```
Classfile /Users/xiaolongchen/workspace/JAVA-000/out/production/JAVA-000/trainingcamp/
week1/exercise1/Hello.class
 Last modified Oct 20, 2020; size 1021 bytes
 MD5 checksum 9fbf1748a416f61b67ae197a0738c805
 Compiled from "Hello.java"
public class trainingcamp.week1.exercise1.Hello
 minor version: 0
 major version: 52
 flags: ACC_PUBLIC, ACC_SUPER
Constant pool:
 #1 = Methodref
                      #13.#43
                                   // java/lang/Object."<init>":()V
 #2 = Double
                     2.0d
 #4 = Double
                     10.0d
 #6 = Double
                     20.0d
 #8 = Fieldref
                    #44.#45
                                 // java/lang/System.out:Ljava/io/PrintStream;
 #9 = Class
                    #46
                               // trainingcamp/week1/exercise1/Hello
 #10 = Methodref
                       #9.#43
                                   // trainingcamp/week1/exercise1/Hello."<init>":()V
 #11 = Methodref
                       #9.#47
                                   // trainingcamp/week1/exercise1/Hello.bar:()D
 #12 = Methodref
                       #48.#49
                                    // java/io/PrintStream.println:(D)V
 #13 = Class
                     #50
                                // java/lang/Object
 #14 = Utf8
                    <init>
 #15 = Utf8
                    ()V
 #16 = Utf8
                    Code
 #17 = Utf8
                    LineNumberTable
 #18 = Utf8
                    LocalVariableTable
 #19 = Utf8
 #20 = Utf8
                    Ltrainingcamp/week1/exercise1/Hello;
 #21 = Utf8
                    bar
 #22 = Utf8
                    ()D
 #23 = Utf8
                    i
 #24 = Utf8
 #25 = Utf8
 #26 = Utf8
                    d
 #27 = Utf8
                    D
 #28 = Utf8
                    f
                    F
 #29 = Utf8
 #30 = Utf8
                    С
 #31 = Utf8
                    С
 #32 = Utf8
                    b
                    Ζ
 #33 = Utf8
 #34 = Utf8
                    di
 #35 = Utf8
                    StackMapTable
 #36 = Class
                     #46
                                // trainingcamp/week1/exercise1/Hello
 #37 = Utf8
                    main
 #38 = Utf8
                    ([Ljava/lang/String;)V
 #39 = Utf8
                    args
 #40 = Utf8
                    [Ljava/lang/String;
 #41 = Utf8
                    SourceFile
 #42 = Utf8
                    Hello.java
 #43 = NameAndType
                          #14:#15
                                       // "<init>":()V
 #44 = Class
                                // java/lang/System
                     #51
 #45 = NameAndType
                          #52:#53
                                       // out:Ljava/io/PrintStream;
 #46 = Utf8
                    trainingcamp/week1/exercise1/Hello
 #47 = NameAndType
                          #21:#22
                                       // bar:()D
```

```
#48 = Class
                           // java/io/PrintStream
                  #54
#49 = NameAndType
                      #55:#56
                                  // println:(D)V
#50 = Utf8
                 java/lang/Object
#51 = Utf8
                 java/lang/System
#52 = Utf8
                 out
#53 = Utf8
                 Ljava/io/PrintStream;
#54 = Utf8
                 java/io/PrintStream
#55 = Utf8
                 println
#56 = Utf8
                 (D)V
public trainingcamp.week1.exercise1.Hello();
 descriptor: ()V
 flags: ACC PUBLIC
 Code:
  stack=1, locals=1, args_size=1 //(操作栈深度=1, 本地变量=1, 参数数量=1)
   0: aload 0
                              //在this对应的引用加入栈
                              //调用默认构造函数 Method java/lang/Object."<init>":()V
   1: invokespecial #1
   4: return
  LineNumberTable:
   line 3: 0
                             //对应到源码的行数
  LocalVariableTable:
                             //本地变量表
   Start Length Slot Name Signature
          5 0 this Ltrainingcamp/week1/exercise1/Hello;
public double bar();
 descriptor: ()D
 flags: ACC_PUBLIC
                             //PUBLIC 方法
 Code:
  stack=4, locals=10, args_size=1。//(操作栈深度=4, 本地变量=10, 参数数量=1)
                             //加载常量3
   0: iconst 3
   1: istore 1
                             //赋值对应的变量i
   2: iconst 4
                             //加载常量4
   3: istore 2
                             //赋值对应的变量i
   4: ldc2_w
                #2
                            // double 2.0d
   7: dstore 3
                            //赋值对应的变量d
   8: fconst 1
                             //加载常量1.0f
   9: fstore
                            //赋值对应的变量f
               5
   11: bipush
                67
                             //加载字符C
