

## Java Programming

### 9-1: Java Bytecode

#### Practice Activities

**Lesson Objectives:**

- Why understand bytecode?
- How to obtain the bytecode listings
- How to read the bytecode
- How the language constructs are mirrored by the compiler: calculation, method calls

**Vocabulary:**

Identify the vocabulary word for each definition below.

	The opcode that will duplicate the top operand stack value
	The opcode that gets the static field from class
	The opcode that adds two integer values

**Try It/Solve It:****1. Based on the following bytecode, try to convert back to the Java source code****Code :**

```
0:  iconst_1  
1:  istore_0  
2:  iload_0  
3:  iconst_1  
4:  iadd  
5:  istore_0  
6:  return
```

## 2. Based on the following bytecode, try to convert back to the Java source code

Code:

```
0:  iconst_1  
1:  istore_0  
2:  iinc   0, 1  
5:  return
```