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What is a class invariant?  
A class invariant is a condition that must hold true at all times and not violating this violates at the time of  
initialization or during the execution of methods.  
Example:  
1. If we have a class member > not constant at the time of  
initialization.  
2. If we have some condition on variable which prevents our class from being used as shown below.  
class C:  
    final double myconstant; //final field  
    public class C(double d){  
        myconstant = d;  
    }  
    public void mymethod(){  
        System.out.println("Value is " + myconstant);  
        myconstant = 1000.00;  
    }  
}  
Note: We can't get compilation error  
Case 2:  
1. And double myconstant; //final field  
2. myconstant = 1000.00;  
3. myconstant = 2000.00;  
4. final class B{  
    final double myconstant;  
    public void mymethod(){  
        myconstant = 1000.00;  
    }  
}  
Error: Cannot make local final field not constant by final explicitly in the compilation of  
mymethod().  
So, The conclusion is a class field must not violated by final explicitly in the compilation of  
initialization or during the execution of methods.  
Final double myconstant; //final field  
1. myconstant = 2000.00;  
2. final class B{  
    final double myconstant;  
    public void mymethod(){  
        myconstant = 1000.00;  
    }  
}  
Conclusion: Note that there is no developer to provide model user defined value other than  
package com.tutorialspoint.FinalField;  
public class FinalFieldDefined {  
    public static void main(String[] args) {  
        FinalField finalObject = new FinalField();  
        finalObject.myconstant = 1000.00;  
        System.out.println("Value is " + finalObject.myconstant);  
    }  
}  
  
class FinalField {  
    final double myconstant;  
    public FinalField() {  
        myconstant = 1000.00;  
    }  
    public void mymethod() {  
        System.out.println("Value is " + myconstant);  
    }  
}
```