

What is Method chaining in java ?

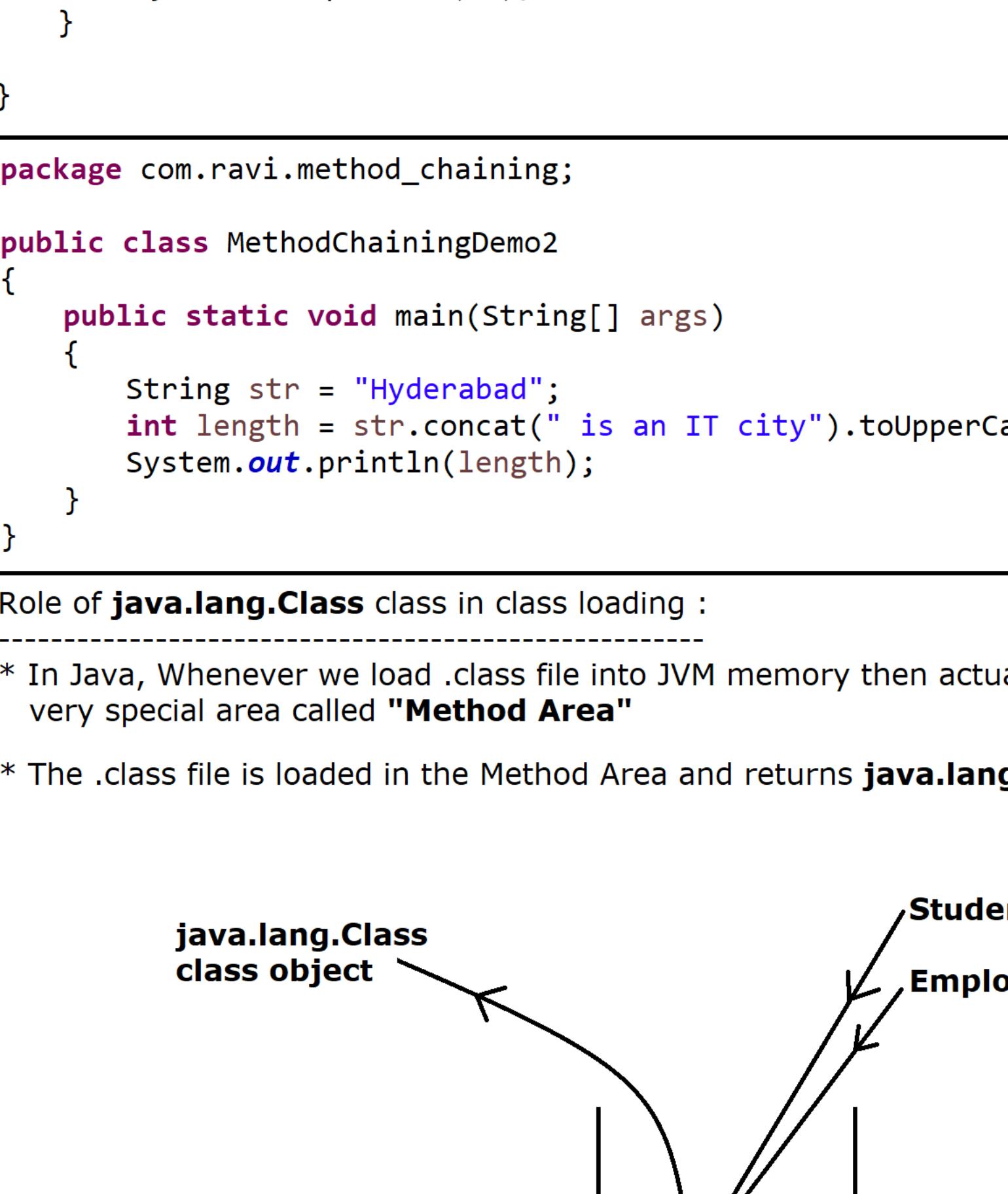
* It is a technique through which we can call multiple methods in a single statement.

Example :

I want to read a character from the Scanner class.

```
Scanner sc = new Scanner(System.in);  
System.out.print("Enter a Character:");  
char ch = sc.next().charAt(0); //Method chaining
```

Example :



* In method chaining, When we call another method then we need to depend upon the last method return type.

* We are calling so many method so the return type of the method will depend upon the last method call.

