

Java Programming

8-1: JDK Tools

Practice Activities

Lesson Objectives:

- · Introduce the javac command
- Introduce the java command
- How to use the jps command
- How to use the jstat command
- Introduce and use the javap command
- How to use the jdb command
- Introduce the jvisualvm tool
- · Introduce the hsdis plugin

Vocabulary:

Identify the vocabulary word for each definition below.

A command used to convert the java source code to bytecode
A java tool for viewing information about running java processes
A Java command that disassembles class files and prints a human-readable version of those classes
A Command that Monitors Java Virtual Machine (JVM) statistics

```
Try It/Solve It:

JDB

public class Example{
    public static int x=1;
    public static void main(String[] args){
        if(Math.random()<0.5)
            method1();
        else
            method2();
    }
    public static void method1(){
        x=100;
    }
    public static void method2(){
        x=200;
```

This exercise uses a sample Java program classed Example to explore the jdb commands.

- 1. Examine the source code of Example.java file
- 2. Compile this program with the option –g to generate the debugging information.
- 3. Execute the jdb command
- 4. Stop in the main method
- 5. Start the program

}

}

- 6. List the source code
- 7. Use the javap command to find the corresponding bytecode

- 8. Execute the step command
- 9. Execute the stepi command
- 10. Execute stepi two times, and then check the source code line (list) and the byecode index (javap).
- 11. Print the value of the x variable.

jvisualvm

- 1. Start the jvisualym tool
- 2. Install the Visual GC Plugin

Integration of the Visual Garbage Collection Monitoring Tool into VisualVM. Visual GC attaches to an application and col-lects and graphically displays garbage collection, class loader, and HotSpot compiler performance data.

- 3. Run the consume application
- 4. Use the Visual GC to check the memory activity of consume activity.
- 5. Generate the heap dump from the jvisualvm, and look for the data stored in new allocated 4MB Memory.