**Thinking in JAVA**

* JAVA forces people to think in OO way whereas C++ is **backward compatible**.
* All Objects in JAVA are derived from **Object** class and hence, identifying the type of the class is easier.
* Objects are always stored in **heap** and hence lifetime of object need not be stored(unlike C++, where compile time objects are stored in stack and hence must be released). However, garbage collection is important
* JAVA cannot tell compiler to store in **registers**
* Arrays store either reference of the objects or null . Hence , error handling is easier
* Inheritance can be **is-a or is-like-a** relationship.
* Don't method overload based on **return types**

**Objects**

* Finalize() method need not be used as it is not guaranteed to be called. Mostly called when using other language calls
* Garbage collector 1: Collect the reference count of all the objects and delete if the reference count is 0. **Disadvantages** Need to keep track of reference count. Circular list cannot be cleaned
* Garbage collector 2: Iterate through the references in stack and check if they have LIVE objects and copy to another heap. Later sweep the current heap **Disadvantages** More space needed. ‘Stop and collect’ model
* Garbage collector 3: Iterate through the references in stack and check if they have LIVE objects and flag them . ‘Mark and correct’ model
* **Just-In-Time compiler** converts class to native machine code . (If entire code is JIT, space is more. Hence, often used are alone converted)

**Static objects**

* Static objects are initialized when first instance is created or when the static object was accessed for first time.
* If inner class is static, it cannot access outer class non-static values .
* Declaration if inner Is static
  + i = **new** NestedStatic.Inner();
  + else
  + i = outerobj.**new** Inner();