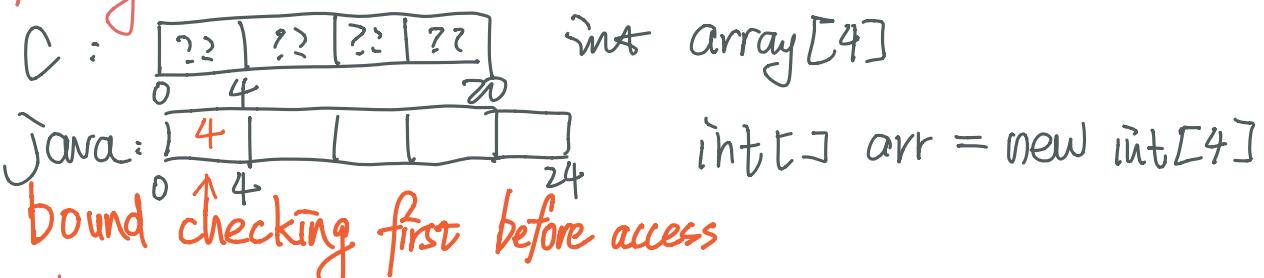
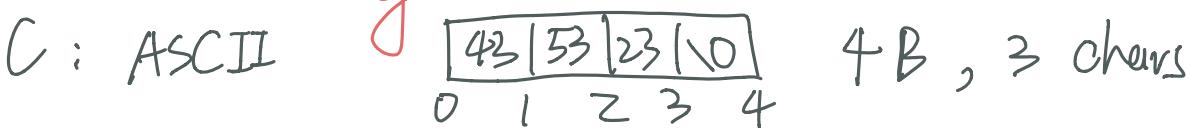


Data in Java:

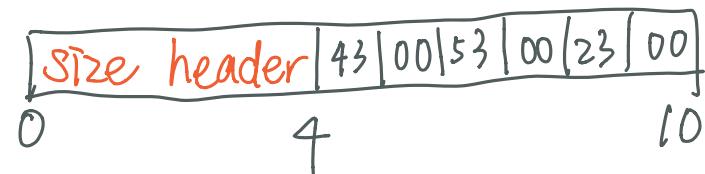
- pointers → references , more constrained .
- Java's portability-guarantee fixes the size of all types
- No unsigned types → no conversion pitfalls
- null typically represented as "0" , can't tell.
- Arrays :



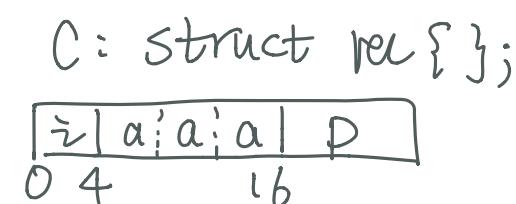
- chars & string



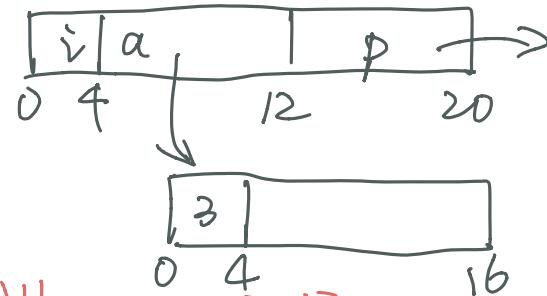
Java: 2B Unicode



- Objects :



