-producing rule just given.
- Division of a nonzero finite value by a zero results in a signed infinity, with the sign-producing rule just given.
- In the remaining cases, where neither operand is an infinity, a zero, or NaN, the quotient is computed and rounded to the nearest double using IEEE 754 round to nearest mode. If the
magnitude is too large to represent as a double, we say the operation overflows; the result is then an infinity of appropriate sign. If the magnitude is too small to represent as a double, we say the operation underflows; the result is then a zero of appropriate sign.

The Java Virtual Machine requires support of gradual underflow as defined by IEEE 754. Despite the fact that overflow, underflow, division by zero, or loss of precision may occur, execution of a ddiv instruction never throws a run-time exception.
**dload**

**Operation**  
Load double from local variable

**Format**

<table>
<thead>
<tr>
<th>dload</th>
<th>index</th>
</tr>
</thead>
</table>

**Forms**  
dload = 24 (0x18)

**Operand Stack**

... → ...

,** value**

**Description**  
The index is an unsigned byte. Both index and index+1 must be indices into the local variable array of the current frame (§2.6). The local variable at index must contain a double. The value of the local variable at index is pushed onto the operand stack.

**Notes**  
The dload opcode can be used in conjunction with the wide instruction (§wide) to access a local variable using a two-byte unsigned index.
**dload_<n>**

**Operation** Load double from local variable

**Format**

```
dload_<n>
```

**Forms**

- `dload_0 = 38 (0x26)`
- `dload_1 = 39 (0x27)`
- `dload_2 = 40 (0x28)`
- `dload_3 = 41 (0x29)`

**Operand Stack**

... → ...

**Description** Both `<n>` and `<n>+1` must be indices into the local variable array of the current frame (§2.6). The local variable at `<n>` must contain a double. The value of the local variable at `<n>` is pushed onto the operand stack.

**Notes** Each of the `dload_<n>` instructions is the same as `dload` with an index of `<n>`, except that the operand `<n>` is implicit.
dmul

Operation Multiply double

Format

Form

Operand Stack ...

Description

Both value1 and value2 must be of type double. The values are popped from the operand stack and undergo value set conversion (§2.8.3), resulting in value1' and value2'. The double result is value1' * value2'. The result is pushed onto the operand stack.

The result of a dmul instruction is governed by the rules of IEEE arithmetic:

- If either value1' or value2' is NaN, the result is NaN.
- If neither value1' nor value2' is NaN, the sign of the result is positive if both values have the same sign and negative if the values 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, with the sign-producing rule just given.
- In the remaining cases, where neither an infinity nor NaN is involved, the product is computed and rounded to the nearest representable value using IEEE 754 round to nearest mode. If the magnitude is too large to represent as a double, we say the operation overflows; the result is then an infinity of appropriate sign. If the magnitude is too small to represent as a double, we say the operation underflows; the result is then a zero of appropriate sign.

The Java Virtual Machine requires support of gradual underflow as defined by IEEE 754. Despite the fact that overflow, underflow,
or loss of precision may occur, execution of a $dmul$ instruction never throws a run-time exception.
### dneg

**Operation**  
Negate double

**Format**  

```
  dneg
```

**Forms**  

dneg = 119 (0x77)

**Operand Stack**  

```
... value → ...
```

**Description**  
The value must be of type double. It is popped from the operand stack and undergoes value set conversion (§2.8.3), resulting in `value'`. The double `result` is the arithmetic negation of `value'`. The `result` is pushed onto the operand stack.

For double values, negation is not the same as subtraction from zero. If $x$ is +0.0, then $0.0 - x$ equals +0.0, but $-x$ equals -0.0. Unary minus merely inverts the sign of a double.

**Special cases of interest:**

- If the operand is NaN, the result is NaN (recall that NaN has no sign).
- 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.
### drem

**Operation**
Remainder `double`

**Format**
```
drem
```

**Forms**
`drem = 115 (0x73)`

**Operand Stack**
`...`, `value1`, `value2` → `...`, `result`

**Description**
Both `value1` and `value2` must be of type `double`. The values are popped from the operand stack and undergo value set conversion (§2.8.3), resulting in `value1`' and `value2`'`. The `result` is calculated and pushed onto the operand stack as a `double`.

The result of a `drem` instruction is not the same as that of the so-called 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 Virtual Machine defines `drem` to behave in a manner analogous to that of the Java Virtual Machine integer remainder instructions (`irem` and `lrem`); this may be compared with the C library function `fmod`.

The result of a `drem` instruction is governed by these rules:

- If either `value1`' or `value2`' is NaN, the result is NaN.
- If neither `value1`' nor `value2`' is 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 operand is an infinity, a zero, or NaN, the floating-point remainder result from a dividend value1' and a divisor value2' is defined by the mathematical relation result = value1' - (value2' * q), where q is an integer that is negative only if value1' / value2' is negative, and positive only if value1' / value2' is positive, and whose magnitude is as large as possible without exceeding the magnitude of the true mathematical quotient of value1' and value2'.

Despite the fact that division by zero may occur, evaluation of a drem instruction never throws a run-time exception. Overflow, underflow, or loss of precision cannot occur.

Notes

The IEEE 754 remainder operation may be computed by the library routine Math.IEEEremainder.
**dreturn**

**Operation**
Return double from method

**Format**

```
dreturn
```

**Forms**

\[ dreturn = 175 \ (0xaf) \]

**Operand Stack**
... \( \rightarrow \) [empty]

**Description**
The current method must have return type double. The value must be of type double. If the current method is a synchronized method, the monitor entered or reentered on invocation of the method is updated and possibly exited as if by execution of a monitorexit instruction (§monitorexit) in the current thread. If no exception is thrown, value is popped from the operand stack of the current frame (§2.6) and undergoes value set conversion (§2.8.3), resulting in value'. The value' is pushed onto the operand stack of the frame of the invoker. Any other values on the operand stack of the current method are discarded.

The interpreter then returns control to the invoker of the method, reinstating the frame of the invoker.

**Run-time Exceptions**
If the Java Virtual Machine implementation does not enforce the rules on structured locking described in §2.11.10, then if the current method is a synchronized method and the current thread is not the owner of the monitor entered or reentered on invocation of the method, dreturn throws an IllegalMonitorStateException. This can happen, for example, if a synchronized method contains a monitorexit instruction, but no monitorenter instruction, on the object on which the method is synchronized.

Otherwise, if the Java Virtual Machine implementation enforces the rules on structured locking described in §2.11.10 and if the first of those rules is violated during invocation of the current method, then dreturn throws an IllegalMonitorStateException.
**dstore**

**Operation**
Store double into local variable

**Format**
```
<table>
<thead>
<tr>
<th>dstore</th>
</tr>
</thead>
<tbody>
<tr>
<td>index</td>
</tr>
</tbody>
</table>
```

**Forms**
dstore = 57 (0x39)

**Operand Stack**
... → value → ...

**Description**
The index is an unsigned byte. Both index and index+1 must be indices into the local variable array of the current frame (§2.6). The value on the top of the operand stack must be of type double. It is popped from the operand stack and undergoes value set conversion (§2.8.3), resulting in value'. The local variables at index and index+1 are set to value'.

**Notes**
The dstore opcode can be used in conjunction with the wide instruction (§wide) to access a local variable using a two-byte unsigned index.
**dstore_\(<n>\)**

**Operation** Store `double` into local variable

**Format**

```
dstore_<n>
```

**Forms**

- `dstore_0 = 71 (0x47)`
- `dstore_1 = 72 (0x48)`
- `dstore_2 = 73 (0x49)`
- `dstore_3 = 74 (0x4a)`

**Operand**

```
... , value →
```

**Stack**

```
...
```

**Description** Both \(<n>\) and \(<n>+1\) must be indices into the local variable array of the current frame (§2.6). The `value` on the top of the operand stack must be of type `double`. It is popped from the operand stack and undergoes value set conversion (§2.8.3), resulting in `value'`. The local variables at \(<n>\) and \(<n>+1\) are set to `value'`.

**Notes** Each of the `dstore_<n>` instructions is the same as `dstore` with an index of \(<n>\), except that the operand \(<n>\) is implicit.
### dsub

**Operation** Subtract `double`

**Format**

```
dsub
```

**Forms**

\( dsub = 103 \ (0x67) \)

**Operand Stack**

\( \ldots, \text{value1}, \text{value2} \rightarrow \ldots, \text{result} \)

**Description**

Both `value1` and `value2` must be of type `double`. The values are popped from the operand stack and undergo value set conversion (§2.8.3), resulting in `value1'` and `value2'`. The `double` result is `value1' - value2'`. The result is pushed onto the operand stack.

For `double` subtraction, it is always the case that \( a-b \) produces the same result as \( a+(-b) \). However, for the `dsub` instruction, subtraction from zero is not the same as negation, because if \( x \) is \(+0.0\), then \( 0.0-x \) equals \(+0.0\), but \(-x\) equals \(-0.0\).

The Java Virtual Machine requires support of gradual underflow as defined by IEEE 754. Despite the fact that overflow, underflow, or loss of precision may occur, execution of a `dsub` instruction never throws a run-time exception.
### dup

**Operation**  
Duplicate the top operand stack value

**Format**  
```
dup
```

**Forms**  
\( \text{dup} = 89 \ (0x59) \)

**Operand Stack**  
\( \ldots, \text{value} \rightarrow \ldots, \text{value}, \text{value} \)

**Description**  
Duplicate the top value on the operand stack and push the duplicated value onto the operand stack.

The \textit{dup} instruction must not be used unless \textit{value} is a value of a category 1 computational type (§2.11.1).
**dup_x1**

**Operation**
Duplicate the top operand stack value and insert two values down

**Format**

```
dup_x1
```

**Forms**

`dup_x1 = 90 (0x5a)`

**Operand Stack**

```
..., value2, value1 →
..., value1, value2, value1
```

**Description**

Duplicate the top value on the operand stack and insert the duplicated value two values down in the operand stack.

The `dup_x1` instruction must not be used unless both `value1` and `value2` are values of a category 1 computational type (§2.11.1).
**dup_x2**

**Operation**
Duplicate the top operand stack value and insert two or three values down.

**Format**

```
dup_x2
```

**Forms**

\[ dup_x2 = 91 \text{ (0x5b)} \]

**Operand Stack**

Form 1:

\[ ..., value3, value2, value1 \rightarrow \]
\[ ..., value1, value3, value2, value1 \]

where \( value1, value2, \) and \( value3 \) are all values of a category 1 computational type (§2.11.1).

Form 2:

\[ ..., value2, value1 \rightarrow \]
\[ ..., value1, value2, value1 \]

where \( value1 \) is a value of a category 1 computational type and \( value2 \) is a value of a category 2 computational type (§2.11.1).

**Description**
Duplicate the top value on the operand stack and insert the duplicated value two or three values down in the operand stack.
**dup2**

**Operation**  
Duplicate the top one or two operand stack values

**Format**  
`dup2`

**Forms**  
`dup2 = 92 (0x5c)`

**Operand Stack**

Form 1:

`..., value2, value1 →`  
`..., value2, value1, value2, value1`

where both `value1` and `value2` are values of a category 1 computational type (§2.11.1).

Form 2:

`..., value →`  
`..., value, value`

where `value` is a value of a category 2 computational type (§2.11.1).

**Description**  
Duplicate the top one or two values on the operand stack and push the duplicated value or values back onto the operand stack in the original order.
dup2_x1

Operation
Duplicate the top one or two operand stack values and insert two or three values down

Format

| dup2_x1 |

Forms

dup2_x1 = 93 (0x5d)

Operand Stack

Form 1:
...
value3, value2, value1 →
...
value2, value1, value3, value2, value1

where value1, value2, and value3 are all values of a category 1 computational type (§2.11.1).

Form 2:
...
value2, value1 →
...
value1, value2, value1

where value1 is a value of a category 2 computational type and value2 is a value of a category 1 computational type (§2.11.1).

Description
Duplicate the top one or two values on the operand stack and insert the duplicated values, in the original order, one value beneath the original value or values in the operand stack.
**dup2_x2**

**Operation**
Duplicate the top one or two operand stack values and insert two, three, or four values down

**Format**
\[ dup2_x2 \]

**Forms**
\[ dup2_x2 = 94 \ (0x5e) \]

**Operand Stack**

Form 1:
\[ \ldots, value4, value3, value2, value1 \rightarrow \]
\[ \ldots, value2, value1, value4, value3, value2, value1 \]

where \( value1, value2, value3, \) and \( value4 \) are all values of a category 1 computational type (§2.11.1).

Form 2:
\[ \ldots, value3, value2, value1 \rightarrow \]
\[ \ldots, value1, value3, value2, value1 \]

where \( value1 \) is a value of a category 2 computational type and \( value2 \) and \( value3 \) are both values of a category 1 computational type (§2.11.1).

Form 3:
\[ \ldots, value3, value2, value1 \rightarrow \]
\[ \ldots, value2, value1, value3, value2, value1 \]

where \( value1 \) and \( value2 \) are both values of a category 1 computational type and \( value3 \) is a value of a category 2 computational type (§2.11.1).

Form 4:
\[ \ldots, value2, value1 \rightarrow \]
\[ \ldots, value1, value2, value1 \]

where \( value1 \) and \( value2 \) are both values of a category 2 computational type (§2.11.1).
**Description**  Duplicate the top one or two values on the operand stack and insert the duplicated values, in the original order, into the operand stack.
\textit{f2d} \hspace{1cm} \textit{f2d}

**Operation** \hspace{1cm} \textit{Convert float to double}

**Format** \hspace{1cm} \textit{f2d}

**Forms** \hspace{1cm} \textit{f2d} = 141 (0x8d)

**Operand Stack** \hspace{1cm} \textit{..., value \rightarrow ...}

**Description** \hspace{1cm} The \textit{value} on the top of the operand stack must be of type \textit{float}. It is popped from the operand stack and undergoes value set conversion (§2.8.3), resulting in \textit{value}'. Then \textit{value}' is converted to a \textit{double} \textit{result}. This \textit{result} is pushed onto the operand stack.

**Notes** \hspace{1cm} Where an \textit{f2d} instruction is FP-strict (§2.8.2) it performs a widening primitive conversion (JLS §5.1.2). Because all values of the float value set (§2.3.2) are exactly representable by values of the double value set (§2.3.2), such a conversion is exact.

Where an \textit{f2d} instruction is not FP-strict, the result of the conversion may be taken from the double-extended-exponent value set; it is not necessarily rounded to the nearest representable value in the double value set. However, if the operand \textit{value} is taken from the float-extended-exponent value set and the target result is constrained to the double value set, rounding of \textit{value} may be required.
\textit{f2i} \hspace{1cm} \textit{f2i}

\textbf{Operation} \hspace{1cm} \text{Convert float to int}

\textbf{Format} \hspace{1cm} \begin{array}{c}
\textit{f2i}
\end{array}

\textbf{Forms} \hspace{1cm} f2i = 139 (0x8b)

\textbf{Operand Stack} \hspace{1cm} \text{\ldots, value $\rightarrow$ \ldots, result}

\textbf{Description} \hspace{1cm} The \textit{value} on the top of the operand stack must be of type \texttt{float}. It is popped from the operand stack and undergoes value set conversion (§2.8.3), resulting in \textit{value}'. Then \textit{value}' is converted to an \texttt{int} \textit{result}. This \textit{result} is pushed onto the operand stack:

- If the \textit{value}' is NaN, the \textit{result} of the conversion is an \texttt{int} 0.
- Otherwise, if the \textit{value}' is not an infinity, it is rounded to an integer value \(v\), rounding towards zero using IEEE 754 round towards zero mode. If this integer value \(v\) can be represented as an \texttt{int}, then the \textit{result} is the \texttt{int} value \(v\).
- Otherwise, either the \textit{value}' must be too small (a negative value of large magnitude or negative infinity), and the \textit{result} is the smallest representable value of type \texttt{int}, or the \textit{value}' must be too large (a positive value of large magnitude or positive infinity), and the \textit{result} is the largest representable value of type \texttt{int}.

\textbf{Notes} \hspace{1cm} The \textit{f2i} instruction performs a narrowing primitive conversion (JLS §5.1.3). It may lose information about the overall magnitude of \textit{value}' and may also lose precision.
**f2l**

**Operation** Convert float to long

**Format**

```
 f2l
```

**Forms** \( f2l = 140 \ (0x8c) \)

**Operand Stack** \( ..., \text{value} \rightarrow \)

**Description** The \textit{value} on the top of the operand stack must be of type float. It is popped from the operand stack and underwent value set conversion (§2.8.3), resulting in \textit{value}'. Then \textit{value}' is converted to a long \textit{result}. This \textit{result} is pushed onto the operand stack:

- If the \textit{value}' is NaN, the result of the conversion is a long 0.
- Otherwise, if the \textit{value}' is not an infinity, it is rounded to an integer value \( V \), rounding towards zero using IEEE 754 round towards zero mode. If this integer value \( V \) can be represented as a long, then the \textit{result} is the long value \( V \).
- Otherwise, either the \textit{value}' must be too small (a negative value of large magnitude or negative infinity), and the \textit{result} is the smallest representable value of type long, or the \textit{value}' must be too large (a positive value of large magnitude or positive infinity), and the \textit{result} is the largest representable value of type long.

**Notes** The \( f2l \) instruction performs a narrowing primitive conversion (JLS §5.1.3). It may lose information about the overall magnitude of \textit{value}' and may also lose precision.
**fadd**

**Operation**  
Add float

**Format**

```
fadd
```

**Forms**

\( fadd = 98 \) (0x62)

**Operand Stack**

\( ..., \text{value1}, \text{value2} \rightarrow \)

\( ..., \text{result} \)

**Description**

Both \( \text{value1} \) and \( \text{value2} \) must be of type float. The values are popped from the operand stack and undergo value set conversion (§2.8.3), resulting in \( \text{value1}' \) and \( \text{value2}' \). The float result is \( \text{value1}' + \text{value2}' \). The result is pushed onto the operand stack.

The result of an \( fadd \) instruction is governed by the rules of IEEE arithmetic:

- If either \( \text{value1}' \) or \( \text{value2}' \) 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 any finite value is equal to the infinity.
- The sum of two zeroes of opposite sign is positive zero.
- The sum of two zeroes 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 value.
- The sum of two nonzero finite values of the same magnitude and opposite sign is positive zero.
- In the remaining cases, where neither operand is an infinity, a zero, or NaN and the values have the same sign or have different magnitudes, the sum is computed and rounded to the nearest representable value using IEEE 754 round to nearest mode. If
the magnitude is too large to represent as a float, we say the operation overflows; the result is then an infinity of appropriate sign. If the magnitude is too small to represent as a float, we say the operation underflows; the result is then a zero of appropriate sign.

The Java Virtual Machine requires support of gradual underflow as defined by IEEE 754. Despite the fact that overflow, underflow, or loss of precision may occur, execution of an fadd instruction never throws a run-time exception.
### `faload` \( \rightarrow \ faload \)

**Operation**

Load float from array

**Format**

```
faload
```

**Forms**

\( faload = 48 \) (0x30)

**Operand Stack**

\( ..., \text{arrayref, index} \rightarrow \)

\( ..., \text{value} \)

**Description**

The `arrayref` must be of type `reference` and must refer to an array whose components are of type `float`. The `index` must be of type `int`. Both `arrayref` and `index` are popped from the operand stack. The float value in the component of the array at `index` is retrieved and pushed onto the operand stack.

