

Java Concept 60

- **Final** variable once **initialized** **can not** be **assigned** value again
- **Final** variable can **never** be used with **increment operator**

```
1 //Error
2 final int x = 0;
3 x = 100;
```

```
1 //Error
2 final int x = 0;
3 x++;
```

```
1 //Initializing final variable once again
2 //Error
3 class Complex {
4
5     final int re = 5 ;
6     final int im = 9;
7
8     public Complex(int re, int im) {
9         this.re = re;
10        this.im = im;
11    }
12
13    public String makeString() {
14        return "(" + re + " + " + im + "i)";
15    }
16 }
17
18 class JavaConcept {
19     public static void main(String args[])
20     {
21         Complex c = new Complex(10, 15);
22         System.out.println("Complex number is : " +
23             c.makeString());
24     }
25 }
```

Error - cannot assign a value to final variable re

```

1 //Initializing final variable later
2 //No Error
3 class Complex {
4
5     final int re ;
6     final int im ;
7
8     public Complex(int re, int im) {
9         this.re = re;
10        this.im = im;
11    }
12
13    public String makeString() {
14        return "(" + re + " + " + im + "i)";
15    }
16 }
17
18 class JavaConcept {
19     public static void main(String args[])
20     {
21         Complex c = new Complex(10, 15);
22         System.out.println("Complex number is : " +
23             c.makeString());
24     }
25 }

```

run:

Complex number is : (10 + 15i)

```

1 //Incrementing final variable
2 // Error
3 class Complex {
4
5     final int re ;
6     final int im ;
7
8     public Complex(int re, int im) {
9         this.re = re;
10        this.re ++;
11        this.im = im;
12        this.im ++;
13    }
14
15    public String makeString() {
16        return "(" + re + " + " + im + "i)";
17    }
18 }
19
20 class JavaConcept {
21     public static void main(String args[])
22     {
23         Complex c = new Complex(10, 15);
24         System.out.println("Complex number is : " +
25             c.makeString());
26     }
27 }

```

Error- variable re might already have been assigned