                             //赋值对应的变量c
   13: istore
               6
                             //加载常量1.0
   15: iconst 1
   16: istore
               7
                             //赋值对应的变量b
                             //加载i到栈上
   18: iload 1
   19: iload 2
                             //加载i到栈上
   20: iadd
                             //i+j
                             //存回本地变量表中i
   21: istore 1
   22: iload 1
                            // 加载i到栈上
```

```
23: iconst_2
                            //i-j
24: isub
25: istore 1
26: iload 1
27: iload_2
28: imul
                            //l*j
29: istore 1
30: iload_1
                           //integer转为double
31: i2d
32: ldc2 w
                           // double 2.0d
               #2
35: ddiv
                           //I*d
                            //存回本地变量表中di
36: dstore
              8
             7
38: iload
                           //加载b到栈上
40: ifea
             48
                           //条件不满足就到48行
43: ldc2_w
              #4
                           // double 10.0d
46: dstore
              8
                           //存回本地变量表中di
48: iload
             6
50: bipush
              66
52: if_icmpeq
                           //条件满足就到70行
               70
55: dload_3
56: ldc2 w
               #2
                           // double 2.0d
59: dcmpl
60: ifeq
             70
63: fload
             5
65: fconst 1
66: fcmpl
67: ifne
                           //条件不满足就到75行
             75
70: ldc2_w
               #6
                           // double 20.0d
                           //存回本地变量表中di
73: dstore
              8
75: iconst_0
76: istore 2
77: iload_2
78: iconst 5
79: if_icmpge
               95
                           //条件满足就到95行
82: dload
              8
84: iload 2
85: i2d
86: dadd
87: dstore
              8
89: iinc
            2, 1
                  //j = j + 1
92: goto
             77
95: iconst_2
96: istore 2
                          //加载di到栈上
97: dload
              8
                          //加载常量1.0f
99: dconst 1
100: dadd
                          //相加
101: dstore
                         //存回本地变量表中di
              8
103: iload 2
                          //加载j到栈上
```

```
//-1, 赋值给i
    104: iinc
                  2, -1
                                //条件满足,就跳动97行
    107: ifeq
                   97
                                //加载di到栈上
    110: dload
                    8
    112: dreturn
                                //返回
   LineNumberTable:
     line 6: 0
     line 7: 2
     line 8: 4
     line 9: 8
     line 10: 11
     line 11: 15
     line 13: 18
     line 14: 22
     line 15: 26
     line 16: 30
     line 18: 38
     line 19: 43
     line 22: 48
     line 23: 70
     line 26: 75
     line 27: 82
     line 26: 89
     line 30: 95
     line 32: 97
     line 33: 103
     line 35: 110
   LocalVariableTable:
     Start Length Slot Name Signature
       0
           113
                  0 this Ltrainingcamp/week1/exercise1/Hello;
       2
                      i I
           111
                  1
                      jΙ
       4
           109
                  2
       8
           105
                  3
                      d D
            102
                  5
                      f F
       11
                      c C
       15
            98
                  6
       18
             95
                  7
                      b Z
             75
                  8 di D
      38
   StackMapTable: number_of_entries = 6
     frame_type = 255 /* full_frame */
      offset delta = 48
      locals = [ class trainingcamp/week1/exercise1/Hello, int, int, double, float, int, int, double
]
      stack = []
     frame_type = 21 /* same */
     frame_type = 4 /* same */
     frame_type = 1 /* same */
     frame_type = 17 /* same */
     frame_type = 1 /* same */
 public static void main(java.lang.String[]);
  descriptor: ([Liava/lang/String;)V
  flags: ACC_PUBLIC, ACC_STATIC
  Code:
```

```
stack=3, locals=1, args_size=1
                                // Field java/lang/System.out:Ljava/io/PrintStream;
     0: getstatic #8
                               // class trainingcamp/week1/exercise1/Hello
     3: new
                  #9
     6: dup
     7: invokespecial #10
                                   // Method "<init>":()V
    10: invokevirtual #11
                                   // Method bar:()D
     13: invokevirtual #12
                                   // Method java/io/PrintStream.println:(D)V
     16: return
   LineNumberTable:
    line 39: 0
    line 40: 16
   LocalVariableTable:
    Start Length Slot Name Signature
            17 0 args [Ljava/lang/String;
SourceFile: "Hello.java"
```