**Run-time Exceptions**

- If `arrayref` is `null`, `faload` throws a `NullPointerException`.
- Otherwise, if `index` is not within the bounds of the array referenced by `arrayref`, the `faload` instruction throws an `ArrayIndexOutOfBoundsException`.
The `fastore` instruction is used to store a value into a float array. The operation is as follows:

**Operation**: Store into float array

**Format**: `fastore`

**Forms**: `fastore = 81 (0x51)`

**Operand Stack**: `..., arrayref, index, value → ...`

**Description**: The `arrayref` must be of type `reference` and must refer to an array whose components are of type `float`. The `index` must be of type `int`, and the `value` must be of type `float`. The `arrayref`, `index`, and `value` are popped from the operand stack. The `float value` undergoes value set conversion (§2.8.3), resulting in `value'`, and `value'` is stored as the component of the array indexed by `index`.

**Run-time Exceptions**: If `arrayref` is null, `fastore` throws a `NullPointerException`. Otherwise, if `index` is not within the bounds of the array referenced by `arrayref`, the `fastore` instruction throws an `ArrayIndexOutOfBoundsException`.

The instructions are designed to efficiently store values into arrays, ensuring type correctness and exception handling for safety and performance.
### fcmp<op>

**Operation**  
Compare float

**Format**  

| fcmp<op> |

**Forms**  
- `fcmpg = 150 (0x96)`  
- `fcmpl = 149 (0x95)`

**Operand Stack**  
... value1, value2 → ...

**Description**  
Both value1 and value2 must be of type float. The values are popped from the operand stack and undergo value set conversion (§2.8.3), resulting in value1' and value2'. A floating-point comparison is performed:

- If value1' is greater than value2', the int value 1 is pushed onto the operand stack.
- Otherwise, if value1' is equal to value2', the int value 0 is pushed onto the operand stack.
- Otherwise, if value1' is less than value2', the int value -1 is pushed onto the operand stack.
- Otherwise, at least one of value1' or value2' is NaN. The fcmpg instruction pushes the int value 1 onto the operand stack and the fcmpl instruction pushes the int value -1 onto the operand stack.

Floating-point comparison is performed in accordance with IEEE 754. 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.

**Notes**  
The fcmpg and fcmpl instructions differ only in their treatment of a comparison involving NaN. NaN is unordered, so any float comparison fails if either or both of its operands are NaN. With both fcmpg and fcmpl available, any float comparison may
be compiled to push the same \textit{result} onto the operand stack whether the comparison fails on non-NaN values or fails because it encountered a NaN. For more information, see §3.5.
**fconst_<f>**

**Operation**  
Push float

**Format**

```
| fconst_<f> |
```

**Forms**

- `fconst_0 = 11 (0xb)`
- `fconst_1 = 12 (0xc)`
- `fconst_2 = 13 (0xd)`

**Operand**  
... →

**Stack**  
..., `<f>`

**Description**  
Push the float constant `<f>` (0.0, 1.0, or 2.0) onto the operand stack.
The operation of the `fdiv` instruction is governed by the rules of IEEE arithmetic:

- If either `value1` or `value2` is NaN, the result is NaN.
- If neither `value1` nor `value2` is NaN, the sign of the result is positive if both values have the same sign, negative if the values 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, with the sign-producing rule just given.
- Division of a finite value by an infinity results in a signed zero, with the sign-producing rule just given.
- Division of a zero by a zero results in NaN; division of zero by any other finite value results in a signed zero, with the sign-producing rule just given.
- Division of a nonzero finite value by a zero results in a signed infinity, with the sign-producing rule just given.
- In the remaining cases, where neither operand is an infinity, a zero, or NaN, the quotient is computed and rounded to the nearest float using IEEE 754 round to nearest mode. If the
magnitude is too large to represent as a float, we say the operation overflows; the result is then an infinity of appropriate sign. If the magnitude is too small to represent as a float, we say the operation underflows; the result is then a zero of appropriate sign.

The Java Virtual Machine requires support of gradual underflow as defined by IEEE 754. Despite the fact that overflow, underflow, division by zero, or loss of precision may occur, execution of an fdiv instruction never throws a run-time exception.
The `fload` instruction loads a `float` from a local variable. The operation is specified as `fload` which is encoded as `0x17`. The format for this instruction is:

```
               fload
               index
```

The operand stack changes from `...` to `..., value` after the instruction is executed. The description explains that the `index` is an unsigned byte that must be an index into the local variable array of the current frame. The local variable at the given index must contain a `float`, and its value is pushed onto the operand stack.

Notes:
The `fload` opcode can be used in conjunction with the `wide` instruction to access a local variable using a two-byte unsigned index.
6.5 Instructions

**fload_<n>**

**Operation**
Load float from local variable

**Format**

<table>
<thead>
<tr>
<th>fload_&lt;n&gt;</th>
</tr>
</thead>
</table>

**Forms**

- `fload_0 = 34 (0x22)`
- `fload_1 = 35 (0x23)`
- `fload_2 = 36 (0x24)`
- `fload_3 = 37 (0x25)`

**Operand Stack**

... → ...

**Description**
The `<n>` must be an index into the local variable array of the current frame (§2.6). The local variable at `<n>` must contain a float. The value of the local variable at `<n>` is pushed onto the operand stack.

**Notes**
Each of the `fload_<n>` instructions is the same as `fload` with an index of `<n>`, except that the operand `<n>` is implicit.
**fmul**

**Operation**  
Multiply float

**Format**  

```
fmul
```

**Forms**  
`fmul = 106 (0x6a)`

**Operand Stack**  
`..., value1, value2 → 
..., result`

**Description**  
Both `value1` and `value2` must be of type `float`. The values are popped from the operand stack and undergo value set conversion (§2.8.3), resulting in `value1'` and `value2'`. The float `result` is `value1' * value2'`. The `result` is pushed onto the operand stack.

The result of an `fmul` instruction is governed by the rules of IEEE arithmetic:

- If either `value1'` or `value2'` is NaN, the result is NaN.
- If neither `value1'` nor `value2'` is NaN, the sign of the result is positive if both values have the same sign, and negative if the values 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, with the sign-producing rule just given.
- In the remaining cases, where neither an infinity nor NaN is involved, the product is computed and rounded to the nearest representable value using IEEE 754 round to nearest mode. If the magnitude is too large to represent as a float, we say the operation overflows; the result is then an infinity of appropriate sign. If the magnitude is too small to represent as a float, we say the operation underflows; the result is then a zero of appropriate sign.

The Java Virtual Machine requires support of gradual underflow as defined by IEEE 754. Despite the fact that overflow, underflow,
or loss of precision may occur, execution of an \textit{fmul} instruction never throws a run-time exception.
**Operation**  
Negate float

**Format**  
```
fneg
```

**Forms**  
`fneg = 118 (0x76)`

**Operand Stack**  
`..., value → ...
result`

**Description**  
The value must be of type float. It is popped from the operand stack and undergoes value set conversion (§2.8.3), resulting in `value'`. The float result is the arithmetic negation of `value'`. This result is pushed onto the operand stack.

For float values, negation is not the same as subtraction from zero. If `x` is `+0.0`, then `0.0-x` equals `+0.0`, but `-x` equals `-0.0`. Unary minus merely inverts the sign of a float.

Special cases of interest:
- If the operand is NaN, the result is NaN (recall that NaN has no sign).
- 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.
## frem

<table>
<thead>
<tr>
<th><strong>Operation</strong></th>
<th>Remainder float</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Format</strong></td>
<td>frem</td>
</tr>
<tr>
<td><strong>Forms</strong></td>
<td>frem = 114 (0x72)</td>
</tr>
<tr>
<td><strong>Operand Stack</strong></td>
<td>..., value1, value2 →</td>
</tr>
<tr>
<td><strong>Description</strong></td>
<td>Both value1 and value2 must be of type float. The values are popped from the operand stack and undergo value set conversion (§2.8.3), resulting in value1' and value2'. The result is calculated and pushed onto the operand stack as a float. The result of an frem instruction is not the same as that of the so-called remainder operation defined by IEEE 754. The IEEE 754 &quot;remainder&quot; 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 Virtual Machine defines frem to behave in a manner analogous to that of the Java Virtual Machine integer remainder instructions (irem and lrem); this may be compared with the C library function fmod. The result of an frem instruction is governed by these rules:</td>
</tr>
<tr>
<td></td>
<td>• If either value1' or value2' is NaN, the result is NaN.</td>
</tr>
<tr>
<td></td>
<td>• If neither value1' nor value2' is NaN, the sign of the result equals the sign of the dividend.</td>
</tr>
<tr>
<td></td>
<td>• If the dividend is an infinity or the divisor is a zero or both, the result is NaN.</td>
</tr>
<tr>
<td></td>
<td>• If the dividend is finite and the divisor is an infinity, the result equals the dividend.</td>
</tr>
<tr>
<td></td>
<td>• If the dividend is a zero and the divisor is finite, the result equals the dividend.</td>
</tr>
</tbody>
</table>
In the remaining cases, where neither operand is an infinity, a zero, or NaN, the floating-point remainder \( \text{result} \) from a dividend \( \text{value1}' \) and a divisor \( \text{value2}' \) is defined by the mathematical relation \( \text{result} = \text{value1}' - (\text{value2}' \times q) \), where \( q \) is an integer that is negative only if \( \text{value1}' / \text{value2}' \) is negative and positive only if \( \text{value1}' / \text{value2}' \) is positive, and whose magnitude is as large as possible without exceeding the magnitude of the true mathematical quotient of \( \text{value1}' \) and \( \text{value2}' \).

Despite the fact that division by zero may occur, evaluation of an \( \text{frem} \) instruction never throws a run-time exception. Overflow, underflow, or loss of precision cannot occur.

**Notes**

The IEEE 754 remainder operation may be computed by the library routine \texttt{Math.IEEEremainder}. 
### `freturn`

<table>
<thead>
<tr>
<th>Operation</th>
<th>Return <code>float</code> from method</th>
</tr>
</thead>
<tbody>
<tr>
<td>Format</td>
<td><code>freturn</code></td>
</tr>
<tr>
<td>Forms</td>
<td><code>freturn = 174 (0xae)</code></td>
</tr>
<tr>
<td>Operand Stack</td>
<td><code>..., value →</code></td>
</tr>
<tr>
<td>[empty]</td>
<td></td>
</tr>
</tbody>
</table>

#### Description

The current method must have return type `float`. The `value` must be of type `float`. If the current method is a `synchronized` method, the monitor entered or reentered on invocation of the method is updated and possibly exited as if by execution of a `monitorexit` instruction (§`monitorexit`) in the current thread. If no exception is thrown, `value` is popped from the operand stack of the current frame (§2.6) and undergoes value set conversion (§2.8.3), resulting in `value'`. The `value'` is pushed onto the operand stack of the frame of the invoker. Any other values on the operand stack of the current method are discarded.

The interpreter then returns control to the invoker of the method, reinstating the frame of the invoker.

#### Run-time Exceptions

If the Java Virtual Machine implementation does not enforce the rules on structured locking described in §2.11.10, then if the current method is a `synchronized` method and the current thread is not the owner of the monitor entered or reentered on invocation of the method, `freturn` throws an `IllegalMonitorStateException`. This can happen, for example, if a `synchronized` method contains a `monitorexit` instruction, but no `monitorenter` instruction, on the object on which the method is synchronized.

Otherwise, if the Java Virtual Machine implementation enforces the rules on structured locking described in §2.11.10 and if the first of those rules is violated during invocation of the current method, then `freturn` throws an `IllegalMonitorStateException`. 

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**fstore**

**Operation**  
Store float into local variable

**Format**

| fstore  
| index |

**Forms**  
fstore = 56 (0x38)

**Operand**  
..., value ↠

**Stack**  
...

**Description**  
The index is an unsigned byte that must be an index into the local variable array of the current frame (§2.6). The value on the top of the operand stack must be of type float. It is popped from the operand stack and undergoes value set conversion (§2.8.3), resulting in value'. The value of the local variable at index is set to value'.

**Notes**  
The fstore opcode can be used in conjunction with the wide instruction (§wide) to access a local variable using a two-byte unsigned index.
\textit{fstore}_{<n>}

\textbf{Operation} \quad \text{Store float into local variable}

\textbf{Format} \quad \text{fstore}_{<n>}

\textbf{Forms} \quad fstore_0 = 67 (0x43)  
\quad fstore_1 = 68 (0x44)  
\quad fstore_2 = 69 (0x45)  
\quad fstore_3 = 70 (0x46)

\textbf{Operand} \quad \ldots, \text{value} \rightarrow 

\textbf{Stack} \quad \ldots

\textbf{Description} \quad \text{The} <n> \text{ must be an index into the local variable array of the current frame (§2.6). The value on the top of the operand stack must be of type float. It is popped from the operand stack and undergoes value set conversion (§2.8.3), resulting in value'. The value of the local variable at} <n> \text{ is set to value'.}

\textbf{Notes} \quad \text{Each of the} fstore_{<n>} \text{ instructions is the same as fstore with an index of} <n>, \text{ except that the operand} <n> \text{ is implicit.}
**fsub**

**Operation**  Subtract float

**Format**  \[
\begin{array}{c}
\text{fsub}
\end{array}
\]

**Forms**  \[fsub = 102 \ (0x66)\]

**Operand Stack**  \[\ldots, \text{value1}, \text{value2} \rightarrow \ldots, \text{result}\]

**Description**  Both value1 and value2 must be of type float. The values are popped from the operand stack and undergo value set conversion (§2.8.3), resulting in value1' and value2'. The float result is value1' - value2'. The result is pushed onto the operand stack.

For float subtraction, it is always the case that a-b produces the same result as a+(-b). However, for the fsub instruction, subtraction from zero is not the same as negation, because if \( x \) is +0.0, then 0.0-\( x \) equals +0.0, but -\( x \) equals -0.0.

The Java Virtual Machine requires support of gradual underflow as defined by IEEE 754. Despite the fact that overflow, underflow, or loss of precision may occur, execution of an fsub instruction never throws a run-time exception.
**getfield**

**Operation**
Fetch field from object

**Format**

```
getfield
indexbyte1
indexbyte2
```

**Forms**
`getfield = 180 (0xb4)`

**Operand**
`..., objectref →`

**Stack**
`..., value`

**Description**
The `objectref`, which must be of type `reference`, is popped from the operand stack. The unsigned `indexbyte1` and `indexbyte2` are used to construct an index into the run-time constant pool of the current class (§2.6), where the value of the index is `(indexbyte1 << 8) | indexbyte2`. The run-time constant pool item at that index must be a symbolic reference to a field (§5.1), which gives the name and descriptor of the field as well as a symbolic reference to the class in which the field is to be found. The referenced field is resolved (§5.4.3.2). The value of the referenced field in `objectref` is fetched and pushed onto the operand stack.

The type of `objectref` must not be an array type. If the field is `protected` (§4.6), and it is a member of a superclass of the current class, and the field is not declared in the same run-time package (§5.3) as the current class, then the class of `objectref` must be either the current class or a subclass of the current class.

**Linking Exceptions**

During resolution of the symbolic reference to the field, any of the errors pertaining to field resolution (§5.4.3.2) can be thrown.

Otherwise, if the resolved field is a `static` field, `getfield` throws an `IncompatibleClassChangeError`.

**Run-time Exception**

Otherwise, if `objectref` is `null`, the `getfield` instruction throws a `NullPointerException`. 

---

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Notes

The `getfield` instruction cannot be used to access the `length` field of an array. The `arraylength` instruction (§`arraylength`) is used instead.
### getstatic

**Operation**
Get static field from class

**Format**

<table>
<thead>
<tr>
<th>Operation</th>
<th>getstatic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Indexbyte1</td>
<td>indexbyte1</td>
</tr>
<tr>
<td>Indexbyte2</td>
<td>indexbyte2</td>
</tr>
</tbody>
</table>

**Forms**

getstatic $= 178 \ (0xb2)$

**Operand**

..., →

**Stack**

..., value

**Description**

The unsigned indexbyte1 and indexbyte2 are used to construct an index into the run-time constant pool of the current class (§2.6), where the value of the index is $(\text{indexbyte1} \ll 8) \mid \text{indexbyte2}$. The run-time constant pool item at that index must be a symbolic reference to a field (§5.1), which gives the name and descriptor of the field as well as a symbolic reference to the class or interface in which the field is to be found. The referenced field is resolved (§5.4.3.2).

On successful resolution of the field, the class or interface that declared the resolved field is initialized (§5.5) if that class or interface has not already been initialized.

The value of the class or interface field is fetched and pushed onto the operand stack.

**Linking Exceptions**

During resolution of the symbolic reference to the class or interface field, any of the exceptions pertaining to field resolution (§5.4.3.2) can be thrown.

Otherwise, if the resolved field is not a static (class) field or an interface field, getstatic throws an IncompatibleClassChangeError.
Run-time Exception

Otherwise, if execution of this *getstatic* instruction causes initialization of the referenced class or interface, *getstatic* may throw an *Error* as detailed in §5.5.
**goto**

**Operation**
Branch always

**Format**

<table>
<thead>
<tr>
<th>Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>goto</strong></td>
</tr>
<tr>
<td><strong>branchbyte1</strong></td>
</tr>
<tr>
<td><strong>branchbyte2</strong></td>
</tr>
</tbody>
</table>

**Forms**

`goto = 167 (0xa7)`

**Operand Stack**
No change

**Description**
The unsigned bytes `branchbyte1` and `branchbyte2` are used to construct a signed 16-bit `branchoffset`, where `branchoffset` is `(branchbyte1 << 8) | branchbyte2`. Execution proceeds at that offset from the address of the opcode of this `goto` instruction. The target address must be that of an opcode of an instruction within the method that contains this `goto` instruction.
**goto_w**

**Operation**  Branch always (wide index)

**Format**

<table>
<thead>
<tr>
<th>goto_w</th>
</tr>
</thead>
<tbody>
<tr>
<td>branchbyte1</td>
</tr>
<tr>
<td>branchbyte2</td>
</tr>
<tr>
<td>branchbyte3</td>
</tr>
<tr>
<td>branchbyte4</td>
</tr>
</tbody>
</table>

**Forms**  \( \text{goto}\_w = 200 \ (0xc8) \)

**Operand Stack**  No change

**Description**  The unsigned bytes \( \text{branchbyte}1, \text{branchbyte}2, \text{branchbyte}3, \) and \( \text{branchbyte}4 \) are used to construct a signed 32-bit \( \text{branchoffset} \), where \( \text{branchoffset} \) is \( (\text{branchbyte}1 \ll 24) | (\text{branchbyte}2 \ll 16) | (\text{branchbyte}3 \ll 8) | \text{branchbyte}4 \). Execution proceeds at that offset from the address of the opcode of this \( \text{goto}\_w \) instruction. The target address must be that of an opcode of an instruction within the method that contains this \( \text{goto}\_w \) instruction.