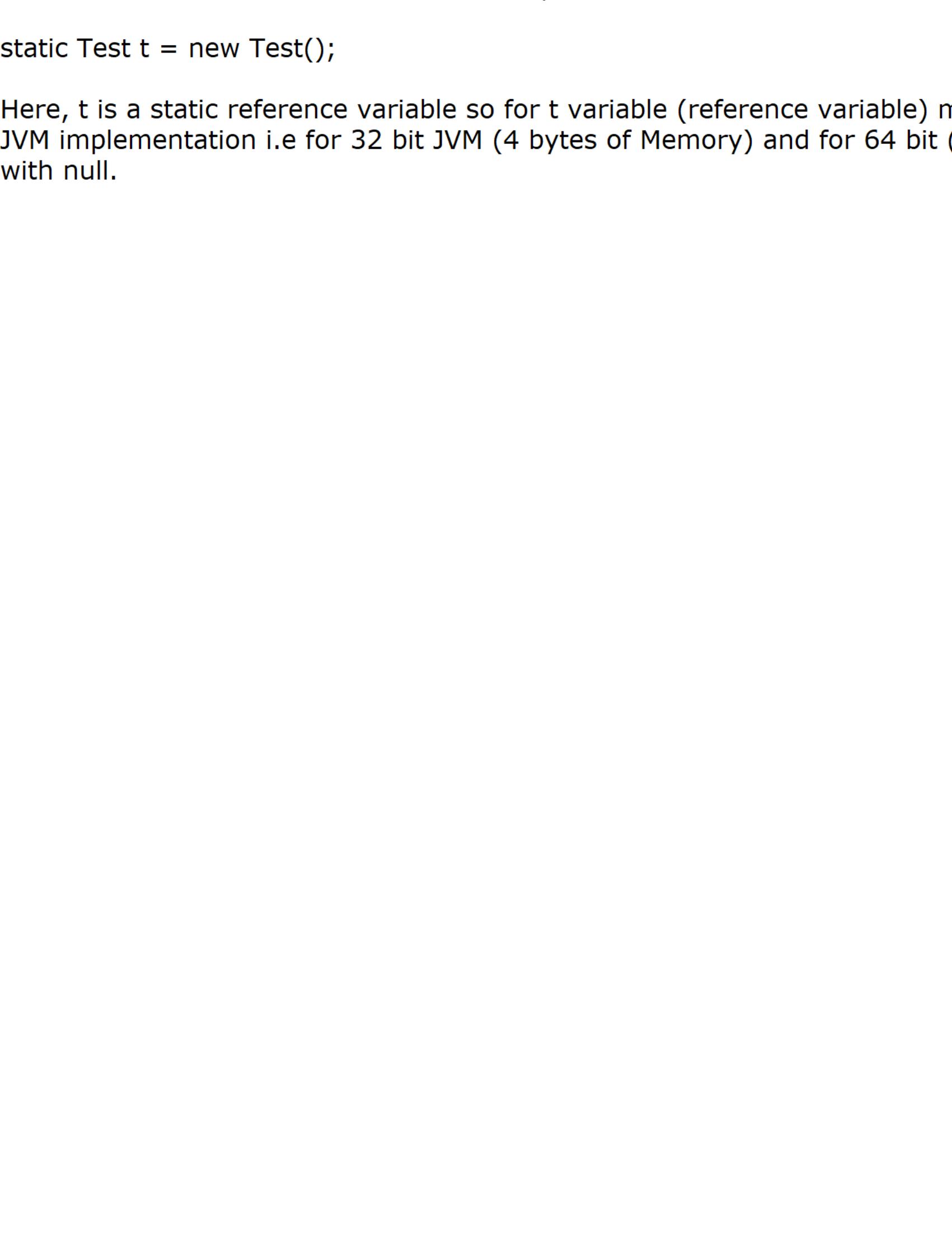
//Program

```
package com.ravi.method_chaining;  
  
public class MethodChainngDemo1  
{  
    public static void main(String[] args)  
    {  
        String str = "India";  
        char ch = str.concat(" is great").toLowerCase().charAt(1);  
        System.out.println(ch);  
    }  
}  
  
-----  
package com.ravi.method_chaining;  
  
public class MethodChainingDemo2  
{  
    public static void main(String[] args)  
    {  
        String str = "Hyderabad";  
        int length = str.concat(" is an IT city").toUpperCase().length();  
        System.out.println(length);  
    }  
}
```

Role of **java.lang.Class** class in class loading :

* In Java, Whenever we load .class file into JVM memory then actually the .class file will be loaded in a very special area called "**Method Area**"

* The .class file is loaded in the Method Area and returns **java.lang.Class class object**.



WAP to show that **java.lang.Class** class is the return type of any loaded class in the JVM memory :

```
package com.ravi.jvm_arch;  
  
class Customer{}  
  
class Student {}  
  
class Employee{  
  
public class RetunTypeOfLoadedClass  
{  
    public static void main(String[] args)  
    {  
        Class cls = Customer.class;  
        System.out.println("FQN is :" +cls.getName());  
  
        cls = Student.class;  
        System.out.println("FQN is :" +cls.getName());  
  
        cls = Employee.class;  
        System.out.println("FQN is :" +cls.getName());  
    }  
}
```

WAP to show that Application class loader is responsible to load user-defined classes :

* **ClassLoader** class has provided a predefined non static factory method called **getClassName()** which will provide the Fully Qualified Name (FQN) [FQN = Package Name + class Name] of the specified class.

```
public ClassLoader getClassLoader();
```

```
package com.ravi.jvm_arch;
```

```
public class Test  
{  
    public static void main(String[] args)  
    {  
        System.out.println("Test.class file is loaded by  
:" +Test.class.getClassLoader());  
    }  
}
```

WAP to show that Platfrom class loader is the super class of Application class loader :

* **ClassLoader** class has provided a predefined non static method called **getParent()** which will provide the parent class (super class) name. The return type of this method is **ClassLoader** which is a **predefined abstract class**.

```
public ClassLoader getParent();
```

Linking :

verify :-

It ensures the correctness of the .class files, If any suspicious activity is there in the .class file then It will stop the execution immediately by throwing a runtime error i.e **java.lang.VerifyError**.

There is something called **ByteCodeVerifier**(Component of JVM), responsible to verify the loaded .class file i.e byte code. Due to this verify module JAVA is highly secure language.

java.lang.VerifyError is the sub class of **java.lang.linkageError**.

prepare : [Static field memory allocation + Initialization with default value]

[Static variable memory allocation + static variable initialization with default value even the variable is final]

It will allocate the memory for all the static data members, here all the static data member will get the default values so if we have static int x = 100; then for variable x memory will be allocated (4 bytes) and now it will initialize with default value i.e 0, even the variable is final.

```
static Test t = new Test();
```

Here, t is a static reference variable so for t variable (reference variable) memory will be allocated as per JVM implementation i.e for 32 bit JVM (4 bytes of Memory) and for 64 bit (8 bytes of memory) and initialized with null.