

Graph of existing and proposed relations among constant pool structures, to support “template classes”.

Legend:

- A box shows one or more constant types. For example, `class` is a `CONSTANT_Class_info` structure.
- An arrow shows how one constant depends directly on another. For example, `string` depends directly on the `utf8` which specifies its characters.
- Arrows from boxes are labeled to show which item in a given constant pool structure provides the index for the relation indicated by the arrow. A label ending with brackets `[]` denotes an array of indexes associated with the constant pool structure.
- A circle shows, not a single constant type, but a conceptual group of types, which are (for some uses) interchangeable. Arrows into the circle show users of all the types in the group, while arrows out of the circle show the group itself. The only pre-existing conceptual group is *Loadable Constant*.
- A starred footnote of *new* or *new concept* indicates a proposed new constant type or conceptual group of types. The new types are `CONSTANT_Segment`, `CONSTANT_Hole`, `CONSTANT_Descriptor`, and `CONSTANT_DefaultType`. The new conceptual group is *Descriptor Constant*.
- Arrows with blank heads redirect to a different diagram.
- Blank boxes and circles denote recursion points, which redirect to the corresponding non-blank box or circle.

Diagram 4.4-E. Constant pool relations

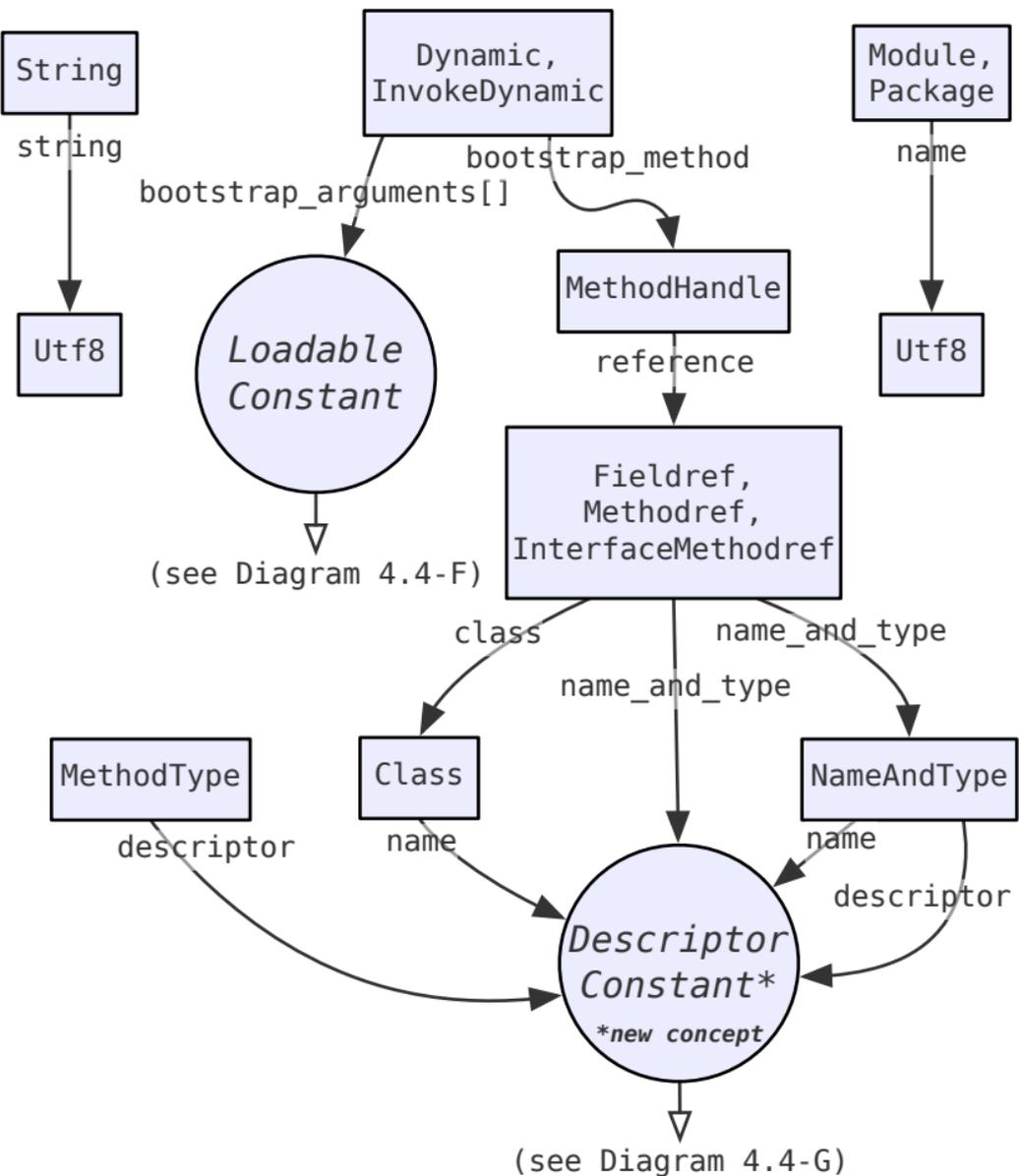


Diagram 4.4-F. Loadable constant relations

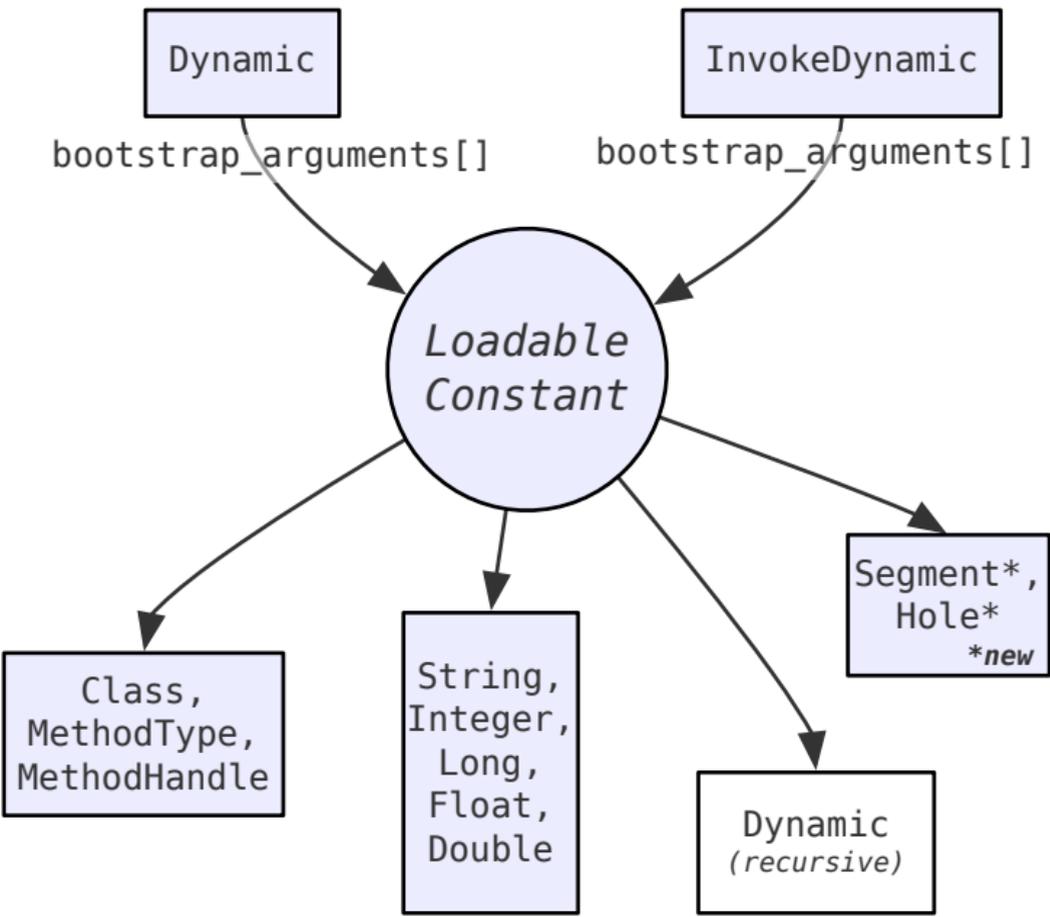


Diagram 4.4-G. Descriptor constant relations

