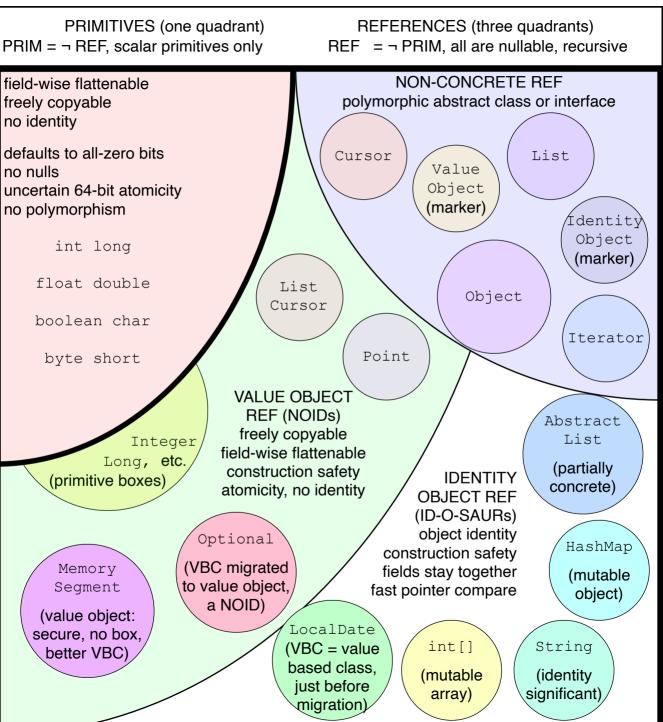
The Zoo of Java Field Types (Valhalla draft design, adding Extended Primitives) PRIMITIVES (one quadrant) REFERENCES (three quadrants) PRIM = ¬ REF, scalar/extended primitive REF = ¬ PRIM, all are nullable, recursive NON-CONCRETE REF field-wise flattenable (like NOID) freely copyable (like NOID) polymorphic abstract class or interface no identity (like NOID) defaults to all-zero bits Cursor List List Value no nulls, no direct recursion Curson Object no construction safety its (marker) no atomicity (tearing) Ídentit√ box no polymorphism Object extended primitives, with (marker) Point class-like declaration Object POSSIBLE IN VALHALLA its **VALUE OBJECT** int long box. Iterator REF (NOIDs) float double (includes PRIM boxes) boolean char freely copyable byte short field-wise flattenable Island of Classless construction safety Abstract Scalar Primitives atomicity, no identity List THIS MIDDLE SWATH (partially their boxes **IDENTITY** IS WHAT'S NEW concrete) IN VALHALLA **OBJECT REF** (ID-O-SAURs) object identity Optional HashMap construction safety Memory (VBC migrated fields stay together (mutable to value object, Segment fast pointer compare object) a NOID) (value object: LocalDate secure, no box, int[] String (VBC = value better VBC) based class. (mutable (identity just before significant) array) migration

The Zoo of Java Field Types (Valhalla draft design, Value Objects only)



The Zoo of Java Field Types (before Valhalla)