**Notes**  Although the \( \text{goto}\_w \) instruction takes a 4-byte branch offset, other factors limit the size of a method to 65535 bytes (§4.11). This limit may be raised in a future release of the Java Virtual Machine.
### i2b

**Operation**  
Convert `int` to `byte`

**Format**  
```
```

**Forms**  
`i2b = 145 (0x91)`

**Operand Stack**  
`..., value → ...

**Description**  
The `value` on the top of the operand stack must be of type `int`. It is popped from the operand stack, truncated to a `byte`, then sign-extended to an `int result`. That `result` is pushed onto the operand stack.

**Notes**  
The `i2b` instruction performs a narrowing primitive conversion (JLS §5.1.3). It may lose information about the overall magnitude of `value`. The `result` may also not have the same sign as `value`. 
**i2c**

**Operation**  Convert `int` to `char`

**Format**  

```
    i2c
```

**Forms**  

```
i2c = 146 (0x92)
```

**Operand Stack**  

```
..., value →
```

**Description**  The `value` on the top of the operand stack must be of type `int`. It is popped from the operand stack, truncated to `char`, then zero-extended to an `int` `result`. That `result` is pushed onto the operand stack.

**Notes**  The `i2c` instruction performs a narrowing primitive conversion (JLS §5.1.3). It may lose information about the overall magnitude of `value`. The `result` (which is always positive) may also not have the same sign as `value`. 
### i2d

**Operation** Convert int to double

**Format**

```plaintext
i2d
```

**Forms**

\[ i2d = 135 \ (0x87) \]

**Operand Stack**

\[ ..., value \rightarrow \]

**Result Stack**

\[ ..., result \]

**Description**

The value on the top of the operand stack must be of type int. It is popped from the operand stack and converted to a double result. The result is pushed onto the operand stack.

**Notes**

The i2d instruction performs a widening primitive conversion (JLS §5.1.2). Because all values of type int are exactly representable by type double, the conversion is exact.
### i2f

**Operation**  
Convert int to float

**Format**  
```
    i2f
```

**Forms**  
```
i2f = 134 (0x86)
```

**Operand Stack**  
```
..., value →
```

**Description**  
The value on the top of the operand stack must be of type int. It is popped from the operand stack and converted to the float result using IEEE 754 round to nearest mode. The result is pushed onto the operand stack.

**Notes**  
The `i2f` instruction performs a widening primitive conversion (JLS §5.1.2), but may result in a loss of precision because values of type float have only 24 significand bits.
**i2l**

**Operation**  Convert int to long

**Format**

```
i2l
```

**Forms**  

`i2l = 133 (0x85)`

**Operand Stack**  

... , value → ...

**Description**  

The value on the top of the operand stack must be of type int. It is popped from the operand stack and sign-extended to a long result. That result is pushed onto the operand stack.

**Notes**  

The `i2l` instruction performs a widening primitive conversion (JLS §5.1.2). Because all values of type int are exactly representable by type long, the conversion is exact.
i2s

**Operation**  Convert *int* to *short*

**Format**  

```
i2s
```

**Forms**  

\[ i2s = 147 \ (0x93) \]

**Operand Stack**  

\[ ..., value \rightarrow ..., result \]

**Description**  

The *value* on the top of the operand stack must be of type *int*. It is popped from the operand stack, truncated to a *short*, then sign-extended to an *int* *result*. That *result* is pushed onto the operand stack.

**Notes**  

The *i2s* instruction performs a narrowing primitive conversion (JLS §5.1.3). It may lose information about the overall magnitude of *value*. The *result* may also not have the same sign as *value*. 
**iadd**  

**Operation**  Add int

**Format**  

```
iadd
```

**Forms**  

*iadd* = 96 (0x60)

**Operand Stack**  

...,

\(value1, value2\) →

...,

\(result\)

**Description**  Both \(value1\) and \(value2\) must be of type int. The values are popped from the operand stack. The int \(result\) is \(value1 + value2\). The \(result\) is pushed onto the operand stack.

The result is the 32 low-order bits of the true mathematical result in a sufficiently wide two's-complement format, represented as a value of type int. If overflow occurs, then the sign of the result may not be the same as the sign of the mathematical sum of the two values.

Despite the fact that overflow may occur, execution of an *iadd* instruction never throws a run-time exception.
**iaload** **iaload**

**Operation**  
Load int from array

**Format**  
```
iaload
```

**Forms**  
`iaload = 46 (0x2e)`

**Operand Stack**  
`..., arrayref, index →`  
`..., value`

**Description**  
The `arrayref` must be of type `reference` and must refer to an array whose components are of type `int`. The `index` must be of type `int`. Both `arrayref` and `index` are popped from the operand stack. The `int` value in the component of the array at `index` is retrieved and pushed onto the operand stack.

**Run-time Exceptions**  
If `arrayref` is `null`, `iaload` throws a `NullPointerException`. Otherwise, if `index` is not within the bounds of the array referenced by `arrayref`, the `iaload` instruction throws an `ArrayIndexOutOfBoundsException`.
### \textit{iand} \hspace{1cm} \textit{iand}

**Operation**  
Boolean AND \textit{int}

**Format**

<table>
<thead>
<tr>
<th>\textit{iand}</th>
</tr>
</thead>
</table>

**Forms**

\textit{iand} = 126 (0x7e)

**Operand Stack**

\textit{..., value1, value2 $\rightarrow$}

**Description**

Both \textit{value1} and \textit{value2} must be of type \textit{int}. They are popped from the operand stack. An \textit{int result} is calculated by taking the bitwise AND (conjunction) of \textit{value1} and \textit{value2}. The \textit{result} is pushed onto the operand stack.
**iastore**

**Operation**
Store into int array

**Format**

```
iastore
```

**Forms**

`iastore = 79 (0x4f)`

**Operand Stack**

`..., arrayref, index, value → ...`

**Description**

The `arrayref` must be of type `reference` and must refer to an array whose components are of type `int`. Both `index` and `value` must be of type `int`. The `arrayref`, `index`, and `value` are popped from the operand stack. The `int` `value` is stored as the component of the array indexed by `index`.

**Run-time Exceptions**

If `arrayref` is `null`, `iastore` throws a `NullPointerException`.

Otherwise, if `index` is not within the bounds of the array referenced by `arrayref`, the `iastore` instruction throws an `ArrayIndexOutOfBoundsException`.
### iconst_<i>\rangle

**Operation**
Push int constant

**Format**
<table>
<thead>
<tr>
<th>iconst_&lt;i&gt;</th>
</tr>
</thead>
</table>

**Forms**
- `iconst_m1 = 2 (0x2)`
- `iconst_0 = 3 (0x3)`
- `iconst_1 = 4 (0x4)`
- `iconst_2 = 5 (0x5)`
- `iconst_3 = 6 (0x6)`
- `iconst_4 = 7 (0x7)`
- `iconst_5 = 8 (0x8)`

**Operand**
... →

**Stack**
..., <i>

**Description**
Push the int constant <i> (-1, 0, 1, 2, 3, 4 or 5) onto the operand stack.

**Notes**
Each of this family of instructions is equivalent to `bipush <i>` for the respective value of <i>, except that the operand <i> is implicit.
**idiv**

**Operation**  Divide int

**Format**  

| idiv |

**Forms**  

$idiv = 108 \ (0x6c)$

**Operand Stack**  

..., value1, value2 → ...

**Description**  Both value1 and value2 must be of type int. The values are popped from the operand stack. The int result is the value of the Java programming language expression value1 / value2. The result is pushed onto the operand stack.

An int division rounds towards 0; that is, the quotient produced for int values in $n/d$ is an int 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 the int type, and the divisor is -1, then overflow occurs, and the result is equal to the dividend. Despite the overflow, no exception is thrown in this case.

**Run-time Exception**  If the value of the divisor in an int division is 0, idiv throws an ArithmeticException.
**if_acmpeq**

Operation: Branch if reference comparison succeeds

Format:

```
if_acmpeq
branchbyte1
branchbyte2
```

Forms:

- `if_acmpeq = 165 (0xa5)`
- `if_acmpne = 166 (0xa6)`

Operand:

```
..., value1, value2 → ...
```

Description:

Both `value1` and `value2` must be of type `reference`. They are both popped from the operand stack and compared. The results of the comparison are as follows:

- `if_acmpeq` succeeds if and only if `value1 = value2`
- `if_acmpne` succeeds if and only if `value1 ≠ value2`

If the comparison succeeds, the unsigned `branchbyte1` and `branchbyte2` are used to construct a signed 16-bit offset, where the offset is calculated to be `(branchbyte1 << 8) | branchbyte2`. Execution then proceeds at that offset from the address of the opcode of this `if_acmp<cond>` instruction. The target address must be that of an opcode of an instruction within the method that contains this `if_acmp<cond>` instruction.

Otherwise, if the comparison fails, execution proceeds at the address of the instruction following this `if_acmp<cond>` instruction.
### if_icmp<cond>

**Operation**  
Branch if int comparison succeeds

**Format**

<table>
<thead>
<tr>
<th>if_icmp&lt;cond&gt;</th>
<th>branchbyte1</th>
<th>branchbyte2</th>
</tr>
</thead>
</table>

**Forms**

- if_icmpeq = 159 (0x9f)
- if_icmpne = 160 (0xa0)
- if_icmplt = 161 (0xa1)
- if_icmpge = 162 (0xa2)
- if_icmpgt = 163 (0xa3)
- if icmple = 164 (0xa4)

**Operand**

... value1, value2 →

**Stack**

...

**Description**

Both value1 and value2 must be of type int. They are both popped from the operand stack and compared. All comparisons are signed. The results of the comparison are as follows:

- if_icmpeq succeeds if and only if value1 = value2
- if_icmpne succeeds if and only if value1 ≠ value2
- if_icmplt succeeds if and only if value1 < value2
- if icmple succeeds if and only if value1 ≤ value2
- if_icmpgt succeeds if and only if value1 > value2
- if_icmpge succeeds if and only if value1 ≥ value2

If the comparison succeeds, the unsigned branchbyte1 and branchbyte2 are used to construct a signed 16-bit offset, where the offset is calculated to be (branchbyte1 << 8) | branchbyte2. Execution then proceeds at that offset from the address of the opcode of this if_icmp<cond> instruction. The target address must
be that of an opcode of an instruction within the method that contains this `if_icmp<cond>` instruction.

Otherwise, execution proceeds at the address of the instruction following this `if_icmp<cond>` instruction.
### if<cond>

**Operation**  
Branch if int comparison with zero succeeds

**Format**  

<table>
<thead>
<tr>
<th>if&lt;cond&gt;</th>
<th>branchbyte1</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>branchbyte2</td>
</tr>
</tbody>
</table>

**Forms**  
ifeq = 153 (0x99)  
ifne = 154 (0x9a)  
iflt = 155 (0x9b)  
ifge = 156 (0x9c)  
ifgt = 157 (0x9d)  
ifle = 158 (0x9e)

**Operand**  
..., value →

**Stack**  
...

**Description**  
The value must be of type int. It is popped from the operand stack and compared against zero. All comparisons are signed. The results of the comparisons are as follows:

- ifeq succeeds if and only if value = 0
- ifne succeeds if and only if value ≠ 0
- iflt succeeds if and only if value < 0
- ifle succeeds if and only if value ≤ 0
- ifgt succeeds if and only if value > 0
- ifge succeeds if and only if value ≥ 0

If the comparison succeeds, the unsigned branchbyte1 and branchbyte2 are used to construct a signed 16-bit offset, where the offset is calculated to be \((\text{branchbyte1} \ll 8) | \text{branchbyte2}\). Execution then proceeds at that offset from the address of the opcode of this if<cond> instruction. The target address must be
that of an opcode of an instruction within the method that contains
this \texttt{if<cond>} instruction.

Otherwise, execution proceeds at the address of the instruction
following this \texttt{if<cond>} instruction.
### ifnonnull

**Operation**  
Branch if reference not null

**Format**

| ifnonnull  
| branchbyte1  
| branchbyte2  

**Forms**  
ifnonnull = 199 (0xc7)

**Operand Stack**  
..., value → ...

**Description**  
The value must be of type reference. It is popped from the operand stack. If value is not null, the unsigned branchbyte1 and branchbyte2 are used to construct a signed 16-bit offset, where the offset is calculated to be (branchbyte1 << 8) | branchbyte2. Execution then proceeds at that offset from the address of the opcode of this ifnonnull instruction. The target address must be that of an opcode of an instruction within the method that contains this ifnonnull instruction.

Otherwise, execution proceeds at the address of the instruction following this ifnonnull instruction.
**ifnull**

**Operation**  
Branch if reference is null

**Format**  
<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ifnull</strong></td>
<td></td>
</tr>
<tr>
<td><strong>branchbyte1</strong></td>
<td></td>
</tr>
<tr>
<td><strong>branchbyte2</strong></td>
<td></td>
</tr>
</tbody>
</table>

**Forms**  
`ifnull = 198 (0xc6)`

**Operand**  
..., `value` →

**Stack**  
...

**Description**  
The `value` must of type `reference`. It is popped from the operand stack. If `value` is `null`, the unsigned `branchbyte1` and `branchbyte2` are used to construct a signed 16-bit offset, where the offset is calculated to be `(branchbyte1 << 8) | branchbyte2`. Execution then proceeds at that offset from the address of the opcode of this `ifnull` instruction. The target address must be that of an opcode of an instruction within the method that contains this `ifnull` instruction.

Otherwise, execution proceeds at the address of the instruction following this `ifnull` instruction.
**iinc**

**Operation**  Increment local variable by constant

**Format**

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>iinc</td>
<td></td>
</tr>
<tr>
<td></td>
<td>index</td>
</tr>
<tr>
<td></td>
<td>const</td>
</tr>
</tbody>
</table>

**Forms**  $iinc = 132$ (0x84)

**Operand Stack**  No change

**Description**  The *index* is an unsigned byte that must be an index into the local variable array of the current frame (§2.6). The *const* is an immediate signed byte. The local variable at *index* must contain an *int*. The value *const* is first sign-extended to an *int*, and then the local variable at *index* is incremented by that amount.

**Notes**  The *iinc* opcode can be used in conjunction with the *wide* instruction (§wide) to access a local variable using a two-byte unsigned index and to increment it by a two-byte immediate signed value.
### iload

**Operation**  
Load `int` from local variable

**Format**  
| iload | index |

**Forms**  
`iload = 21 (0x15)`

**Operand Stack**  
`... → ... , value`

**Description**  
The `index` is an unsigned byte that must be an index into the local variable array of the current frame (§2.6). The local variable at `index` must contain an `int`. The `value` of the local variable at `index` is pushed onto the operand stack.

**Notes**  
The `iload` opcode can be used in conjunction with the `wide` instruction (§`wide`) to access a local variable using a two-byte unsigned index.
**iload_〈n〉**

**Operation**  
Load int from local variable

**Format**  
`iload_〈n〉`

**Forms**  
`iload_0 = 26 (0x1a)`  
`iload_1 = 27 (0x1b)`  
`iload_2 = 28 (0x1c)`  
`iload_3 = 29 (0x1d)`

**Operand Stack**  
... → ..., value

**Description**  
The 〈n〉 must be an index into the local variable array of the current frame (§2.6). The local variable at 〈n〉 must contain an int. The value of the local variable at 〈n〉 is pushed onto the operand stack.

**Notes**  
Each of the `iload_〈n〉` instructions is the same as `iload` with an index of 〈n〉, except that the operand 〈n〉 is implicit.
### `imul`

**Operation**  
Multiply `int`

**Format**  

```
imul
```

**Forms**  

`imul = 104 (0x68)`

**Operand Stack**  

`... , value1, value2 → ... , result`

**Description**  

Both `value1` and `value2` must be of type `int`. The values are popped from the operand stack. The `int` `result` is `value1 * value2`. The `result` is pushed onto the operand stack.

The result is the 32 low-order bits of the true mathematical result in a sufficiently wide two's-complement format, represented as a value of type `int`. If overflow occurs, then the sign of the result may not be the same as the sign of the mathematical multiplication of the two values.

Despite the fact that overflow may occur, execution of an `imul` instruction never throws a run-time exception.
**ineg**

**Operation**  
Negate int

**Format**  
```  
  ineg  
```

**Forms**  
`ineg = 116 (0x74)`

**Operand Stack**  
`..., value →`  
`..., result`

**Description**  
The value must be of type int. It is popped from the operand stack. The int result is the arithmetic negation of value, -value. The result is pushed onto the operand stack.

For int values, negation is the same as subtraction from zero. Because the Java Virtual Machine uses two's-complement representation for integers and the range of two's-complement values is not symmetric, the negation of the maximum negative int results in that same maximum negative number. Despite the fact that overflow has occurred, no exception is thrown.

For all int values x, -x equals (~x)+1.

---

*THE JAVA VIRTUAL MACHINE INSTRUCTION SET*  
*Instructions*  
6.5
### instanceof

**Operation**
Determine if object is of given type

**Format**

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>instanceof</td>
<td></td>
</tr>
<tr>
<td>indexbyte1</td>
<td></td>
</tr>
<tr>
<td>indexbyte2</td>
<td></td>
</tr>
</tbody>
</table>

**Forms**

`instanceof = 193 (0xc1)`

**Operand**
`..., objectref` →

**Stack**
`..., result`

**Description**
The `objectref`, which must be of type reference, is popped from the operand stack. The unsigned `indexbyte1` and `indexbyte2` are used to construct an index into the run-time constant pool of the current class (§2.6), where the value of the index is `(indexbyte1 << 8) | indexbyte2`. The run-time constant pool item at the index must be a symbolic reference to a class, array, or interface type.

If `objectref` is null, the `instanceof` instruction pushes an `int result` of 0 as an `int` on the operand stack.

Otherwise, the named class, array, or interface type is resolved (§5.4.3.1). If `objectref` is an instance of the resolved class or array or implements the resolved interface, the `instanceof` instruction pushes an `int result` of 1 as an `int` on the operand stack; otherwise, it pushes an `int result` of 0.

The following rules are used to determine whether an `objectref` that is not null is an instance of the resolved type: If `s` is the class of the object referred to by `objectref` and `τ` is the resolved class, array, or interface type, `instanceof` determines whether `objectref` is an instance of `τ` as follows:

- If `s` is an ordinary (nonarray) class, then:
  - If `τ` is a class type, then `s` must be the same class as `τ`, or `s` must be a subclass of `τ`;
  - If `τ` is an interface type, then `s` must implement interface `τ`.
• If $s$ is an interface type, then:
  * If $t$ is a class type, then $t$ must be $\text{Object}$.
  * If $t$ is an interface type, then $t$ must be the same interface as $s$ or a superinterface of $s$.

• If $s$ is a class representing the array type $sc[]$, that is, an array of components of type $sc$, then:
  * If $t$ is a class type, then $t$ must be $\text{Object}$.
  * If $t$ is an interface type, then $t$ must be one of the interfaces implemented by arrays (JLS §4.10.3).
  * If $t$ is an array type $tc[]$, that is, an array of components of type $tc$, then one of the following must be true:
    ◆ $tc$ and $sc$ are the same primitive type.
    ◆ $tc$ and $sc$ are reference types, and type $sc$ can be cast to $tc$ by these run-time rules.

