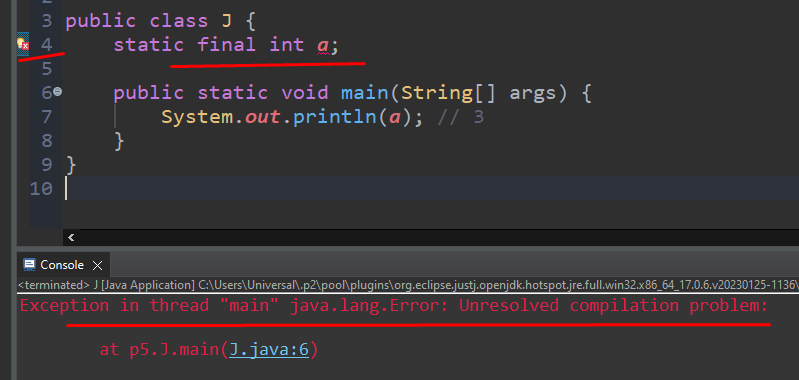


Pastdagi 2 ta qator code teng kuchli bo’lib, **public** va **final** keywordlarni joyini almashtirganimiz bilan hech qanday xatolik bermaydi:

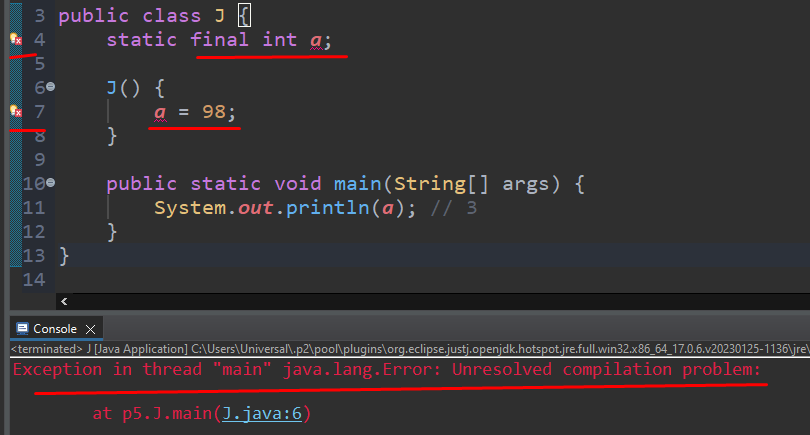
**public final int a = 3;**

**final public int a= 3;**

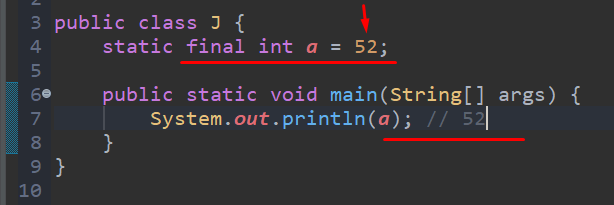
Agar **final** o’zgaruvchi **static** keywordi bilan e’lon qilinsayu, unga boshlang’ich qiymat berilmasa, u holda xatolik beradi, sababi bunday o’zgaruvchiga boshlang’ich qiymat berilmaydi. Demak **final** o’zgaruvchiga doim boshlang’ich qiymat berish shart. Pastda **a** ga boshlang’ich qiymat bermadik. Bu esa xatolikka sabab bo’ladi:

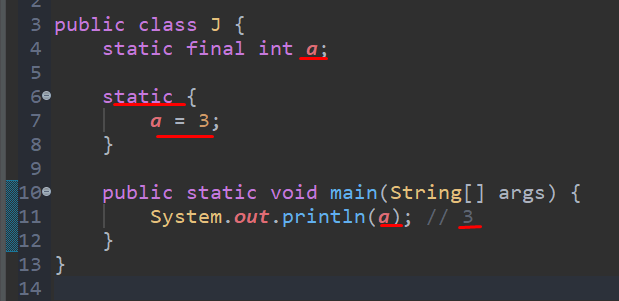


**Static final** o’zgaruvchiga boshlang’ich qiymatni biz constructorda bera olmaymiz. Berganimiz bilan ham bu **a** final o’zgaruvchiga, boshlan’gich qiymat bo’la olmaydi. Baribir xatolik yo’qolmaydi:

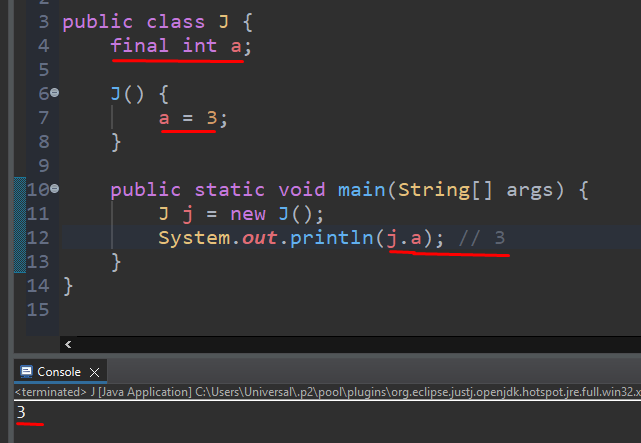


**Static** o’zgaruvchiga boshlang’ich qiymatni yo shu o’zgaruvchi e’lon qilingan paytidayoq berish kerak yo **static block** ni ichida berish kerak. Xuddi shnday yuqoridagi xatolikni yechishni **2** ta usuli bor. **1**-usuli bu oo’sha zahoti boshlangich qiymat berish **final static** o’zgaruvchiga:

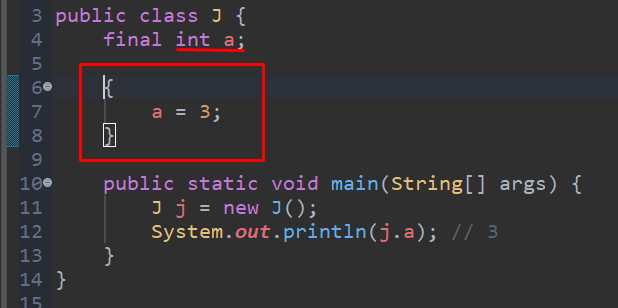


Yoki **static block**da boshlang’ich qiymat berish:

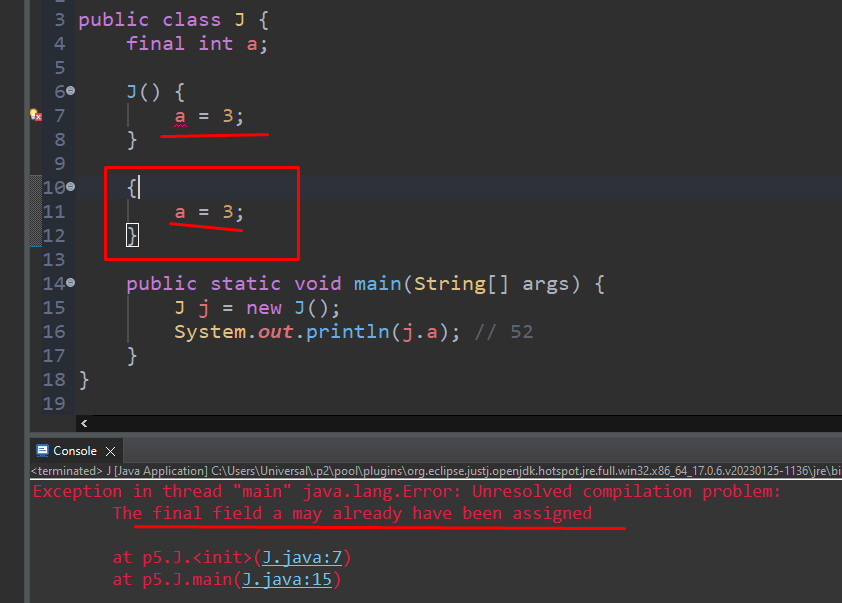
Agar instance final o’zgaruvchiga boshlang’ich qiymat berilmasa, u holda bu o’zgaruvchiga constructorni ichida boshlang’ich qiymat bersa bo’ladi:



Yoki I.I.B. blockni ichida boshlang’ich qiymat bersa bo’ladi:

