

ASM Node Type Quick Reference

ASM nodes are referenced as nodes in the Tree API and “visits” in the Stream API. Example:

Node	In Tree API	In Stream API
LdcInsn	LdcInsnNode	cv.visitLdcInsn(...)

Bytecode Nodes

ASM Node Type	JVM Instructions
FieldInsn	getstatic, putstatic, getfield, putfield
IncInsn	iinc
Insn	Any 1-byte opcode
IntInsn	Opcode with integer argument: bipush, sipush, and newarray
InvokeDynamicInsn	invokedynamic
JumpInsn	Any conditional or unconditional jump (i.e. opcode followed by a jump offset). Example: goto, ifne, if_icmpgt
LdcInsn	Load a constant from the constant pool. The node holds the constant value. The constant pool is collated when the class file is written.
LookupSwitchInsn	lookupswitch
MethodInsn	Any invoke that isn't invokedynamic
MultiANewArrayInsn	mutianewarray
TableSwitchInsn	tableswitch
TypeInsn	An opcode that takes a type reference: new, anewarray, checkcast, instanceof
VarInsn	load and store of local variable slots

Meta-nodes (do not correspond to executable bytecode)

LineNumber	A source-code line number
Label	Node to hold a jump target
Frame	Node for a StackMap frame entry