Linking Exceptions
During resolution of the symbolic reference to the class, array, or interface type, any of the exceptions documented in §5.4.3.1 can be thrown.

Notes
The `instanceof` instruction is very similar to the `checkcast` instruction (§`checkcast`). It differs in its treatment of null, its behavior when its test fails (`checkcast` throws an exception, `instanceof` pushes a result code), and its effect on the operand stack.
### invokedynamic

#### Operation
Invoke dynamic method

#### Format

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>invokedynamic</td>
<td></td>
</tr>
<tr>
<td>indexbyte1</td>
<td></td>
</tr>
<tr>
<td>indexbyte2</td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

#### Forms
invokedynamic = 186 (0xba)

#### Operand
... [arg1, [arg2 ...]] →

#### Stack
...

#### Description

Each specific lexical occurrence of an *invokedynamic* instruction is called a *dynamic call site*.

First, the unsigned *indexbyte1* and *indexbyte2* are used to construct an index into the run-time constant pool of the current class (§2.6), where the value of the index is \((indexbyte1 << 8) \mid indexbyte2\). The run-time constant pool item at that index must be a symbolic reference to a call site specifier (§5.1). The values of the third and fourth operand bytes must always be zero.

The call site specifier is resolved (§5.4.3.6) for *this specific dynamic call site* to obtain a reference to a `java.lang.invoke.MethodHandle` instance that will serve as the bootstrap method, a reference to a `java.lang.invoke.MethodType` instance, and references to static arguments.

Next, as part of the continuing resolution of the call site specifier, the bootstrap method is invoked as if by execution of an *invokevirtual* instruction (§*invokevirtual*) that contains a run-time constant pool index to a symbolic reference \(r\) where:

- \(r\) is a symbolic reference to a method of a class (§5.1);
• for the symbolic reference to the class in which the method is to be found, \( R \) specifies `java.lang.invoke.MethodHandle`;

• for the name of the method, \( R \) specifies `invoke`;

• for the descriptor of the method, \( R \) specifies a return type of `java.lang.invoke.CallSite` and parameter types derived from the items pushed on the operand stack.

The first three parameter types are `java.lang.invoke.MethodHandles.Lookup`, `String`, and `java.lang.invoke.MethodType`, in that order. If the call site specifier has any static arguments, then a parameter type for each argument is appended to the parameter types of the method descriptor in the order that the arguments were pushed on to the operand stack. These parameter types may be `Class`, `java.lang.invoke.MethodHandle`, `java.lang.invoke.MethodType`, `String`, `int`, `long`, `float`, or `double`.

and where it is as if the following items were pushed, in order, on the operand stack:

• the reference to the `java.lang.invoke.MethodHandle` object for the bootstrap method;

• a reference to a `java.lang.invoke.MethodHandles.Lookup` object for the class in which this dynamic call site occurs;

• a reference to the `String` for the method name in the call site specifier;

• the reference to the `java.lang.invoke.MethodType` object obtained for the method descriptor in the call site specifier;

• references to classes, method types, method handles, and string literals denoted as static arguments in the call site specifier, and numeric values (§2.3.1, §2.3.2) denoted as static arguments in the call site specifier, in the order in which they appear in the call site specifier. (That is, no boxing occurs for primitive values.)

The symbolic reference \( R \) describes a method which is signature polymorphic (§2.9). Due to the operation of `invokevirtual` on a signature polymorphic method called `invoke`, the type descriptor of the receiving method handle
(representing the bootstrap method) need not be semantically equal to the method descriptor specified by $R$. For example, the first parameter type specified by $R$ could be `Object` instead of `java.lang.invoke.MethodHandles.Lookup`, and the return type specified by $R$ could be `Object` instead of `java.lang.invoke.CallSite`. As long as the bootstrap method can be invoked by the `invoke` method without a `java.lang.invoke.WrongMethodTypeException` being thrown, the type descriptor of the method handle which represents the bootstrap method is arbitrary.

If the bootstrap method is a variable arity method, then some or all of the arguments on the operand stack specified above may be collected into a trailing array parameter.

The invocation of a bootstrap method occurs within a thread that is attempting resolution of the symbolic reference to the call site specifier of this dynamic call site. If there are several such threads, the bootstrap method may be invoked in several threads concurrently. Therefore, bootstrap methods which access global application data must take the usual precautions against race conditions.

The result returned by the bootstrap method must be a reference to an object whose class is `java.lang.invoke.CallSite` or a subclass of `java.lang.invoke.CallSite`. This object is known as the call site object. The reference is popped from the operand stack used as if in the execution of an `invokevirtual` instruction.

If several threads simultaneously execute the bootstrap method for the same dynamic call site, the Java Virtual Machine must choose one returned call site object and install it visibly to all threads. Any other bootstrap methods executing for the dynamic call site are allowed to complete, but their results are ignored, and the threads' execution of the dynamic call site proceeds with the chosen call site object.

The call site object has a type descriptor (an instance of `java.lang.invoke.MethodType`) which must be semantically equal to the `java.lang.invoke.MethodType` object obtained for the method descriptor in the call site specifier.

The result of successful call site specifier resolution is a call site object which is permanently bound to the dynamic call site.
The method handle represented by the target of the bound call site object is invoked. The invocation occurs as if by execution of an `invokevirtual` instruction (§invokevirtual) that indicates a run-time constant pool index to a symbolic reference to a method (§5.1) with the following properties:

- The method's name is `invokeExact`;
- The method's descriptor is the method descriptor in the call site specifier; and
- The method's symbolic reference to the class in which the method is to be found indicates the class `java.lang.invoke.MethodHandle`.

The operand stack will be interpreted as containing a reference to the target of the call site object, followed by `nargs` argument values, where the number, type, and order of the values must be consistent with the method descriptor in the call site specifier.

**Linking Exceptions**

If resolution of the symbolic reference to the call site specifier throws an exception $E$, the `invokedynamic` instruction throws a `BootstrapMethodError` that wraps $E$.

Otherwise, during the continuing resolution of the call site specifier, if invocation of the bootstrap method completes abruptly (§2.6.5) because of a throw of exception $E$, the `invokedynamic` instruction throws a `BootstrapMethodError` that wraps $E$. (This can occur if the bootstrap method has the wrong arity, parameter type, or return type, causing `java.lang.invoke.MethodHandle.invoke` to throw `java.lang.invoke.WrongMethodTypeException`.)

Otherwise, during the continuing resolution of the call site specifier, if the result from the bootstrap method invocation is not a reference to an instance of `java.lang.invoke.CallSite`, the `invokedynamic` instruction throws a `BootstrapMethodError`.

Otherwise, during the continuing resolution of the call site specifier, if the type descriptor of the target of the call site object is not semantically equal to the method descriptor in the call site specifier, the `invokedynamic` instruction throws a `BootstrapMethodError`. 
Run-time Exceptions

If this specific dynamic call site completed resolution of its call site specifier, it implies that a non-null reference to an instance of `java.lang.invoke.CallSite` is bound to this dynamic call site. Therefore, the operand stack item which represents a reference to the target of the call site object is never null. Similarly, it implies that the method descriptor in the call site specifier is semantically equal to the type descriptor of the method handle to be invoked as if by execution of an `invokevirtual` instruction.

These invariants mean that an `invokedynamic` instruction which is bound to a call site object never throws a `NullPointerException` or a `java.lang.invoke.WrongMethodTypeException`. 
invokeinterface

Operation  Invoke interface method

Format

| invokeinterface |
| indexbyte1     |
| indexbyte2     |
| count          |
| 0              |

Forms  

invokeinterface = 185 (0xb9)

Operand  

..., objectref, [arg1, [arg2 ...]] →

Stack  

...

Description  

The unsigned indexbyte1 and indexbyte2 are used to construct an index into the run-time constant pool of the current class (§2.6), where the value of the index is \((\text{indexbyte1} \ll 8) | \text{indexbyte2}\). The run-time constant pool item at that index must be a symbolic reference to an interface method (§5.1), which gives the name and descriptor (§4.3.3) of the interface method as well as a symbolic reference to the interface in which the interface method is to be found. The named interface method is resolved (§5.4.3.4). The resolved interface method must not be an instance initialization method (§2.9) or the class or interface initialization method (§2.9).

The count operand is an unsigned byte that must not be zero. The objectref must be of type reference and must be followed on the operand stack by nargs argument values, where the number, type, and order of the values must be consistent with the descriptor of the resolved interface method. The value of the fourth operand byte must always be zero.

Let \( C \) be the class of objectref. The actual method to be invoked is selected by the following lookup procedure:

- If \( C \) contains a declaration for an instance method with the same name and descriptor as the resolved method, then this is the method to be invoked, and the lookup procedure terminates.
• Otherwise, if \( c \) has a superclass, this same lookup procedure is performed recursively using the direct superclass of \( c \); the method to be invoked is the result of the recursive invocation of this lookup procedure.

• Otherwise, an AbstractMethodError is raised.

If the method is synchronized, the monitor associated with \( \text{objectref} \) is entered or reentered as if by execution of a monitorenter instruction (§monitorenter) in the current thread.

If the method is not native, the \( \text{nargs} \) argument values and \( \text{objectref} \) are popped from the operand stack. A new frame is created on the Java Virtual Machine stack for the method being invoked. The \( \text{objectref} \) and the argument values are consecutively made the values of local variables of the new frame, with \( \text{objectref} \) in local variable 0, \( \text{arg1} \) in local variable 1 (or, if \( \text{arg1} \) is of type long or double, in local variables 1 and 2), and so on. Any argument value that is of a floating-point type undergoes value set conversion (§2.8.3) prior to being stored in a local variable. The new frame is then made current, and the Java Virtual Machine \( \text{pc} \) is set to the opcode of the first instruction of the method to be invoked. Execution continues with the first instruction of the method.

If the method is native and the platform-dependent code that implements it has not yet been bound (§5.6) into the Java Virtual Machine, that is done. The \( \text{nargs} \) argument values and \( \text{objectref} \) are popped from the operand stack and are passed as parameters to the code that implements the method. Any argument value that is of a floating-point type undergoes value set conversion (§2.8.3) prior to being passed as a parameter. The parameters are passed and the code is invoked in an implementation-dependent manner. When the platform-dependent code returns:

• If the native method is synchronized, the monitor associated with \( \text{objectref} \) is updated and possibly exited as if by execution of a monitorexit instruction (§monitorexit) in the current thread.

• If the native method returns a value, the return value of the platform-dependent code is converted in an implementation-dependent way to the return type of the native method and pushed onto the operand stack.
During resolution of the symbolic reference to the interface method, any of the exceptions pertaining to interface method resolution (§5.4.3.4) can be thrown.

Otherwise, if `objectref` is null, the `invokeinterface` instruction throws a `NullPointerException`.

Otherwise, if the class of `objectref` does not implement the resolved interface, `invokeinterface` throws an `IncompatibleClassChangeError`.

Otherwise, if no method matching the resolved name and descriptor is selected, `invokeinterface` throws an `AbstractMethodError`.

Otherwise, if the selected method is not `public`, `invokeinterface` throws an `IllegalAccessError`.

Otherwise, if the selected method is `abstract`, `invokeinterface` throws an `AbstractMethodError`.

Otherwise, if the selected method is `native` and the code that implements the method cannot be bound, `invokeinterface` throws an `UnsatisfiedLinkError`.

The `count` operand of the `invokeinterface` instruction records a measure of the number of argument values, where an argument value of type `long` or type `double` contributes two units to the `count` value and an argument of any other type contributes one unit. This information can also be derived from the descriptor of the selected method. The redundancy is historical.

The fourth operand byte exists to reserve space for an additional operand used in certain of Oracle's Java Virtual Machine implementations, which replace the `invokeinterface` instruction by a specialized pseudo-instruction at run time. It must be retained for backwards compatibility.

The `nargs` argument values and `objectref` are not one-to-one with the first `nargs+1` local variables. Argument values of types `long` and `double` must be stored in two consecutive local variables, thus more than `nargs` local variables may be required to pass `nargs` argument values to the invoked method.
invokespecial

Operation
Invoke instance method; special handling for superclass, private, and instance initialization method invocations

Format

| invokespecial |
| indexbyte1 |
| indexbyte2 |

Forms
invokespecial = 183 (0xb7)

Operand
..., objectref, [arg1, [arg2 ...]] →

Stack
...

Description
The unsigned indexbyte1 and indexbyte2 are used to construct an index into the run-time constant pool of the current class (§2.6), where the value of the index is (indexbyte1 << 8) | indexbyte2. The run-time constant pool item at that index must be a symbolic reference to a method (§5.1), which gives the name and descriptor (§4.3.3) of the method as well as a symbolic reference to the class in which the method is to be found. The named method is resolved (§5.4.3.3). Finally, if the resolved method is protected (§4.6), and it is a member of a superclass of the current class, and the method is not declared in the same run-time package (§5.3) as the current class, then the class of objectref must be either the current class or a subclass of the current class.

Next, the resolved method is selected for invocation unless all of the following conditions are true:

- The ACC_SUPER flag is set for the current class (Table 4.1).
- The class of the resolved method is a superclass of the current class.
- The resolved method is not an instance initialization method (§2.9).
If the above conditions are true, the actual method to be invoked is selected by the following lookup procedure. Let \( c \) be the direct superclass of the current class:

- If \( c \) contains a declaration for an instance method with the same name and descriptor as the resolved method, then this method will be invoked. The lookup procedure terminates.

- Otherwise, if \( c \) has a superclass, this same lookup procedure is performed recursively using the direct superclass of \( c \). The method to be invoked is the result of the recursive invocation of this lookup procedure.

- Otherwise, an AbstractMethodError is raised.

The \( \text{objectref} \) must be of type \( \text{reference} \) and must be followed on the operand stack by \( \text{nargs} \) argument values, where the number, type, and order of the values must be consistent with the descriptor of the selected instance method.

If the method is synchronized, the monitor associated with \( \text{objectref} \) is entered or reentered as if by execution of a \text{monitorenter} instruction (§monitorenter) in the current thread.

If the method is not native, the \( \text{nargs} \) argument values and \( \text{objectref} \) are popped from the operand stack. A new frame is created on the Java Virtual Machine stack for the method being invoked. The \( \text{objectref} \) and the argument values are consecutively made the values of local variables of the new frame, with \( \text{objectref} \) in local variable 0, \( \text{arg1} \) in local variable 1 (or, if \( \text{arg1} \) is of type \( \text{long} \) or \( \text{double} \), in local variables 1 and 2), and so on. Any argument value that is of a floating-point type undergoes value set conversion (§2.8.3) prior to being stored in a local variable. The new frame is then made current, and the Java Virtual Machine \( \text{pc} \) is set to the opcode of the first instruction of the method to be invoked. Execution continues with the first instruction of the method.

If the method is native and the platform-dependent code that implements it has not yet been bound (§5.6) into the Java Virtual Machine, that is done. The \( \text{nargs} \) argument values and \( \text{objectref} \) are popped from the operand stack and are passed as parameters to the code that implements the method. Any argument value that is of a floating-point type undergoes value set conversion (§2.8.3) prior...
to being passed as a parameter. The parameters are passed and the code is invoked in an implementation-dependent manner. When the platform-dependent code returns, the following take place:

- If the native method is synchronized, the monitor associated with objectref is updated and possibly exited as if by execution of a monitorexit instruction (§monitorexit) in the current thread.

- If the native method returns a value, the return value of the platform-dependent code is converted in an implementation-dependent way to the return type of the native method and pushed onto the operand stack.

### Linking Exceptions

During resolution of the symbolic reference to the method, any of the exceptions pertaining to method resolution (§5.4.3.3) can be thrown.

Otherwise, if the resolved method is an instance initialization method, and the class in which it is declared is not the class symbolically referenced by the instruction, a NoSuchMethodError is thrown.

Otherwise, if the resolved method is a class (static) method, the invokespecial instruction throws an IncompatibleClassChangeError.

### Run-time Exceptions

Otherwise, if objectref is null, the invokespecial instruction throws a NullPointerException.

Otherwise, if no method matching the resolved name and descriptor is selected, invokespecial throws an AbstractMethodError.

Otherwise, if the selected method is abstract, invokespecial throws an AbstractMethodError.

Otherwise, if the selected method is native and the code that implements the method cannot be bound, invokespecial throws an UnsatisfiedLinkError.

### Notes

The difference between the invokespecial instruction and the invokevirtual instruction (§invokevirtual) is that invokevirtual invokes a method based on the class of the object. The invokespecial instruction is used to invoke instance initialization
methods (§2.9) as well as private methods and methods of a superclass of the current class.

The *invokespecial* instruction was named *invokenonvirtual* prior to JDK release 1.0.2.

The *nargs* argument values and *objectref* are not one-to-one with the first *nargs*+1 local variables. Argument values of types *long* and *double* must be stored in two consecutive local variables, thus more than *nargs* local variables may be required to pass *nargs* argument values to the invoked method.
**invokestatic**  

**Operation**  
Invoke a class (static) method

**Format**

```
| invokestatic |
| indexbyte1   |
| indexbyte2   |
```

**Forms**

`invokestatic = 184 (0xb8)`

**Operand**

`... [arg1, [arg2 ...]] →`

**Stack**

`...`

**Description**

The unsigned `indexbyte1` and `indexbyte2` are used to construct an index into the run-time constant pool of the current class (§2.6), where the value of the index is `(indexbyte1 << 8) | indexbyte2`. The run-time constant pool item at that index must be a symbolic reference to a method (§5.1), which gives the name and descriptor (§4.3.3) of the method as well as a symbolic reference to the class in which the method is to be found. The named method is resolved (§5.4.3.3). The resolved method must not be an instance initialization method (§2.9) or the class or interface initialization method (§2.9). It must be static, and therefore cannot be abstract.

On successful resolution of the method, the class that declared the resolved method is initialized (§5.5) if that class has not already been initialized.

The operand stack must contain `nargs` argument values, where the number, type, and order of the values must be consistent with the descriptor of the resolved method.

If the method is synchronized, the monitor associated with the resolved `Class` object is entered or reentered as if by execution of a `monitorenter` instruction (§`monitorenter`) in the current thread.

If the method is not native, the `nargs` argument values are popped from the operand stack. A new frame is created on the Java Virtual Machine stack for the method being invoked. The `nargs` argument
values are consecutively made the values of local variables of the new frame, with \textit{arg1} in local variable 0 (or, if \textit{arg1} is of type \texttt{long} or \texttt{double}, in local variables 0 and 1) and so on. Any argument value that is of a floating-point type undergoes value set conversion (§2.8.3) prior to being stored in a local variable. The new frame is then made current, and the Java Virtual Machine \texttt{pc} is set to the opcode of the first instruction of the method to be invoked. Execution continues with the first instruction of the method.