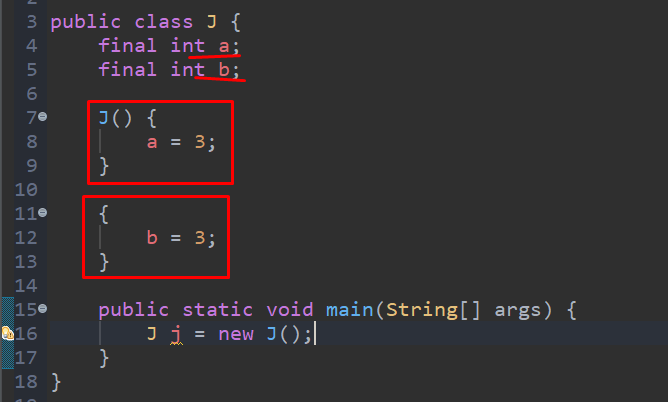


Lekin biz final instance o’zgaruvchiga boshlang’ich qiymatni ham constructorda ham I.I.B. blockda bera olmaymiz. Chunki ikkalasi(constructor va I.I.B. block) ham object olinganda chaqiriladi va bittasi final instance o’zgaruvchiga boshlang’ich qiymat bersa, ikkinchisi ham yana qaytadan boshlang’ich qiymat bermoqchi bo’ladi. Bu esa xatolikka olib keladi:

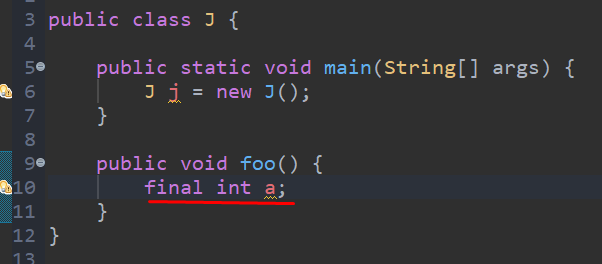


Demak bittasida boshlang’ich qiymat berish kifoya qilar ekan.

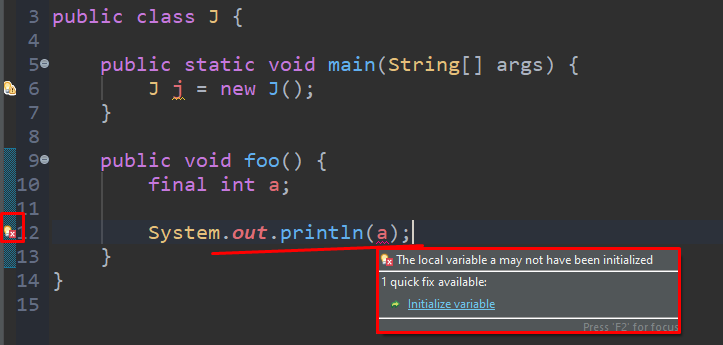
Lekin 2 ta har xil **final** **instance** o’zgaruvchilardan bittasiga boshlang’ich qiymatni **constructorda**, bittasiga esa **I.I.B.** blockda berish mumkin. Xato bo’lmaydi:



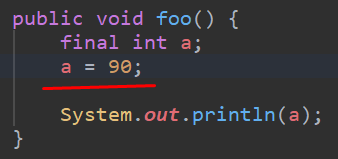
Agar final local o’zgaruvchi e’lon qilisayu, lekin unga hech qanday boshlang’ich qiymat berilmasa, xatolik bermaydi:



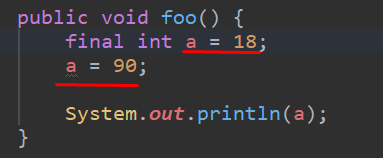
Leki n bu o’zgaruvchini ishlatmoqchi bo’lsak xatolik beradi. Bu qoida **local** o’zgaruvchilar qoidasi bilan bir xildir:



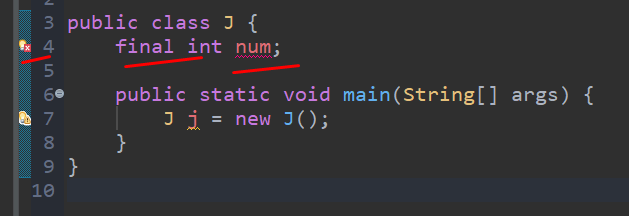
Lekin o’zgaruvchiga boshlang’ich qiymat bersak, xatolik yo’qoladi:



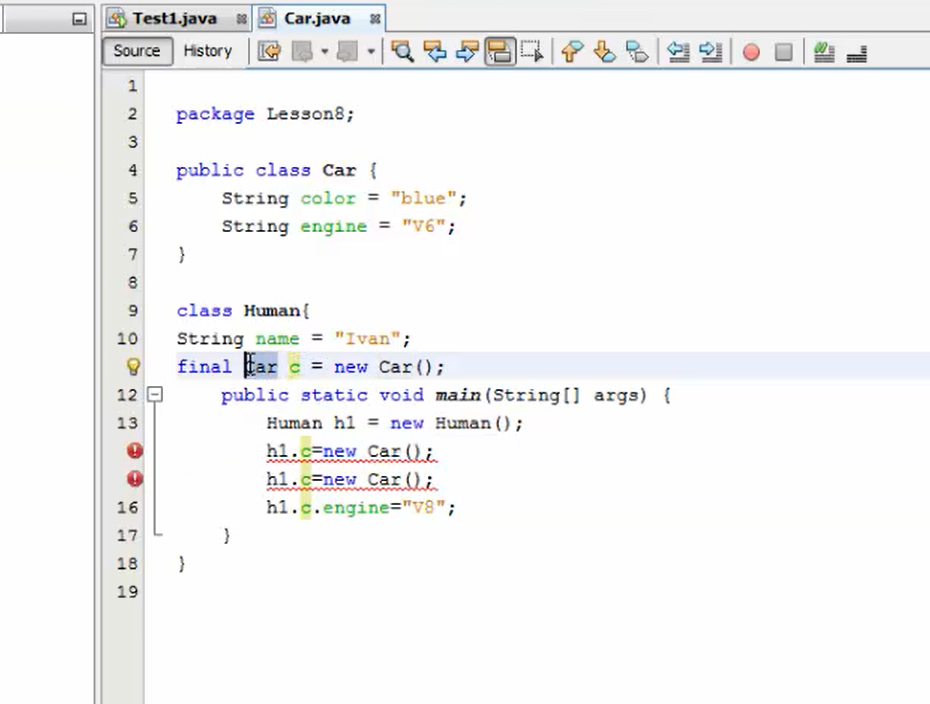
2 marta boshlang’ich qiymat bermoqchi tabiiyki xatolik beradi:



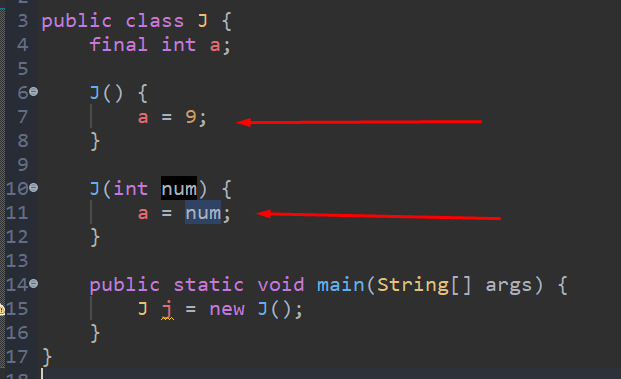
Demak **final** o’zgaruvchilarni **default** qiymati bo’lmas ekan. Shuning uchun ularga doim boshlang’ich qiymat berish shart ekan. Pastda **final** **num** o’zgaruvchiga boshlang’ich qiymat berilmagan, bu esa uing boshlang’ich qiymati yo’qligidan dalolat beradi va xatolik tashlaydi:



**Reference type** bilan ishlashda ehtiyot bo’lish kerak:



Agar final instance o’zgaruvchimizga boshlang’ich qiymat bermagan bo’lsak, u holda ularga boshlang’ich qiymatni har bir constructorda berishimiz shart:



Aks holda birorta constructorda shu **final** **instance** o’zgaruvchiga boshlang’ich qiymat berilmay ketilsa, xatolik beradi: Masalan pastda **10**-qatordagi constructor bo’sh bo’lib, unda hech qanday **final** **a** o’zgaruvchiga boshlang’ich qiymat berilmagan. Bu esa xatodir:

