♥ Overloaded methods Vs Generic methods in Java with JD-GUI & javap to look under the covers

Posted on December 15, 2015 by Arulkumaran Kumaraswamipillai

In an earlier post we looked at Understanding Overriding, Hiding, and Overloading in Java?. We also discussed how "method overriding" gives **polymorphism**. In this post, let's see how a "generic method" can replace a number of overloaded methods. Then see under the hood as to what happens to the compiled code.

Overloaded methods example

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3 overloaded methods to print 3 different types of data. If you notice it carefully, in all 3 methods the method signatures and the actual method body are the same except for the data types they work with like Integer, Character, and String.

```
1  package test;
2
3  public class OverLoadedMethods {
4
5      public static void main(String[] args) {
6          Integer[] numbers = new Integer[] { 1, 2
7          Character[] characters = new Character[]
8          String[] strings = new String[] { "AB",
9
10         print(numbers);
11         System.out.println();
12         print(characters);
13         System.out.println();
14         print(strings);
15     }
16
17     private static void print(Integer[] input) {
18         for (Integer in : input) {
19             System.out.printf("%s ", in);
20         }
21     }
22
23     private static void print(Character[] input)
24         for (Character in : input) {
25             System.out.printf("%s ", in);
26
27         }
28     }
29
30     private static void print(String[] input) {
31         for (String in : input) {
32             System.out.printf("%s ", in);
33         }
34     }
35
36 }
37
38
```

Output:

1 2 3 4
A B C
AB BC CD

Generic method example

1 generic method to replace 3 overloaded methods. It takes a generic type “T”

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```
1
2  package test;
3
4  public class GenericMethod<T> {
5
6      public static void main(String[] args) {
7          Integer[] numbers = new Integer[] { 1, 2
8          Character[] characters = new Character[]
9          String[] strings = new String[] { "AB",
10
11         print(numbers);
12         System.out.println();
13         print(characters);
14         System.out.println();
15         print(strings);
16     }
17
18     //one generic method instead of 3 overloaded
19     private static <T>  void print(T[] input) {
20         for (T in : input) {
21             System.out.printf("%s ", in);
22         }
23     }
24
25 }
26
27
```

Output:

1 2 3 4
A B C
AB BC CD

What is happening under the covers?

Isn't Java Generics a **compile-time** phenomenon? Yes. Let's dig a bit deeper with two handy tools **1)** JD-GUI (Java Decompiler GUI) **2)** javap.

JD-GUI

is used to de-compile a Java class file. open the JD-GUI, and drag and drop the **GenericMethod.class**. As you can see an Object[] is used to handle different types. The generic type "T" in the method body is **erased by the compiler**.

```
1
2  package test;
```


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```
3
4  import java.io.PrintStream;
5
6  public class GenericMethod<T>
7  {
8    public static void main(String[] args)
9    {
10     Integer[] numbers = { Integer.valueOf(1), In
11     Character[] characters = { Character.valueOf
12     String[] strings = { "AB", "BC", "CD" };
13
14     print(numbers);
15     System.out.println();
16     print(characters);
17     System.out.println();
18     print(strings);
19   }
20
21   private static <T> void print(T[] input)
22   {
23     Object[] arrayOfObject = input;
24     int j = input.length;
25     for (int i = 0; i < j; i++) {
26        Object in = arrayOfObject[i];
27        System.out.printf("%s ", new Object[] { i
28     }
29   }
30 }
31
32
```

javap command

```
1
2
3  javap -c GenericMethod.class
4  Compiled from "GenericMethod.java"
5  public class test.GenericMethod<T> {
6    public test.GenericMethod();
7      Code:
8         0: aload_0
9         1: invokespecial #8                  // M
10        4: return
11
12   public static void main(java.lang.String[]);
13     Code:
14        0: iconst_4
15        1: anewarray     #18                 // c
16        4: dup
17        5: iconst_0
18        6: iconst_1
19        7: invokestatic  #20                 // M
20       10: aastore
21       11: dup
22       12: iconst_1
23       13: iconst_2
24       14: invokestatic  #20                 // M
25       17: aastore
26       18: dup
27       19: iconst_2
28       20: iconst_3
29       21: invokestatic  #20                 // M
30       24: aastore
```


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```
31         25: dup
32         26: iconst_3
33         27: iconst_4
34         28: invokestatic  #20                 // M
35         31: aastore
36         32: astore_1
37         33: iconst_3
38         34: anewarray     #24                 // c
39         37: dup
40         38: iconst_0
41         39: bipush        65
42         41: invokestatic  #26                 // M
43         44: aastore
44         45: dup
45         46: iconst_1
46         47: bipush        66
47         49: invokestatic  #26                 // M
48         52: aastore
49         53: dup
50         54: iconst_2
51         55: bipush        67
52         57: invokestatic  #26                 // M
53         60: aastore
54         61: astore_2
55         62: iconst_3
56         63: anewarray     #29                 // c
57         66: dup
58         67: iconst_0
59         68: ldc           #31                 // S
60         70: aastore
61         71: dup
62         72: iconst_1
63         73: ldc           #33                 // S
64         75: aastore
65         76: dup
66         77: iconst_2
67         78: ldc           #35                 // S
68         80: aastore
69         81: astore_3
70         82: aload_1
71         83: invokestatic  #37                 // M
72         86: getstatic     #41                 // F
73         89: invokevirtual #47                 // M
74         92: aload_2
75         93: invokestatic  #37                 // M
76         96: getstatic     #41                 // F
77         99: invokevirtual #47                 // M
78        102: aload_3
79        103: invokestatic  #37                 // M
80        106: return
81 }
82
83
```

Note lines from **83**. The **#37** shows that “print” method is invoked with “java.lang.Object” and “**V**” means “void”. “**L**” means Object, and “**[**” means an array.

```
1
2 Method print:([Ljava/lang/Object;)V
3
```

```
1
2  Type         Chararacter
3  ---------------------------------------------
4  boolean            Z
5  byte               B
6  char               C
7  double             D
8  float              F
9  int                I
10 long               J
11 object             L
12 short              S
13 void               V
14 array              [
15
```

javap with flag "-l" to relate to original code

```
1
2  javap -c -l GenericMethod.class
3  Compiled from "GenericMethod.java"
4  public class test.GenericMethod<T> {
5    public test.GenericMethod();
6      Code:
7         0: aload_0
8         1: invokespecial #8                  //
9         4: return
10     LineNumberTable:
11       line 3: 0
12     LocalVariableTable:
13       Start  Length  Slot  Name   Signature
14           0       5     0  this   Ltest/Generic
15
16   public static void main(java.lang.String[]);
17     Code:
18        0: iconst_4
19        1: anewarray     #18                 //
20        4: dup
21        5: iconst_0
22        6: iconst_1
23        7: invokestatic  #20                 //
24       10: aastore
25       11: dup
26       12: iconst_1
27       13: iconst_2
28       14: invokestatic  #20                 //
29       17: aastore
30       18: dup
31       19: iconst_2
32       20: iconst_3
33       21: invokestatic  #20                 //
34       24: aastore
35       25: dup
36       26: iconst_3
37       27: iconst_4
38       28: invokestatic  #20                 //
39       31: aastore
40       32: astore_1
41       33: iconst_3
```

```
42         34: anewarray     #24                 //
43         37: dup
44         38: iconst_0
45         39: bipush        65
46         41: invokestatic  #26                 //
47         44: aastore
48         45: dup
49         46: iconst_1
50         47: bipush        66
51         49: invokestatic  #26                 //
52         52: aastore
53         53: dup
54         54: iconst_2
55         55: bipush        67
56         57: invokestatic  #26                 //
57         60: aastore
58         61: astore_2
59         62: iconst_3
60         63: anewarray     #29                 //
61         66: dup
62         67: iconst_0
63         68: ldc           #31                 //
64         70: aastore
65         71: dup
66         72: iconst_1
67         73: ldc           #33                 //
68         75: aastore
69         76: dup
70         77: iconst_2
71         78: ldc           #35                 //
72         80: aastore
73         81: astore_3
74         82: aload_1
75         83: invokestatic  #37                 //
76         86: getstatic     #41                 //
77         89: invokevirtual #47                 //
78         92: aload_2
79         93: invokestatic  #37                 //
80         96: getstatic     #41                 //
81         99: invokevirtual #47                 //
82        102: aload_3
83        103: invokestatic  #37                 //
84        106: return
85      LineNumberTable:
86        line 6: 0
87        line 7: 33
88        line 8: 62
89        line 10: 82
90        line 11: 86
91        line 12: 92
92        line 13: 96
93        line 14: 102
94        line 15: 106
95      LocalVariableTable:
96        Start  Length  Slot  Name   Signature
97            0     107     0  args   [Ljava/lang/S
98           33      74     1 numbers   [Ljava/lang
99           62      45     2 characters   [Ljava/l
100          82      25     3 strings   [Ljava/lang
101 }
102
103
```

Look at the “**LineNumberTable**“. For example:

The **line 6** in the source code

```
1
2 Integer[] numbers = new Integer[] { 1, 2, 3, 4 };
3
```

corresponds to dessembeld **line 0**:

```
1
2 0: iconst_4
3
```

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