If the method is native and the platform-dependent code that implements it has not yet been bound (§5.6) into the Java Virtual Machine, that is done. The \textit{nargs} argument values are popped from the operand stack and are passed as parameters to the code that implements the method. Any argument value that is of a floating-point type undergoes value set conversion (§2.8.3) prior to being passed as a parameter. The parameters are passed and the code is invoked in an implementation-dependent manner. When the platform-dependent code returns, the following take place:

- If the native method is synchronized, the monitor associated with the resolved \texttt{Class} object is updated and possibly exited as if by execution of a \texttt{monitorexit} instruction (§\texttt{monitorexit}) in the current thread.

- If the native method returns a value, the return value of the platform-dependent code is converted in an implementation-dependent way to the return type of the native method and pushed onto the operand stack.

**Linking Exceptions**

During resolution of the symbolic reference to the method, any of the exceptions pertaining to method resolution (§5.4.3.3) can be thrown.

Otherwise, if the resolved method is an instance method, the \texttt{invokestatic} instruction throws an \texttt{IncompatibleClassChangeError}.

**Run-time Exceptions**

Otherwise, if execution of this \texttt{invokestatic} instruction causes initialization of the referenced class, \texttt{invokestatic} may throw an \texttt{Error} as detailed in §5.5.
Otherwise, if the resolved method is native and the code that implements the method cannot be bound, \textit{invokestatic} throws an UnsatisfiedLinkError.

**Notes**

The $nargs$ argument values are not one-to-one with the first $nargs$ local variables. Argument values of types \texttt{long} and \texttt{double} must be stored in two consecutive local variables, thus more than $nargs$ local variables may be required to pass $nargs$ argument values to the invoked method.
**invokevirtual**

**Operation**
Invoke instance method; dispatch based on class

**Format**

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><code>invokevirtual</code></td>
<td></td>
</tr>
<tr>
<td><code>indexbyte1</code></td>
<td></td>
</tr>
<tr>
<td><code>indexbyte2</code></td>
<td></td>
</tr>
</tbody>
</table>

**Forms**

`invokevirtual` = 182 (0xb6)

**Operand**

`..., objectref, [arg1, [arg2 ...]]` →

**Stack**

`...`

**Description**
The unsigned `indexbyte1` and `indexbyte2` are used to construct an index into the run-time constant pool of the current class (§2.6), where the value of the index is `

\[(indexbyte1 << 8) | indexbyte2\]

The run-time constant pool item at that index must be a symbolic reference to a method (§5.1), which gives the name and descriptor (§4.3.3) of the method as well as a symbolic reference to the class in which the method is to be found. The named method is resolved (§5.4.3.3). The resolved method must not be an instance initialization method (§2.9) or the class or interface initialization method (§2.9). Finally, if the resolved method is protected (§4.6), and it is a member of a superclass of the current class, and the method is not declared in the same run-time package (§5.3) as the current class, then the class of `objectref` must be either the current class or a subclass of the current class.

*If the resolved method is not signature polymorphic* (§2.9), then the `invokevirtual` instruction proceeds as follows.

Let `c` be the class of `objectref`. The actual method to be invoked is selected by the following lookup procedure:

- If `c` contains a declaration for an instance method `m` that overrides (§5.4.5) the resolved method, then `m` is the method to be invoked, and the lookup procedure terminates.

- Otherwise, if `c` has a superclass, this same lookup procedure is performed recursively using the direct superclass of `c`; the
method to be invoked is the result of the recursive invocation of
this lookup procedure.

• Otherwise, an AbstractMethodError is raised.

The objectref must be followed on the operand stack by nargs
argument values, where the number, type, and order of the values
must be consistent with the descriptor of the selected instance
method.

If the method is synchronized, the monitor associated with
objectref is entered or reentered as if by execution of a
monitorenter instruction (§monitorenter) in the current thread.

If the method is not native, the nargs argument values and
objectref are popped from the operand stack. A new frame is
created on the Java Virtual Machine stack for the method being
invoked. The objectref and the argument values are consecutively
made the values of local variables of the new frame, with objectref
in local variable 0, arg1 in local variable 1 (or, if arg1 is of
type long or double, in local variables 1 and 2), and so on. Any
argument value that is of a floating-point type undergoes value
set conversion (§2.8.3) prior to being stored in a local variable.
The new frame is then made current, and the Java Virtual Machine
pc is set to the opcode of the first instruction of the method to
be invoked. Execution continues with the first instruction of the
method.

If the method is native and the platform-dependent code that
implements it has not yet been bound (§5.6) into the Java Virtual
Machine, that is done. The nargs argument values and objectref are
popped from the operand stack and are passed as parameters to the
code that implements the method. Any argument value that is of a
floating-point type undergoes value set conversion (§2.8.3) prior
to being passed as a parameter. The parameters are passed and the
code is invoked in an implementation-dependent manner. When
the platform-dependent code returns, the following take place:

• If the native method is synchronized, the monitor associated
  with objectref is updated and possibly exited as if by execution
  of a monitorexit instruction (§monitorexit) in the current thread.

• If the native method returns a value, the return value of the
  platform-dependent code is converted in an implementation-
If the resolved method is signature polymorphic (§2.9), then the invokevirtual instruction proceeds as follows.

First, a reference to an instance of java.lang.invoke.MethodType is obtained as if by resolution of a symbolic reference to a method type (§5.4.3.5) with the same parameter and return types as the descriptor of the method referenced by the invokevirtual instruction.

- If the named method is invokeExact, the instance of java.lang.invoke.MethodType must be semantically equal to the type descriptor of the receiving method handle objectref. The method handle to be invoked is objectref.

- If the named method is invoke, and the instance of java.lang.invoke.MethodType is semantically equal to the type descriptor of the receiving method handle objectref, then the method handle to be invoked is objectref.

- If the named method is invoke, and the instance of java.lang.invoke.MethodType is not semantically equal to the type descriptor of the receiving method handle objectref, then the Java Virtual Machine attempts to adjust the type descriptor of the receiving method handle, as if by a call to java.lang.invoke.MethodHandle.asType, to obtain an exactly invokable method handle \( m \). The method handle to be invoked is \( m \).

The objectref must be followed on the operand stack by nargs argument values, where the number, type, and order of the values must be consistent with the type descriptor of the method handle to be invoked. (This type descriptor will correspond to the method descriptor appropriate for the kind of the method handle to be invoked, as specified in §5.4.3.5.)

Then, if the method handle to be invoked has bytecode behavior, the Java Virtual Machine invokes the method handle as if by execution of the bytecode behavior associated with the method handle's kind. If the kind is 5 (REF_invokeVirtual), 6 (REF_invokeStatic), 7 (REF_invokeSpecial), 8 (REF_newInvokeSpecial), or 9

...
(REF_invokeInterface), then a frame will be created and made current in the course of executing the bytecode behavior; when the method invoked by the bytecode behavior completes (normally or abruptly), the frame of its invoker is considered to be the frame for the method containing this invokevirtual instruction.

The frame in which the bytecode behavior itself executes is not visible.

Otherwise, if the method handle to be invoked has no bytecode behavior, the Java Virtual Machine invokes it in an implementation-dependent manner.

**Linking Exceptions**

During resolution of the symbolic reference to the method, any of the exceptions pertaining to method resolution (§5.4.3.3) can be thrown.

Otherwise, if the resolved method is a class (static) method, the invokevirtual instruction throws an IncompatibleClassChangeError.

Otherwise, if the resolved method is signature polymorphic, then during resolution of the method type derived from the descriptor in the symbolic reference to the method, any of the exceptions pertaining to method type resolution (§5.4.3.5) can be thrown.

**Run-time Exceptions**

Otherwise, if objectref is null, the invokevirtual instruction throws a NullPointerException.

Otherwise, if the resolved method is not signature polymorphic:

- If no method matching the resolved name and descriptor is selected, invokevirtual throws an AbstractMethodError.
- Otherwise, if the selected method is abstract, invokevirtual throws an AbstractMethodError.
- Otherwise, if the selected method is native and the code that implements the method cannot be bound, invokevirtual throws an UnsatisfiedLinkError.

Otherwise, if the resolved method is signature polymorphic, then:

- If the method name is invokeExact, and the obtained instance of java.lang.invoke.MethodType is not semantically equal to the type descriptor of the receiving
method handle, the *invokevirtual* instruction throws a *java.lang.invoke_WRONGMethodTypeException*.

- If the method name is *invoke*, and the obtained instance of *java.lang.invoke.MethodType* is not a valid argument to the *java.lang.invoke.MethodHandle.asType* method invoked on the receiving method handle, the *invokevirtual* instruction throws a *java.lang.invoke_WRONGMethodTypeException*.

**Notes**

The *nargs* argument values and *objectref* are not one-to-one with the first *nargs+1* local variables. Argument values of types *long* and *double* must be stored in two consecutive local variables, thus more than *nargs* local variables may be required to pass *nargs* argument values to the invoked method.
**ior**

**Operation**  
Boolean OR `int`

**Format**  

```
ior
```

**Forms**  
`ior = 128 (0x80)`

**Operand Stack**  
`..., value1, value2 →`  
`..., result`

**Description**  
Both `value1` and `value2` must be of type `int`. They are popped from the operand stack. An `int` `result` is calculated by taking the bitwise inclusive OR of `value1` and `value2`. The `result` is pushed onto the operand stack.
IREM

Operation
Remainder int

Format
irem

Forms
irem = 112 (0x70)

Operand Stack
..., value1, value2 →

Description
Both value1 and value2 must be of type int. The values are popped from the operand stack. The int result is value1 - (value1 / value2) * value2. The result is pushed onto the operand stack.

The result of the irem instruction is such that \((a/b) \times b + (a \% b)\) is equal to \(a\). This identity holds even in the special case in which the dividend is the negative int 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.

Run-time Exception
If the value of the divisor for an int remainder operator is 0, irem throws an ArithmeticException.
IRETURN

Operation
Return int from method

Format

\[
\text{ireturn}
\]

Forms
\( \text{ireturn} = 172 \ (0xac) \)

Operand Stack
\( \ldots, \text{value} \rightarrow [\text{empty}] \)

Description
The current method must have return type boolean, byte, short, char, or int. The value must be of type int. If the current method is a synchronized method, the monitor entered or reentered on invocation of the method is updated and possibly exited as if by execution of a monitorexit instruction (§monitorexit) in the current thread. If no exception is thrown, value is popped from the operand stack of the current frame (§2.6) and pushed onto the operand stack of the frame of the invoker. Any other values on the operand stack of the current method are discarded.

The interpreter then returns control to the invoker of the method, reinstating the frame of the invoker.

Run-time Exceptions
If the Java Virtual Machine implementation does not enforce the rules on structured locking described in §2.11.10, then if the current method is a synchronized method and the current thread is not the owner of the monitor entered or reentered on invocation of the method, \text{ireturn} throws an IllegalMonitorStateException. This can happen, for example, if a synchronized method contains a monitorexit instruction, but no monitorenter instruction, on the object on which the method is synchronized.

Otherwise, if the Java Virtual Machine implementation enforces the rules on structured locking described in §2.11.10 and if the first of those rules is violated during invocation of the current method, then \text{ireturn} throws an IllegalMonitorStateException.
**ishl**

**Operation**  
Shift left \( \text{int} \)

**Format**  
```
ishl
```

**Forms**  
\( ishl = 120 \) (0x78)

**Operand Stack**  
```
..., value1, value2 →
```

**Description**  
Both \( value1 \) and \( value2 \) must be of type \( \text{int} \). The values are popped from the operand stack. An \( \text{int} \) \( result \) is calculated by shifting \( value1 \) left by \( s \) bit positions, where \( s \) is the value of the low 5 bits of \( value2 \). The \( result \) is pushed onto the operand stack.

**Notes**  
This is equivalent (even if overflow occurs) to multiplication by 2 to the power \( s \). The shift distance actually used is always in the range 0 to 31, inclusive, as if \( value2 \) were subjected to a bitwise logical AND with the mask value 0x1f.
**ishr**

**Operation**
Arithmetic shift right int

**Format**

```
ishr
```

**Forms**

`ishr = 122 (0x7a)`

**Operand Stack**

`...`, `value1`, `value2` →

**Description**
Both `value1` and `value2` must be of type int. The values are popped from the operand stack. An int result is calculated by shifting `value1` right by `s` bit positions, with sign extension, where `s` is the value of the low 5 bits of `value2`. The result is pushed onto the operand stack.

**Notes**
The resulting value is \[ \lfloor \frac{value1}{2^s} \rfloor \], where `s` is `value2` & 0x1f. For non-negative `value1`, this is equivalent to truncating int division by 2 to the power `s`. The shift distance actually used is always in the range 0 to 31, inclusive, as if `value2` were subjected to a bitwise logical AND with the mask value 0x1f.
**istore**

**Operation**  
Store int into local variable

**Format**  

| istore  
| index |

**Forms**  

istore = 54 (0x36)

**Operand Stack**  
..., value → ...

**Description**  
The index is an unsigned byte that must be an index into the local variable array of the current frame (§2.6). The value on the top of the operand stack must be of type int. It is popped from the operand stack, and the value of the local variable at index is set to value.

**Notes**  
The istore opcode can be used in conjunction with the wide instruction (§wide) to access a local variable using a two-byte unsigned index.
**istore_<n>**

**Operation**
Store `int` into local variable

**Format**
`istore_<n>`

**Forms**
- `istore_0` = 59 (0x3b)
- `istore_1` = 60 (0x3c)
- `istore_2` = 61 (0x3d)
- `istore_3` = 62 (0x3e)

**Operand**
... , `value` →

**Stack**
...

**Description**
The `<n>` must be an index into the local variable array of the current frame (§2.6). The `value` on the top of the operand stack must be of type `int`. It is popped from the operand stack, and the value of the local variable at `<n>` is set to `value`.

**Notes**
Each of the `istore_<n>` instructions is the same as `istore` with an index of `<n>`, except that the operand `<n>` is implicit.
**isub**

**Operation** Subtract int

**Format**

![](image)

**Forms**

\[ isub = 100 \ (0x64) \]

**Operand Stack**

\[ ..., value1, value2 \rightarrow \]

\[ ..., result \]

**Description**

Both \( value1 \) and \( value2 \) must be of type int. The values are popped from the operand stack. The \( int \) result is \( value1 - value2 \). The result is pushed onto the operand stack.

For \( int \) subtraction, \( a-b \) produces the same result as \( a+(-b) \). For \( int \) values, subtraction from zero is the same as negation.

The result is the 32 low-order bits of the true mathematical result in a sufficiently wide two's-complement format, represented as a value of type int. If overflow occurs, then the sign of the result may not be the same as the sign of the mathematical difference of the two values.

Despite the fact that overflow may occur, execution of an isub instruction never throws a run-time exception.
**iushr**

**Operation** Logical shift right int

**Format**

```
iushr
```

**Forms**

```
iushr = 124 (0x7c)
```

**Operand Stack**

```
..., value1, value2 →
...
..., result
```

**Description**

Both `value1` and `value2` must be of type int. The values are popped from the operand stack. An int result is calculated by shifting `value1` right by $s$ bit positions, with zero extension, where $s$ is the value of the low 5 bits of `value2`. The result is pushed onto the operand stack.

**Notes**

If `value1` is positive and $s$ is `value2` & 0x1f, the result is the same as that of `value1` >> $s$; if `value1` is negative, the result is equal to the value of the expression `(value1 >> s) + (2 << ~s)`. The addition of the `(2 << ~s)` term cancels out the propagated sign bit. The shift distance actually used is always in the range 0 to 31, inclusive.
**ixor**

**Operation**  
Boolean XOR int

**Format**  

division

**Forms**  
ixor = 130 (0x82)

**Operand Stack**  
..., value1, value2 →

**Description**  
Both value1 and value2 must be of type int. They are popped from the operand stack. An int result is calculated by taking the bitwise exclusive OR of value1 and value2. The result is pushed onto the operand stack.
**jsr**

**Operation** Jump subroutine

**Format**

<table>
<thead>
<tr>
<th>jsr</th>
</tr>
</thead>
<tbody>
<tr>
<td>branchbyte1</td>
</tr>
<tr>
<td>branchbyte2</td>
</tr>
</tbody>
</table>

**Forms** $\text{jsr} = 168 \ (0xa8)$

**Operand Stack** ...

**Description** The address of the opcode of the instruction immediately following this jsr instruction is pushed onto the operand stack as a value of type returnAddress. The unsigned branchbyte1 and branchbyte2 are used to construct a signed 16-bit offset, where the offset is $(\text{branchbyte1} \ll 8) | \text{branchbyte2}$. Execution proceeds at that offset from the address of this jsr instruction. The target address must be that of an opcode of an instruction within the method that contains this jsr instruction.

**Notes** Note that jsr pushes the address onto the operand stack and ret ($\text{ret}$) gets it out of a local variable. This asymmetry is intentional.

In Oracle's implementation of a compiler for the Java programming language prior to Java SE 6, the jsr instruction was used with the ret instruction in the implementation of the finally clause (§3.13, §4.10.2.5).
**jsr_w**

**Operation**
Jump subroutine (wide index)

**Format**

<table>
<thead>
<tr>
<th>jsr_w</th>
</tr>
</thead>
<tbody>
<tr>
<td>branchbyte1</td>
</tr>
<tr>
<td>branchbyte2</td>
</tr>
<tr>
<td>branchbyte3</td>
</tr>
<tr>
<td>branchbyte4</td>
</tr>
</tbody>
</table>

**Forms**

$\text{jsr}_w = 201 \ (0xc9)$

**Operand Stack**

... →

**Description**

The *address* of the opcode of the instruction immediately following this *jsr_w* instruction is pushed onto the operand stack as a value of type *returnAddress*. The unsigned *branchbyte1*, *branchbyte2*, *branchbyte3*, and *branchbyte4* are used to construct a signed 32-bit offset, where the offset is $(\text{branchbyte1} \ll 24) \mid (\text{branchbyte2} \ll 16) \mid (\text{branchbyte3} \ll 8) \mid \text{branchbyte4}$. Execution proceeds at that offset from the address of this *jsr_w* instruction. The target address must be that of an opcode of an instruction within the method that contains this *jsr_w* instruction.

**Notes**

Note that *jsr_w* pushes the address onto the operand stack and *ret* ($\text{\$ret}$) gets it out of a local variable. This asymmetry is intentional.

In Oracle's implementation of a compiler for the Java programming language prior to Java SE 6, the *jsr_w* instruction was used with the *ret* instruction in the implementation of the *finally* clause (§3.13, §4.10.2.5).

Although the *jsr_w* instruction takes a 4-byte branch offset, other factors limit the size of a method to 65535 bytes (§4.11). This limit may be raised in a future release of the Java Virtual Machine.
### l2d

**Operation**: Convert `long` to `double`

**Format**: 

```
l2d
```

**Forms**: 

\[ l2d = 138 \ (0x8a) \]

**Operand Stack**: 

\[ ..., value \rightarrow \]

\[ ..., result \]

**Description**: The `value` on the top of the operand stack must be of type `long`. It is popped from the operand stack and converted to a `double` `result` using IEEE 754 round to nearest mode. The `result` is pushed onto the operand stack.

**Notes**: The `l2d` instruction performs a widening primitive conversion (JLS §5.1.2) that may lose precision because values of type `double` have only 53 significand bits.
\textit{l2f} \hspace{1cm} \textit{l2f}

\textbf{Operation} \hspace{1cm} \text{Convert \texttt{long} to \texttt{float}}

\textbf{Format} \hspace{1cm} \textit{l2f}

\textbf{Forms} \hspace{1cm} \textit{l2f} = 137 (0x89)

\textbf{Operand Stack} \hspace{1cm} \text{..., value $\rightarrow$}

\textbf{Description} \hspace{1cm} The \textit{value} on the top of the operand stack must be of type \texttt{long}. It is popped from the operand stack and converted to a \texttt{float} \textit{result} using IEEE 754 round to nearest mode. The \textit{result} is pushed onto the operand stack.

\textbf{Notes} \hspace{1cm} The \textit{l2f} instruction performs a widening primitive conversion (JLS §5.1.2) that may lose precision because values of type \texttt{float} have only 24 significand bits.
\( l2i \)

**Operation**  
Convert long to int

**Format**  
\( l2i \)

**Forms**  
\( l2i = 136 \ (0x88) \)

**Operand Stack**  
\( ..., \ value \rightarrow ..., \ result \)

**Description**  
The value on the top of the operand stack must be of type long. It is popped from the operand stack and converted to an int result by taking the low-order 32 bits of the long value and discarding the high-order 32 bits. The result is pushed onto the operand stack.

**Notes**  
The \( l2i \) instruction performs a narrowing primitive conversion (JLS §5.1.3). It may lose information about the overall magnitude of value. The result may also not have the same sign as value.
**ladd**

**Operation**  
Add long

**Format**  

```
  ladd
```

**Forms**  

```
ladd = 97 (0x61)
```

**Operand Stack**  

```
... value1, value2 → ...
```

**Description**  
Both value1 and value2 must be of type long. The values are popped from the operand stack. The long result is value1 + value2. The result is the 64 low-order bits of the true mathematical result in a sufficiently wide two's-complement format, represented as a value of type long. If overflow occurs, the sign of the result may not be the same as the sign of the mathematical sum of the two values.

Despite the fact that overflow may occur, execution of an ladd instruction never throws a run-time exception.
**laload**

**Operation**
Load long from array

**Format**

| laload |

**Forms**

\[
\text{laload} = 47 \ (0x2f)
\]

**Operand Stack**

\[
..., \text{arrayref}, \text{index} \rightarrow
\]

\[
..., \text{value}
\]

**Description**
The `arrayref` must be of type `reference` and must refer to an array whose components are of type `long`. The `index` must be of type `int`. Both `arrayref` and `index` are popped from the operand stack. The `long` `value` in the component of the array at `index` is retrieved and pushed onto the operand stack.

**Run-time Exceptions**

If `arrayref` is `null`, `laload` throws a `NullPointerException`.

Otherwise, if `index` is not within the bounds of the array referenced by `arrayref`, the `laload` instruction throws an `ArrayIndexOutOfBoundsException`.
**land**

**Operation**  
Boolean AND `long`

**Format**  

```
land
```

**Forms**  
`land = 127 (0x7f)`

**Operand Stack**  
`..., value1, value2 →`

**Description**  
Both `value1` and `value2` must be of type `long`. They are popped from the operand stack. A `long` `result` is calculated by taking the bitwise AND of `value1` and `value2`. The `result` is pushed onto the operand stack.
lastore

Operation  Store into long array

Format  

Forms  lastore = 80 (0x50)

Operand Stack  ...

Description  The arrayref must be of type reference and must refer to an array whose components are of type long. The index must be of type int, and value must be of type long. The arrayref, index, and value are popped from the operand stack. The long value is stored as the component of the array indexed by index.

Run-time Exceptions  If arrayref is null, lastore throws a NullPointerException.

Otherwise, if index is not within the bounds of the array referenced by arrayref, the lastore instruction throws an ArrayIndexOutOfBoundsException.
### lcmp

**Operation**  
Compare long

**Format**  

```
  lcmp
```

**Forms**  

\( lcmp = 148 \ (0x94) \)

**Operand Stack**  

\( \ldots, value1, value2 \rightarrow \ldots, result \)

**Description**  
Both \( value1 \) and \( value2 \) must be of type long. They are both popped from the operand stack, and a signed integer comparison is performed. If \( value1 \) is greater than \( value2 \), the int value 1 is pushed onto the operand stack. If \( value1 \) is equal to \( value2 \), the int value 0 is pushed onto the operand stack. If \( value1 \) is less than \( value2 \), the int value -1 is pushed onto the operand stack.
\textit{lconst}_{<l>}

\begin{itemize}
  \item \textbf{Operation} \quad \text{Push long constant}
  \item \textbf{Format} \quad \boxed{lconst}_{<l>}
  \item \textbf{Forms} \quad lconst_{0} = 9 \ (0x9) \\
  \quad lconst_{1} = 10 \ (0xa)
  \item \textbf{Operand} \quad \cdots \rightarrow
  \item \textbf{Stack} \quad \cdots, <l>
  \item \textbf{Description} \quad \text{Push the long constant } <l> \ (0 \text{ or } 1) \text{ onto the operand stack.}
\end{itemize}
**ldc**

**Operation**
Push item from run-time constant pool

**Format**

```
ldc
index
```

**Forms**

\( ldcs = 18 \) (0x12)

**Operand Stack**

\( \ldots \rightarrow \ldots, \text{value} \)

**Description**

The index is an unsigned byte that must be a valid index into the run-time constant pool of the current class (§2.6). The run-time constant pool entry at index either must be a run-time constant of type int or float, or a reference to a string literal, or a symbolic reference to a class, method type, or method handle (§5.1).

If the run-time constant pool entry is a run-time constant of type int or float, the numeric value of that run-time constant is pushed onto the operand stack as an int or float, respectively.

Otherwise, if the run-time constant pool entry is a reference to an instance of class String representing a string literal (§5.1), then a reference to that instance, value, is pushed onto the operand stack.

Otherwise, if the run-time constant pool entry is a symbolic reference to a class (§5.1), then the named class is resolved (§5.4.3.1) and a reference to the Class object representing that class, value, is pushed onto the operand stack.

Otherwise, the run-time constant pool entry must be a symbolic reference to a method type or a method handle (§5.1). The method type or method handle is resolved (§5.4.3.5) and a reference to the resulting instance of `java.lang.invoke.MethodType` or `java.lang.invoke.MethodHandle`, value, is pushed onto the operand stack.
LinkingExceptions

During resolution of a symbolic reference to a class, any of the exceptions pertaining to class resolution (§5.4.3.1) can be thrown.

During resolution of a symbolic reference to a method type or method handle, any of the exception pertaining to method type or method handle resolution (§5.4.3.5) can be thrown.

Notes

The *ldc* instruction can only be used to push a value of type *float* taken from the float value set (§2.3.2) because a constant of type *float* in the constant pool (§4.4.4) must be taken from the float value set.
ldc_w

**Operation**
Push item from run-time constant pool (wide index)

**Format**

<table>
<thead>
<tr>
<th>ldc_w</th>
</tr>
</thead>
<tbody>
<tr>
<td>indexbyte1</td>
</tr>
<tr>
<td>indexbyte2</td>
</tr>
</tbody>
</table>

**Forms**
ldc_w = 19 (0x13)

**Operand Stack**
... → ...

**Description**
The unsigned indexbyte1 and indexbyte2 are assembled into an unsigned 16-bit index into the run-time constant pool of the current class (§2.6), where the value of the index is calculated as (indexbyte1 << 8) | indexbyte2. The index must be a valid index into the run-time constant pool of the current class. The run-time constant pool entry at the index either must be a run-time constant of type int or float, or a reference to a string literal, or a symbolic reference to a class, method type, or method handle (§5.1).

If the run-time constant pool entry is a run-time constant of type int or float, the numeric value of that run-time constant is pushed onto the operand stack as an int or float, respectively.

Otherwise, if the run-time constant pool entry is a reference to an instance of class String representing a string literal (§5.1), then a reference to that instance, value, is pushed onto the operand stack.

Otherwise, if the run-time constant pool entry is a symbolic reference to a class (§4.4.1). The named class is resolved (§5.4.3.1) and a reference to the Class object representing that class, value, is pushed onto the operand stack.

Otherwise, the run-time constant pool entry must be a symbolic reference to a method type or a method handle (§5.1). The method type or method handle is resolved (§5.4.3.5) and a reference...
to the resulting instance of `java.lang.invoke.MethodType` or `java.lang.invoke.MethodHandle`, `value`, is pushed onto the operand stack.

**Linking Exceptions**

During resolution of the symbolic reference to a class, any of the exceptions pertaining to class resolution (§5.4.3.1) can be thrown.

During resolution of a symbolic reference to a method type or method handle, any of the exception pertaining to method type or method handle resolution (§5.4.3.5) can be thrown.

**Notes**

The `ldc_w` instruction is identical to the `ldc` instruction (§ldc) except for its wider run-time constant pool index.

The `ldc_w` instruction can only be used to push a value of type `float` taken from the float value set (§2.3.2) because a constant of type `float` in the constant pool (§4.4.4) must be taken from the float value set.
**ldc2_w**

**Operation**
Push long or double from run-time constant pool (wide index)

**Format**

<table>
<thead>
<tr>
<th>ldc2_w</th>
</tr>
</thead>
<tbody>
<tr>
<td>indexbyte1</td>
</tr>
<tr>
<td>indexbyte2</td>
</tr>
</tbody>
</table>

**Forms**

$ldc2_w = 20 \ (0x14)$

**Operand Stack**

... → ...

,..., value

**Description**
The unsigned indexbyte1 and indexbyte2 are assembled into an unsigned 16-bit index into the run-time constant pool of the current class (§2.6), where the value of the index is calculated as $(\text{indexbyte1} \ll 8) \mid \text{indexbyte2}$. The index must be a valid index into the run-time constant pool of the current class. The run-time constant pool entry at the index must be a run-time constant of type long or double (§5.1). The numeric value of that run-time constant is pushed onto the operand stack as a long or double, respectively.

**Notes**

Only a wide-index version of the $ldc2_w$ instruction exists; there is no $ldc2$ instruction that pushes a long or double with a single-byte index.

The $ldc2_w$ instruction can only be used to push a value of type double taken from the double value set (§2.3.2) because a constant of type double in the constant pool (§4.4.5) must be taken from the double value set.
**ldiv**

**Operation**
Divide `long`

**Format**

```
ldiv
```

**Forms**

`ldiv = 109 (0x6d)`

**Operand Stack**

`..., value1, value2 -> ..., result`

**Description**

Both `value1` and `value2` must be of type `long`. The values are popped from the operand stack. The `long` result is the value of the Java programming language expression `value1 / value2`. The result is pushed onto the operand stack.

A `long` division rounds towards 0; that is, the quotient produced for `long` values in `n / d` is a `long` 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 the `long` type and the divisor is -1, then overflow occurs and the result is equal to the dividend; despite the overflow, no exception is thrown in this case.

**Run-time Exception**

If the value of the divisor in a `long` division is 0, `ldiv` throws an `ArithmeticException`. 
**lload**

**Operation**
Load *long* from local variable

**Format**

```
<table>
<thead>
<tr>
<th>lload</th>
</tr>
</thead>
<tbody>
<tr>
<td>index</td>
</tr>
</tbody>
</table>
```

**Forms**

*lload* = 22 (0x16)

**Operand**

... →

**Stack**

..., *value*

**Description**

The *index* is an unsigned byte. Both *index* and *index*+1 must be indices into the local variable array of the current frame (§2.6). The local variable at *index* must contain a *long*. The *value* of the local variable at *index* is pushed onto the operand stack.

**Notes**
The *lload* opcode can be used in conjunction with the *wide* instruction (§*wide*) to access a local variable using a two-byte unsigned index.
6.5  

**Instructions**  

**THE JAVA VIRTUAL MACHINE INSTRUCTION SET**

---

### \texttt{lload_\langle n\rangle}

**Operation**  
Load \texttt{long} from local variable

**Format**  
\begin{center} \texttt{lload_\langle n\rangle} \end{center}

**Forms**  
- \texttt{lload_0} = 30 (0x1e)
- \texttt{lload_1} = 31 (0x1f)
- \texttt{lload_2} = 32 (0x20)
- \texttt{lload_3} = 33 (0x21)

**Operand Stack**  
... → ... , value

**Description**  
Both \texttt{\langle n\rangle} and \texttt{\langle n\rangle+1} must be indices into the local variable array of the current frame (§2.6). The local variable at \texttt{\langle n\rangle} must contain a \texttt{long}. The value of the local variable at \texttt{\langle n\rangle} is pushed onto the operand stack.

**Notes**  
Each of the \texttt{lload_\langle n\rangle} instructions is the same as \texttt{lload} with an index of \texttt{\langle n\rangle}, except that the operand \texttt{\langle n\rangle} is implicit.
**lmul**  

**Operation**  
Multiply `long`

**Format**  
```
  lmul
```

**Forms**  
`lmul = 105 (0x69)`

**Operand Stack**  
`. . ., value1, value2 → . . ., result`

**Description**  
Both `value1` and `value2` must be of type `long`. The values are popped from the operand stack. The `long` result is `value1 * value2`. The `result` is pushed onto the operand stack.

The result is the 64 low-order bits of the true mathematical result in a sufficiently wide two's-complement format, represented as a value of type `long`. If overflow occurs, the sign of the result may not be the same as the sign of the mathematical multiplication of the two values.

Despite the fact that overflow may occur, execution of an `lmul` instruction never throws a run-time exception.
The value must be of type long. It is popped from the operand stack. The long result is the arithmetic negation of value, -value. The result is pushed onto the operand stack.

For long values, negation is the same as subtraction from zero. Because the Java Virtual Machine uses two's-complement representation for integers and the range of two's-complement values is not symmetric, the negation of the maximum negative long results in that same maximum negative number. Despite the fact that overflow has occurred, no exception is thrown.

For all long values x, -x equals (~x) + 1.
**lookupswitch**

**Operation**
Access jump table by key match and jump

**Format**

<table>
<thead>
<tr>
<th>lookupswitch</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;0-3 byte pad&gt;</td>
</tr>
<tr>
<td>defaultbyte1</td>
</tr>
<tr>
<td>defaultbyte2</td>
</tr>
<tr>
<td>defaultbyte3</td>
</tr>
<tr>
<td>defaultbyte4</td>
</tr>
<tr>
<td>npairs1</td>
</tr>
<tr>
<td>npairs2</td>
</tr>
<tr>
<td>npairs3</td>
</tr>
<tr>
<td>npairs4</td>
</tr>
<tr>
<td>match-offset pairs...</td>
</tr>
</tbody>
</table>

**Forms**
```
lookupswitch = 171 (0xab)
```

**Operand**
```
..., key →
```

**Stack**
```
...
```

**Description**
A `lookupswitch` is a variable-length instruction. Immediately after the `lookupswitch` opcode, between zero and three bytes must act as padding, such that `defaultbyte1` begins at an address that is a multiple of four bytes from the start of the current method (the opcode of its first instruction). Immediately after the padding follow a series of signed 32-bit values: `default`, `npairs`, and then `npairs` pairs of signed 32-bit values. The `npairs` must be greater than or equal to 0. Each of the `npairs` pairs consists of an `int match` and a signed 32-bit `offset`. Each of these signed 32-bit values is constructed from four unsigned bytes as `(byte1 << 24) | (byte2 << 16) | (byte3 << 8) | byte4`.

The table `match-offset` pairs of the `lookupswitch` instruction must be sorted in increasing numerical order by `match`. 
The key must be of type \texttt{int} and is popped from the operand stack. The key is compared against the match values. If it is equal to one of them, then a target address is calculated by adding the corresponding offset to the address of the opcode of this \texttt{lookupswitch} instruction. If the key does not match any of the match values, the target address is calculated by adding default to the address of the opcode of this \texttt{lookupswitch} instruction. Execution then continues at the target address.

The target address that can be calculated from the offset of each match-offset pair, as well as the one calculated from default, must be the address of an opcode of an instruction within the method that contains this \texttt{lookupswitch} instruction.

\textbf{Notes}

The alignment required of the 4-byte operands of the \texttt{lookupswitch} instruction guarantees 4-byte alignment of those operands if and only if the method that contains the \texttt{lookupswitch} is positioned on a 4-byte boundary.

The match-offset pairs are sorted to support lookup routines that are quicker than linear search.
**lor**

**Operation**  
Boolean OR long

**Format**  

```
lor
```

**Forms**  
$lor = 129 \ (0x81)$

**Operand Stack**  
..., value1, value2 → ...

**Description**  
Both value1 and value2 must be of type long. They are popped from the operand stack. A long result is calculated by taking the bitwise inclusive OR of value1 and value2. The result is pushed onto the operand stack.
### lrem

**Operation**  
Remainder `long`

**Format**  
```
 lrem
```

**Forms**  
`lrem = 113 (0x71)`

**Operand Stack**  
`..., value1, value2 → ...
result`

**Description**  
Both `value1` and `value2` must be of type `long`. The values are popped from the operand stack. The `long result` is `value1 - (value1 / value2) * value2`. The `result` is pushed onto the operand stack.

The result of the `lrem` instruction is such that `(a/b) * b + (a % b)` is equal to `a`. This identity holds even in the special case in which the dividend is the negative `long` 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.

**Run-time Exception**  
If the value of the divisor for a `long` remainder operator is 0, `lrem` throws an `ArithmeticException`.

---

**Table:**

<table>
<thead>
<tr>
<th>Operation</th>
<th>Format</th>
<th>Forms</th>
<th>Operand Stack</th>
<th>Description</th>
</tr>
</thead>
</table>
| Remainder `long` | `lrem` | `lrem = 113 (0x71)` | `..., value1, value2 → ...
result` | Both `value1` and `value2` must be of type `long`. The values are popped from the operand stack. The `long result` is `value1 - (value1 / value2) * value2`. The `result` is pushed onto the operand stack. The result of the `lrem` instruction is such that `(a/b) * b + (a % b)` is equal to `a`. This identity holds even in the special case in which the dividend is the negative `long` 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. |

**Run-time Exception**  
If the value of the divisor for a `long` remainder operator is 0, `lrem` throws an `ArithmeticException`. |
**lreturn**

**Operation**  
Return `long` from method

**Format**  
```
 lreturn
```

**Forms**  
`lreturn` = 173 (0xad)

**Operand Stack**  
`..., value →`

**Description**  
The current method must have return type `long`. The `value` must be of type `long`. If the current method is a synchronized method, the monitor entered or reentered on invocation of the method is updated and possibly exited as if by execution of a `monitorexit` instruction (§`monitorexit`) in the current thread. If no exception is thrown, `value` is popped from the operand stack of the current frame (§2.6) and pushed onto the operand stack of the frame of the invoker. Any other values on the operand stack of the current method are discarded.

The interpreter then returns control to the invoker of the method, reinstating the frame of the invoker.

**Run-time Exceptions**  
If the Java Virtual Machine implementation does not enforce the rules on structured locking described in §2.11.10, then if the current method is a synchronized method and the current thread is not the owner of the monitor entered or reentered on invocation of the method, `lreturn` throws an `IllegalMonitorStateException`. This can happen, for example, if a synchronized method contains a `monitorexit` instruction, but no `monitorenter` instruction, on the object on which the method is synchronized.

Otherwise, if the Java Virtual Machine implementation enforces the rules on structured locking described in §2.11.10 and if the first of those rules is violated during invocation of the current method, then `lreturn` throws an `IllegalMonitorStateException`. 
### lshl

**Operation**  
Shift left `long`

**Format**  
```
 lshl
```

**Forms**  
`lshl = 121 (0x79)`

**Operand Stack**  
`..., value1, value2 → ...
 result`

**Description**  
The `value1` must be of type `long`, and `value2` must be of type `int`. The values are popped from the operand stack. A `long result` is calculated by shifting `value1` left by `s` bit positions, where `s` is the low 6 bits of `value2`. The `result` is pushed onto the operand stack.

**Notes**  
This is equivalent (even if overflow occurs) to multiplication by $2^{s}$. The shift distance actually used is therefore always in the range 0 to 63, inclusive, as if `value2` were subjected to a bitwise logical AND with the mask value 0x3f.
**lshr**

**Operation**  Arithmetic shift right \( \text{long} \)

**Format**

\[
lshr
\]

**Forms**  \( lshr = 123 \ (0x7b) \)

**Operand Stack**  \( \ldots, \text{value1}, \text{value2} \rightarrow \ldots, \text{result} \)

**Description**  The \( \text{value1} \) must be of type \( \text{long} \), and \( \text{value2} \) must be of type \( \text{int} \). The values are popped from the operand stack. A \( \text{long} \) \( \text{result} \) is calculated by shifting \( \text{value1} \) right by \( s \) bit positions, with sign extension, where \( s \) is the value of the low 6 bits of \( \text{value2} \). The \( \text{result} \) is pushed onto the operand stack.

**Notes**  The resulting value is \( \lfloor \text{value1} / 2^s \rfloor \), where \( s \) is \( \text{value2} \) & 0x3f. For non-negative \( \text{value1} \), this is equivalent to truncating \( \text{long} \) division by 2 to the power \( s \). The shift distance actually used is therefore always in the range 0 to 63, inclusive, as if \( \text{value2} \) were subjected to a bitwise logical AND with the mask value 0x3f.
**Istore**

**Operation**
Store `long` into local variable

**Format**
```
<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Istore</td>
<td>index</td>
</tr>
</tbody>
</table>
```

**Forms**
`Istore = 55 (0x37)`

**Operand Stack**
`..., value →` ..

**Description**
The `index` is an unsigned byte. Both `index` and `index+1` must be indices into the local variable array of the current frame (§2.6). The `value` on the top of the operand stack must be of type `long`. It is popped from the operand stack, and the local variables at `index` and `index+1` are set to `value`.

**Notes**
The `Istore` opcode can be used in conjunction with the `wide` instruction (§`wide`) to access a local variable using a two-byte unsigned index.
### lstore_<n>  

**Operation**  
Store `long` into local variable

**Format**  

\[
\text{lstore_<n>}
\]

**Forms**

- `lstore_0 = 63 (0x3f)`
- `lstore_1 = 64 (0x40)`
- `lstore_2 = 65 (0x41)`
- `lstore_3 = 66 (0x42)`

**Operand Stack**

... , value → ...

**Description**

Both `<n>` and `<n>+1` must be indices into the local variable array of the current frame (§2.6). The `value` on the top of the operand stack must be of type `long`. It is popped from the operand stack, and the local variables at `<n>` and `<n>+1` are set to `value`.

**Notes**

Each of the `lstore_<n>` instructions is the same as `lstore` with an index of `<n>`, except that the operand `<n>` is implicit.
**lsub**

**Operation** Subtract long

**Format**

```
 lsub
```

**Forms**

\[ lsub = 101 \ (0x65) \]

**Operand Stack**

\[ ..., value1, value2 \rightarrow ..., result \]

**Description**

Both `value1` and `value2` must be of type `long`. The values are popped from the operand stack. The `long` result is `value1 - value2`. The `result` is pushed onto the operand stack.

For `long` subtraction, `a-b` produces the same result as `a+(-b)`. For `long` values, subtraction from zero is the same as negation.

The result is the 64 low-order bits of the true mathematical result in a sufficiently wide two's-complement format, represented as a value of type `long`. If overflow occurs, then the sign of the result may not be the same as the sign of the mathematical difference of the two values.

Despite the fact that overflow may occur, execution of an `lsub` instruction never throws a run-time exception.
### `lushr`

**Operation**  
Logical shift right `long`

**Format**  

```
lushr
```

**Forms**  
`lushr = 125 (0x7d)`

**Operand Stack**  
`..., value1, value2 →` ...

**Description**  
The `value1` must be of type `long`, and `value2` must be of type `int`. The values are popped from the operand stack. A `long` result is calculated by shifting `value1` right logically by `s` bit positions, with zero extension, where `s` is the value of the low 6 bits of `value2`. The `result` is pushed onto the operand stack.

**Notes**  
If `value1` is positive and `s` is `value2 & 0x3f`, the result is the same as that of `value1 >> s`; if `value1` is negative, the result is equal to the value of the expression `(value1 >> s) + (2L << ~s)`. The addition of the `(2L << ~s)` term cancels out the propagated sign bit. The shift distance actually used is always in the range 0 to 63, inclusive.
6.5 Instructions

THE JAVA VIRTUAL MACHINE INSTRUCTION SET

lxor

Operation  Boolean XOR \texttt{long}

Format  

Forms  \texttt{lxor} = 131 (0x83)

Operand Stack  

Description  Both value1 and value2 must be of type \texttt{long}. They are popped from the operand stack. A \texttt{long} result is calculated by taking the bitwise exclusive OR of value1 and value2. The result is pushed onto the operand stack.

lxor

lxor

lxor
**monitorenter**

**Operation**
Enter monitor for object

**Format**

```
monitorenter
```

**Forms**

```
monitorenter = 194 (0xc2)
```

**Operand**

..., `objectref` →

**Stack**

...

**Description**
The `objectref` must be of type `reference`.

Each object is associated with a monitor. A monitor is locked if and only if it has an owner. The thread that executes `monitorenter` attempts to gain ownership of the monitor associated with `objectref`, as follows:

- If the entry count of the monitor associated with `objectref` is zero, the thread enters the monitor and sets its entry count to one. The thread is then the owner of the monitor.

- If the thread already owns the monitor associated with `objectref`, it reenters the monitor, incrementing its entry count.

- If another thread already owns the monitor associated with `objectref`, the thread blocks until the monitor's entry count is zero, then tries again to gain ownership.

**Run-time Exception**

If `objectref` is `null`, `monitorenter` throws a `NullPointerException`.

**Notes**

A `monitorenter` instruction may be used with one or more `monitorexit` instructions (§20) to implement a synchronized statement in the Java programming language (§3.14). The `monitorenter` and `monitorexit` instructions are not used in the implementation of synchronized methods, although they can be used to provide equivalent locking semantics. Monitor entry on invocation of a `synchronized` method, and monitor exit
on its return, are handled implicitly by the Java Virtual Machine's method invocation and return instructions, as if *monitorenter* and *monitorexit* were used.

The association of a monitor with an object may be managed in various ways that are beyond the scope of this specification. For instance, the monitor may be allocated and deallocated at the same time as the object. Alternatively, it may be dynamically allocated at the time when a thread attempts to gain exclusive access to the object and freed at some later time when no thread remains in the monitor for the object.

The synchronization constructs of the Java programming language require support for operations on monitors besides entry and exit. These include waiting on a monitor (*Object.wait*) and notifying other threads waiting on a monitor (*Object.notifyAll* and *Object.notify*). These operations are supported in the standard package *java.lang* supplied with the Java Virtual Machine. No explicit support for these operations appears in the instruction set of the Java Virtual Machine.
**monitorexit**

**Operation**
Exit monitor for object

**Format**

```
monitorexit
```

**Forms**

```
monitorexit = 195 (0xc3)
```

**Operand**

```
..., objectref →
```

**Stack**

```
...
```

**Description**
The `objectref` must be of type `reference`.

The thread that executes `monitorexit` must be the owner of the monitor associated with the instance referenced by `objectref`.

The thread decrements the entry count of the monitor associated with `objectref`. If as a result the value of the entry count is zero, the thread exits the monitor and is no longer its owner. Other threads that are blocking to enter the monitor are allowed to attempt to do so.

**Run-time Exceptions**

If `objectref` is `null`, `monitorexit` throws a `NullPointerException`.

Otherwise, if the thread that executes `monitorexit` is not the owner of the monitor associated with the instance referenced by `objectref`, `monitorexit` throws an `IllegalMonitorStateException`.

Otherwise, if the Java Virtual Machine implementation enforces the rules on structured locking described in §2.11.10 and if the second of those rules is violated by the execution of this `monitorexit` instruction, then `monitorexit` throws an `IllegalMonitorStateException`.

**Notes**

One or more `monitorexit` instructions may be used with a `monitorenter` instruction (§`monitorenter`) to implement a `synchronized` statement in the Java programming language (§3.14). The `monitorenter` and `monitorexit` instructions are not used in the implementation of `synchronized` methods, although they can be used to provide equivalent locking semantics.
The Java Virtual Machine supports exceptions thrown within
synchronized methods and synchronized statements differently:

• Monitor exit on normal synchronized method completion
  is handled by the Java Virtual Machine's return instructions.
  Monitor exit on abrupt synchronized method completion
  is handled implicitly by the Java Virtual Machine's athrow
  instruction.

• When an exception is thrown from within a synchronized
  statement, exit from the monitor entered prior to the execution of
  the synchronized statement is achieved using the Java Virtual
  Machine's exception handling mechanism (§3.14).
**multianewarray**

**Operation**
Create new multidimensional array

**Format**

<table>
<thead>
<tr>
<th>Operation</th>
<th>Create new multidimensional array</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Format</strong></td>
<td></td>
</tr>
<tr>
<td><code>multianewarray</code></td>
<td></td>
</tr>
<tr>
<td><code>indexbyte1</code></td>
<td></td>
</tr>
<tr>
<td><code>indexbyte2</code></td>
<td></td>
</tr>
<tr>
<td><code>dimensions</code></td>
<td></td>
</tr>
</tbody>
</table>

**Forms**

`multianewarray = 197 (0xc5)`

**Operand**

`..., count1, [count2, ...] → ... , arrayref`

**Description**
The `dimensions` operand is an unsigned byte that must be greater than or equal to 1. It represents the number of dimensions of the array to be created. The operand stack must contain `dimensions` values. Each such value represents the number of components in a dimension of the array to be created, must be of type `int`, and must be non-negative. The `count1` is the desired length in the first dimension, `count2` in the second, etc.

All of the `count` values are popped off the operand stack. The unsigned `indexbyte1` and `indexbyte2` are used to construct an index into the run-time constant pool of the current class (§2.6), where the value of the index is `(indexbyte1 << 8) | indexbyte2`. The run-time constant pool item at the index must be a symbolic reference to a class, array, or interface type. The named class, array, or interface type is resolved (§5.4.3.1). The resulting entry must be an array class type of dimensionality greater than or equal to `dimensions`.

A new multidimensional array of the array type is allocated from the garbage-collected heap. If any `count` value is zero, no subsequent dimensions are allocated. The components of the array in the first dimension are initialized to subarrays of the type of the second dimension, and so on. The components of the last allocated dimension of the array are initialized to the default initial value.
($\S2.3$, $\S2.4$) for the element type of the array type. A reference arrayref to the new array is pushed onto the operand stack.

**Linking Exceptions**

During resolution of the symbolic reference to the class, array, or interface type, any of the exceptions documented in $\S5.4.3.1$ can be thrown.

Otherwise, if the current class does not have permission to access the element type of the resolved array class, `multianewarray` throws an `IllegalAccessError`.

**Run-time Exception**

Otherwise, if any of the `dimensions` values on the operand stack are less than zero, the `multianewarray` instruction throws a `NegativeArraySizeException`.

**Notes**

It may be more efficient to use `newarray` or `anewarray` ($\S newarray$, $\S anewarray$) when creating an array of a single dimension.

The array class referenced via the run-time constant pool may have more dimensions than the `dimensions` operand of the `multianewarray` instruction. In that case, only the first `dimensions` of the dimensions of the array are created.
**new**

**Operation**
Create new object

**Format**

| new
| indexbyte1
| indexbyte2 |

**Forms**

new = 187 (0xbb)

**Operand**

... →

**Stack**

..., objectref

**Description**
The unsigned indexbyte1 and indexbyte2 are used to construct an index into the run-time constant pool of the current class (§2.6), where the value of the index is (indexbyte1 << 8) | indexbyte2. The run-time constant pool item at the index must be a symbolic reference to a class or interface type. The named class or interface type is resolved (§5.4.3.1) and should result in a class type. Memory for a new instance of that class is allocated from the garbage-collected heap, and the instance variables of the new object are initialized to their default initial values (§2.3, §2.4). The objectref, a reference to the instance, is pushed onto the operand stack.

On successful resolution of the class, it is initialized (§5.5) if it has not already been initialized.

**Linking Exceptions**
During resolution of the symbolic reference to the class, array, or interface type, any of the exceptions documented in §5.4.3.1 can be thrown.

Otherwise, if the symbolic reference to the class, array, or interface type resolves to an interface or is an abstract class, new throws an InstantiationError.
Run-time Exception

Otherwise, if execution of this `new` instruction causes initialization of the referenced class, `new` may throw an `Error` as detailed in JLS §15.9.4.

Notes

The `new` instruction does not completely create a new instance; instance creation is not completed until an instance initialization method (§2.9) has been invoked on the uninitialized instance.
**newarray**

**Operation**
Create new array

**Format**

```
newarray
  atype
```

**Forms**

`newarray = 188 (0xbc)`

**Operand**

`..., count →`

**Stack**

`..., arrayref`

**Description**

The `count` must be of type `int`. It is popped off the operand stack. The `count` represents the number of elements in the array to be created.

The `atype` is a code that indicates the type of array to create. It must take one of the following values:

**Table 6.1. Array type codes**

<table>
<thead>
<tr>
<th>Array Type</th>
<th>atype</th>
</tr>
</thead>
<tbody>
<tr>
<td>T_BOOLEAN</td>
<td>4</td>
</tr>
<tr>
<td>T_CHAR</td>
<td>5</td>
</tr>
<tr>
<td>T_FLOAT</td>
<td>6</td>
</tr>
<tr>
<td>T_DOUBLE</td>
<td>7</td>
</tr>
<tr>
<td>T_BYTE</td>
<td>8</td>
</tr>
<tr>
<td>T_SHORT</td>
<td>9</td>
</tr>
<tr>
<td>T_INT</td>
<td>10</td>
</tr>
<tr>
<td>T_LONG</td>
<td>11</td>
</tr>
</tbody>
</table>

A new array whose components are of type `atype` and of length `count` is allocated from the garbage-collected heap. A reference `arrayref` to this new array object is pushed into the operand stack. Each of the elements of the new array is initialized to the default initial value (§2.3, §2.4) for the element type of the array type.
Run-time Exception

If `count` is less than zero, `newarray` throws a `NegativeArraySizeException`.

Notes

In Oracle’s Java Virtual Machine implementation, arrays of type `boolean` (`atype` is `T_BOOLEAN`) are stored as arrays of 8-bit values and are manipulated using the `baload` and `bastore` instructions (`$baload`, `$bastore`) which also access arrays of type `byte`. Other implementations may implement packed `boolean` arrays; the `baload` and `bastore` instructions must still be used to access those arrays.
The instruction set of the Java Virtual Machine includes the `nop` instruction, which does nothing.

**Operation**  
Do nothing

**Format**  

```
nop
```

**Forms**  

\[ \text{nop} = 0 \ (0x0) \]

**Operand**  
No change

**Stack**  
No change

**Description**  
Do nothing.
**pop**

**Operation**
Pop the top operand stack value

**Format**

```plaintext
pop
```

**Forms**

`pop = 87 (0x57)`

**Operand Stack**

... → 

**Description**
Pop the top value from the operand stack.

The `pop` instruction must not be used unless `value` is a value of a category 1 computational type (§2.11.1).
**pop2**

**Operation**
Pop the top one or two operand stack values

**Format**

```
pop2
```

**Forms**

\[ pop2 = 88 \text{ (0x58)} \]

**Operand Stack**

- **Form 1:**
  
  \[ ..., value2, value1 \rightarrow \]

  ...

  where each of \( value1 \) and \( value2 \) is a value of a category 1 computational type (§2.11.1).

- **Form 2:**
  
  \[ ..., value \rightarrow \]

  ...

  where \( value \) is a value of a category 2 computational type (§2.11.1).

**Description**

Pop the top one or two values from the operand stack.
**putfield**

**Operation**
Set field in object

**Format**

<table>
<thead>
<tr>
<th>putfield</th>
</tr>
</thead>
<tbody>
<tr>
<td>indexbyte1</td>
</tr>
<tr>
<td>indexbyte2</td>
</tr>
</tbody>
</table>

**Forms**

putfield = 181 (0xb5)

**Operand**

..., objectref, value →

**Stack**

...

**Description**

The unsigned indexbyte1 and indexbyte2 are used to construct an index into the run-time constant pool of the current class (§2.6), where the value of the index is (indexbyte1 << 8) | indexbyte2. The run-time constant pool item at that index must be a symbolic reference to a field (§5.1), which gives the name and descriptor of the field as well as a symbolic reference to the class in which the field is to be found. The class of objectref must not be an array. If the field is protected (§4.6), and it is a member of a superclass of the current class, and the field is not declared in the same run-time package (§5.3) as the current class, then the class of objectref must be either the current class or a subclass of the current class.

The referenced field is resolved (§5.4.3.2). The type of a value stored by a putfield instruction must be compatible with the descriptor of the referenced field (§4.3.2). If the field descriptor type is boolean, byte, char, short, or int, then the value must be an int. If the field descriptor type is float, long, or double, then the value must be a float, long, or double, respectively. If the field descriptor type is a reference type, then the value must be of a type that is assignment compatible (JLS §5.2) with the field descriptor type. If the field is final, it must be declared in the current class, and the instruction must occur in an instance initialization method (<init>) of the current class (§2.9).

The value and objectref are popped from the operand stack. The objectref must be of type reference. The value undergoes value
set conversion (§2.8.3), resulting in `value'`, and the referenced field in `objectref` is set to `value'`.

**Linking Exceptions**

During resolution of the symbolic reference to the field, any of the exceptions pertaining to field resolution (§5.4.3.2) can be thrown.

Otherwise, if the resolved field is a static field, `putfield` throws an `IncompatibleClassChangeError`.

Otherwise, if the field is final, it must be declared in the current class, and the instruction must occur in an instance initialization method (`<init>`) of the current class. Otherwise, an `IllegalAccessError` is thrown.