java: class Rec { }

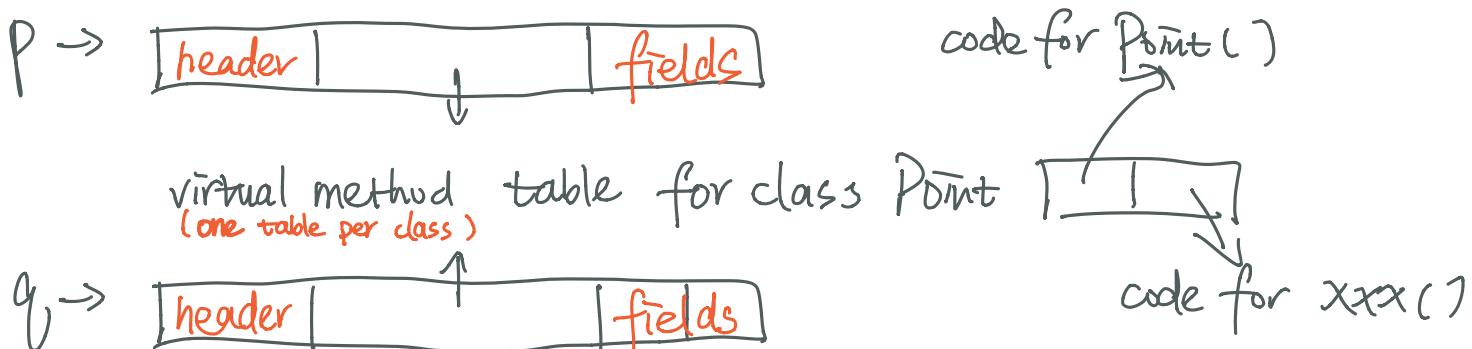


- we have "→" and ". "
- pointer can point to both start and intermediate part of memory

- All non-primitive vars are references to objects .
- ★ No Java fields need more than 8 B .
- references in Java only point to START of the object .

- Casting in C changes dereference and arithmetic behavior
- Type-safe casting in Java can only cast compatible object references based on class hierarchy

Java Objects and Method Dispatch:



- ❖ When we call **new**: allocate space for object (data fields and references), initialize to zero/null, and run constructor method

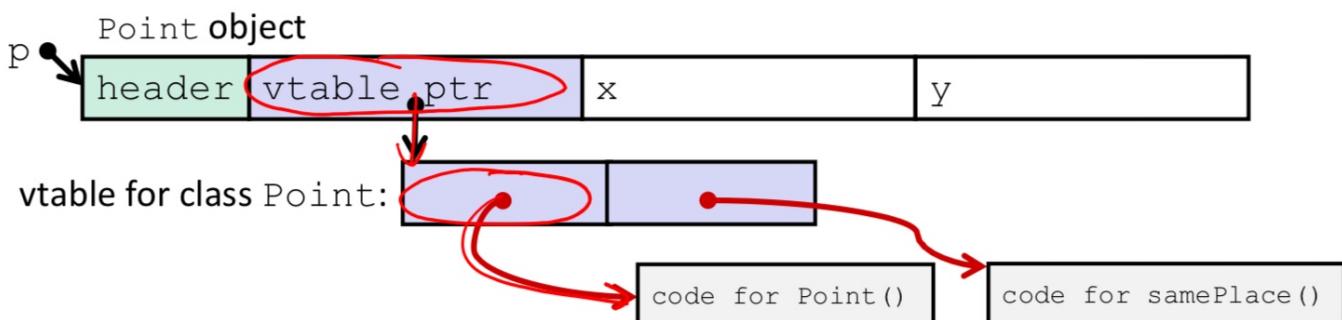
Java:

```
Point p = new Point();
```

C pseudo-translation:

```
Point* p = malloc(sizeof(Point));
p->header = ...; // set up header (somehow)
p->vtable = &Point_vtable; } run the
p->vtable[0](p); } constructor
```

zero out object data



- Subclassing:
3D point

old method p → new code



When referring to "this" → in C: p → vtable[i](p, other)
(use p → vtable)

Practice Question

- ❖ Assume: 64-bit pointers and that a Java object header is 8 B
- ❖ What are the sizes of the things being pointed at by `ptr_c` and `ptr_j`? (44 B) (32 B)

```
struct c {  
    int i;           K  
    char s[3];      4 } internal frag  
    int a[3];       1  
    struct c *p;   4 } external frag  
};  
struct c* ptr_c;  
Kmax = 8
```

```
class jobj {  
    int i;           no explicit methods, but  
    String s = "hi"; still inherits constructor &  
    int[] a = new int[3]; methods from Object class  
    jobj p;  
}  
jobj ptr_j = new jobj();
```