**Run-time Exception**

Otherwise, if `objectref` is null, the `putfield` instruction throws a `NullPointerException`.
**putstatic**

**Operation**
Set static field in class

**Format**

<table>
<thead>
<tr>
<th>putstatic</th>
</tr>
</thead>
<tbody>
<tr>
<td>indexbyte1</td>
</tr>
<tr>
<td>indexbyte2</td>
</tr>
</tbody>
</table>

**Forms**

`putstatic = 179 (0xb3)`

**Operand**

`..., value →`

**Stack**

`...`

**Description**

The unsigned `indexbyte1` and `indexbyte2` are used to construct an index into the run-time constant pool of the current class (§2.6), where the value of the index is `(indexbyte1 << 8) | indexbyte2`. The run-time constant pool item at that index must be a symbolic reference to a field (§5.1), which gives the name and descriptor of the field as well as a symbolic reference to the class or interface in which the field is to be found. The referenced field is resolved (§5.4.3.2).

On successful resolution of the field, the class or interface that declared the resolved field is initialized (§5.5) if that class or interface has not already been initialized.

The type of a value stored by a `putstatic` instruction must be compatible with the descriptor of the referenced field (§4.3.2). If the field descriptor type is boolean, byte, char, short, or int, then the value must be an int. If the field descriptor type is float, long, or double, then the value must be a float, long, or double, respectively. If the field descriptor type is a reference type, then the value must be of a type that is assignment compatible (JLS §5.2) with the field descriptor type. If the field is final, it must be declared in the current class, and the instruction must occur in the `<clinit>` method of the current class (§2.9).
The *value* is popped from the operand stack and undergoes value set conversion (§2.8.3), resulting in *value'*. The class field is set to *value'*. 

**Linking Exceptions**

During resolution of the symbolic reference to the class or interface field, any of the exceptions pertaining to field resolution (§5.4.3.2) can be thrown.

Otherwise, if the resolved field is not a *static* (class) field or an interface field, *putstatic* throws an *IncompatibleClassChangeError*.

Otherwise, if the field is *final*, it must be declared in the current class, and the instruction must occur in the `<clinit>` method of the current class. Otherwise, an *IllegalAccessError* is thrown.

**Run-time Exception**

Otherwise, if execution of this *putstatic* instruction causes initialization of the referenced class or interface, *putstatic* may throw an *Error* as detailed in §5.5.

**Notes**

A *putstatic* instruction may be used only to set the value of an interface field on the initialization of that field. Interface fields may be assigned to only once, on execution of an interface variable initialization expression when the interface is initialized (§5.5, JLS §9.3.1).
### ret

**Operation**  
Return from subroutine

**Format**  

<p>| |</p>
<table>
<thead>
<tr>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>ret</td>
</tr>
<tr>
<td>index</td>
</tr>
</tbody>
</table>

**Forms**  
\( ret = 169 \ (0xa9) \)

**Operand Stack**  
No change

**Description**  
The index is an unsigned byte between 0 and 255, inclusive. The local variable at index in the current frame (§2.6) must contain a value of type returnAddress. The contents of the local variable are written into the Java Virtual Machine's pc register, and execution continues there.

**Notes**  
Note that jsr (§jsr) pushes the address onto the operand stack and ret gets it out of a local variable. This asymmetry is intentional.

In Oracle's implementation of a compiler for the Java programming language prior to Java SE 6, the ret instruction was used with the jsr and jsr_w instructions (§jsr, §jsr_w) in the implementation of the finally clause (§3.13, §4.10.2.5).

The ret instruction should not be confused with the return instruction (§return). A return instruction returns control from a method to its invoker, without passing any value back to the invoker.

The ret opcode can be used in conjunction with the wide instruction (§wide) to access a local variable using a two-byte unsigned index.
**return**

**Operation**  
Return void from method

**Format**  
```
return
```

**Forms**  
\( return = 177 \text{ (0xb1)} \)

**Operand Stack**  
... →  
[empty]

**Description**  
The current method must have return type void. If the current method is a synchronized method, the monitor entered or reentered on invocation of the method is updated and possibly exited as if by execution of a monitorexit instruction (§monitorexit) in the current thread. If no exception is thrown, any values on the operand stack of the current frame (§2.6) are discarded.

The interpreter then returns control to the invoker of the method, reinstating the frame of the invoker.

**Run-time Exceptions**  
If the Java Virtual Machine implementation does not enforce the rules on structured locking described in §2.11.10, then if the current method is a synchronized method and the current thread is not the owner of the monitor entered or reentered on invocation of the method, return throws an IllegalMonitorStateException. This can happen, for example, if a synchronized method contains a monitorexit instruction, but no monitorenter instruction, on the object on which the method is synchronized.

Otherwise, if the Java Virtual Machine implementation enforces the rules on structured locking described in §2.11.10 and if the first of those rules is violated during invocation of the current method, then return throws an IllegalMonitorStateException.
**saload**

**Operation**: Load short from array

**Format**: 

```
saload
```

**Forms**: 

```
saload = 53 (0x35)
```

**Operand Stack**: 

```
..., arrayref, index → ...
```

**Description**: The `arrayref` must be of type `reference` and must refer to an array whose components are of type `short`. The `index` must be of type `int`. Both `arrayref` and `index` are popped from the operand stack. The component of the array at `index` is retrieved and sign-extended to an `int` `value`. That `value` is pushed onto the operand stack.

**Run-time Exceptions**: If `arrayref` is null, `saload` throws a `NullPointerException`. Otherwise, if `index` is not within the bounds of the array referenced by `arrayref`, the `saload` instruction throws an `ArrayIndexOutOfBoundsException`.

---

**saload**
**sastore**

**Operation**  
Store into *short* array

**Format**

```
sastore
```

**Forms**

`sastore = 86 (0x56)`

**Operand Stack**

`..., arrayref, index, value → ...`

**Description**

The `arrayref` must be of type *reference* and must refer to an array whose components are of type *short*. Both `index` and `value` must be of type *int*. The `arrayref`, `index`, and `value` are popped from the operand stack. The *int* `value` is truncated to a *short* and stored as the component of the array indexed by `index`.

**Run-time Exceptions**

If `arrayref` is null, `sastore` throws a `NullPointerException`.

Otherwise, if `index` is not within the bounds of the array referenced by `arrayref`, the `sastore` instruction throws an `ArrayIndexOutOfBoundsException`.
**sipush**

**Operation**
Push short

**Format**

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>sipush</td>
<td></td>
</tr>
<tr>
<td>byte1</td>
<td></td>
</tr>
<tr>
<td>byte2</td>
<td></td>
</tr>
</tbody>
</table>

**Forms**

sipush = 17 (0x11)

**Operand**
...

**Stack**
..., value

**Description**
The immediate unsigned byte1 and byte2 values are assembled into an intermediate short where the value of the short is (byte1 << 8) | byte2. The intermediate value is then sign-extended to an int value. That value is pushed onto the operand stack.
**swap**

**Operation**  
Swap the top two operand stack values

**Format**  
\[ \text{swap} \]

**Forms**  
\[ \text{swap} = 95 \ (0x5f) \]

**Operand Stack**  
\[ ..., \text{value2}, \text{value1} \rightarrow ..., \text{value1}, \text{value2} \]

**Description**  
Swap the top two values on the operand stack.

The swap instruction must not be used unless value1 and value2 are both values of a category 1 computational type (§2.11.1).

**Notes**  
The Java Virtual Machine does not provide an instruction implementing a swap on operands of category 2 computational types.
**tables**

***Operation***
Access jump table by index and jump

***Format***

<table>
<thead>
<tr>
<th>tables</th>
<th>&lt;0-3 byte pad&gt;</th>
<th>defaultbyte1</th>
<th>defaultbyte2</th>
<th>defaultbyte3</th>
<th>defaultbyte4</th>
<th>lowbyte1</th>
<th>lowbyte2</th>
<th>lowbyte3</th>
<th>lowbyte4</th>
<th>highbyte1</th>
<th>highbyte2</th>
<th>highbyte3</th>
<th>highbyte4</th>
<th>jump offsets...</th>
</tr>
</thead>
</table>

***Forms***

`tables` = 170 (0xaa)

***Operand*** ...

***Stack*** ...

***Description***

A `tables` is a variable-length instruction. Immediately after the `tables` opcode, between zero and three bytes must act as padding, such that `defaultbyte1` begins at an address that is a multiple of four bytes from the start of the current method (the opcode of its first instruction). Immediately after the padding are bytes constituting three signed 32-bit values: `default`, `low`, and `high`. Immediately following are bytes constituting a series of `high - low + 1` signed 32-bit offsets. The value `low` must be less than or equal to `high`. The `high - low + 1` signed 32-bit offsets are treated
as a 0-based jump table. Each of these signed 32-bit values is constructed as $(byte1 << 24) | (byte2 << 16) | (byte3 << 8) | byte4$.

The $index$ must be of type $\texttt{int}$ and is popped from the operand stack. If $index$ is less than $low$ or $index$ is greater than $high$, then a target address is calculated by adding $default$ to the address of the opcode of this $\texttt{tableswitch}$ instruction. Otherwise, the offset at position $index - low$ of the jump table is extracted. The target address is calculated by adding that offset to the address of the opcode of this $\texttt{tableswitch}$ instruction. Execution then continues at the target address.

The target address that can be calculated from each jump table offset, as well as the one that can be calculated from $default$, must be the address of an opcode of an instruction within the method that contains this $\texttt{tableswitch}$ instruction.

Notes

The alignment required of the 4-byte operands of the $\texttt{tableswitch}$ instruction guarantees 4-byte alignment of those operands if and only if the method that contains the $\texttt{tableswitch}$ starts on a 4-byte boundary.
**wide**

**Operation**
Extend local variable index by additional bytes

**Format 1**

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>wide</strong></td>
<td></td>
</tr>
<tr>
<td>&lt;opcode&gt;</td>
<td></td>
</tr>
<tr>
<td>indexbyte1</td>
<td></td>
</tr>
<tr>
<td>indexbyte2</td>
<td></td>
</tr>
</tbody>
</table>

where <opcode> is one of iload, fload, aload, lload, dload, istore, fstore, astore, lstore, dstore, or ret

**Format 2**

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>wide</strong></td>
<td></td>
</tr>
<tr>
<td>iinc</td>
<td></td>
</tr>
<tr>
<td>indexbyte1</td>
<td></td>
</tr>
<tr>
<td>indexbyte2</td>
<td></td>
</tr>
<tr>
<td>constbyte1</td>
<td></td>
</tr>
<tr>
<td>constbyte2</td>
<td></td>
</tr>
</tbody>
</table>

**Forms**

wide = 196 (0xc4)

**Operand**
Same as modified instruction

**Stack**

**Description**
The *wide* instruction modifies the behavior of another instruction. It takes one of two formats, depending on the instruction being modified. The first form of the *wide* instruction modifies one of the instructions iload, fload, aload, lload, dload, istore, fstore, astore, lstore, dstore, or ret (§iload, §fload, §alood, §lload, §dload, §istore, §fstore, §astore, §lstore, §dstore, §ret). The second form applies only to the *iinc* instruction (§iinc).

In either case, the *wide* opcode itself is followed in the compiled code by the opcode of the instruction *wide* modifies. In either form, two unsigned bytes `indexbyte1` and `indexbyte2` follow the modified opcode and are assembled into a 16-bit unsigned index to a local variable in the current frame (§2.6), where the value
of the index is \((\text{indexbyte1} \ll 8) | \text{indexbyte2}\). The calculated index must be an index into the local variable array of the current frame. Where the \text{wide} instruction modifies an \text{lload}, \text{dload}, \text{lstore}, or \text{dstore} instruction, the index following the calculated index (index + 1) must also be an index into the local variable array. In the second form, two immediate unsigned bytes \text{constbyte1} and \text{constbyte2} follow \text{indexbyte1} and \text{indexbyte2} in the code stream. Those bytes are also assembled into a signed 16-bit constant, where the constant is \((\text{constbyte1} \ll 8) | \text{constbyte2}\).

The widened bytecode operates as normal, except for the use of the wider index and, in the case of the second form, the larger increment range.

**Notes**

Although we say that \text{wide} "modifies the behavior of another instruction," the \text{wide} instruction effectively treats the bytes constituting the modified instruction as operands, denaturing the embedded instruction in the process. In the case of a modified \text{iinc} instruction, one of the logical operands of the \text{iinc} is not even at the normal offset from the opcode. The embedded instruction must never be executed directly; its opcode must never be the target of any control transfer instruction.
This chapter gives the mapping from Java Virtual Machine instruction opcodes, including the reserved opcodes (§6.2), to the mnemonics for the instructions represented by those opcodes.

 Opcode value 186 was not used prior to Java SE 7.
### OPCODE MNEMONICS BY OPCODE

<table>
<thead>
<tr>
<th>Constants</th>
<th>Loads</th>
<th>Stores</th>
</tr>
</thead>
<tbody>
<tr>
<td>00 (0x00)</td>
<td>nop</td>
<td>21 (0x15) iload</td>
</tr>
<tr>
<td>01 (0x01)</td>
<td>aconst_null</td>
<td>22 (0x16) lload</td>
</tr>
<tr>
<td>02 (0x02)</td>
<td>icnst_m1</td>
<td>23 (0x17) fload</td>
</tr>
<tr>
<td>03 (0x03)</td>
<td>icnst_0</td>
<td>24 (0x18) dload</td>
</tr>
<tr>
<td>04 (0x04)</td>
<td>icnst_1</td>
<td>25 (0x19) aload</td>
</tr>
<tr>
<td>05 (0x05)</td>
<td>icnst_2</td>
<td>26 (0x1a) iload_0</td>
</tr>
<tr>
<td>06 (0x06)</td>
<td>icnst_3</td>
<td>27 (0x1b) iload_1</td>
</tr>
<tr>
<td>07 (0x07)</td>
<td>icnst_4</td>
<td>28 (0x1c) iload_2</td>
</tr>
<tr>
<td>08 (0x08)</td>
<td>icnst_5</td>
<td>29 (0x1d) iload_3</td>
</tr>
<tr>
<td>09 (0x09)</td>
<td>lconst_0</td>
<td>30 (0x1e) iload_0</td>
</tr>
<tr>
<td>10 (0x0a)</td>
<td>lconst_1</td>
<td>31 (0x1f) lload_1</td>
</tr>
<tr>
<td>11 (0x0b)</td>
<td>fconst_0</td>
<td>32 (0x20) lload_2</td>
</tr>
<tr>
<td>12 (0x0c)</td>
<td>fconst_1</td>
<td>33 (0x21) lload_3</td>
</tr>
<tr>
<td>13 (0x0d)</td>
<td>fconst_2</td>
<td>34 (0x22) fload_0</td>
</tr>
<tr>
<td>14 (0x0e)</td>
<td>dconst_0</td>
<td>35 (0x23) fload_1</td>
</tr>
<tr>
<td>15 (0x0f)</td>
<td>dconst_1</td>
<td>36 (0x24) fload_2</td>
</tr>
<tr>
<td>16 (0x10)</td>
<td>bipush</td>
<td>37 (0x25) fload_3</td>
</tr>
<tr>
<td>17 (0x11)</td>
<td>sipush</td>
<td>38 (0x26) dload_0</td>
</tr>
<tr>
<td>18 (0x12)</td>
<td>ldc</td>
<td>39 (0x27) dload_1</td>
</tr>
<tr>
<td>19 (0x13)</td>
<td>ldc_w</td>
<td>40 (0x28) dload_2</td>
</tr>
<tr>
<td>20 (0x14)</td>
<td>ldc2_w</td>
<td>41 (0x29) dload_3</td>
</tr>
<tr>
<td>21 (0x15)</td>
<td>iload</td>
<td>42 (0x2a) aload_0</td>
</tr>
<tr>
<td>22 (0x16)</td>
<td>lload</td>
<td>43 (0x2b) aload_1</td>
</tr>
<tr>
<td>23 (0x17)</td>
<td>fload</td>
<td>44 (0x2c) aload_2</td>
</tr>
<tr>
<td>24 (0x18)</td>
<td>dload</td>
<td>45 (0x2d) aload_3</td>
</tr>
<tr>
<td>25 (0x19)</td>
<td>aload</td>
<td>46 (0x2e) iaload</td>
</tr>
<tr>
<td>26 (0x1a)</td>
<td>iload_0</td>
<td>47 (0x2f) laload</td>
</tr>
<tr>
<td>27 (0x1b)</td>
<td>iload_1</td>
<td>48 (0x30) faload</td>
</tr>
<tr>
<td>28 (0x1c)</td>
<td>iload_2</td>
<td>49 (0x31) daload</td>
</tr>
<tr>
<td>29 (0x1d)</td>
<td>iload_3</td>
<td>50 (0x32) aaload</td>
</tr>
<tr>
<td>30 (0x1e)</td>
<td>iload_0</td>
<td>51 (0x33) baload</td>
</tr>
<tr>
<td>31 (0x1f)</td>
<td>lload_1</td>
<td>52 (0x34) caload</td>
</tr>
<tr>
<td>32 (0x20)</td>
<td>lload_2</td>
<td>53 (0x35) saload</td>
</tr>
<tr>
<td>33 (0x21)</td>
<td>lload_3</td>
<td>54 (0x36) istore</td>
</tr>
<tr>
<td>34 (0x22)</td>
<td>fload_0</td>
<td>55 (0x37) lstore</td>
</tr>
<tr>
<td>35 (0x23)</td>
<td>fload_1</td>
<td>56 (0x38) fstore</td>
</tr>
<tr>
<td>36 (0x24)</td>
<td>fload_2</td>
<td>57 (0x39) dstore</td>
</tr>
<tr>
<td>37 (0x25)</td>
<td>fload_3</td>
<td>58 (0x3a) astore</td>
</tr>
<tr>
<td>38 (0x26)</td>
<td>dload_0</td>
<td>59 (0x3b) istore_0</td>
</tr>
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<td>39 (0x27)</td>
<td>dload_1</td>
<td>60 (0x3c) istore_1</td>
</tr>
<tr>
<td>40 (0x28)</td>
<td>dload_2</td>
<td>61 (0x3d) istore_2</td>
</tr>
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<td>astore_1</td>
<td>81 (0x51) fastore</td>
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<td>82 (0x52) dastore</td>
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<td>astore_6</td>
<td>86 (0x56) sastore</td>
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<tr>
<td>Stack</td>
<td>Math</td>
<td>Conversions</td>
</tr>
<tr>
<td>-------</td>
<td>------</td>
<td>-------------</td>
</tr>
<tr>
<td>87 (0x57) pop</td>
<td>96 (0x60) iadd</td>
<td>133 (0x85) i2l</td>
</tr>
<tr>
<td>88 (0x58) pop2</td>
<td>97 (0x61) ladd</td>
<td>134 (0x86) i2f</td>
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<td>98 (0x62) fadd</td>
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<td>108 (0x6c) idiv</td>
<td>145 (0x91) i2b</td>
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<td>147 (0x93) i2s</td>
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<td></td>
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<tr>
<td></td>
<td>118 (0x76) fneg</td>
<td></td>
</tr>
<tr>
<td></td>
<td>119 (0x77) dneg</td>
<td></td>
</tr>
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## Opcode Mnemonics by Opcode

### Comparisons

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### References

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Appendix A. Limited License Grant

Version: 8
Status: Public Review
Release: October 2013

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