

# 25 Introduction to JShell: Java 9's REPL for Interactive Java

## Objectives

In this chapter you'll:

- See how using JShell can enhance the learning and software development processes by enabling you to explore, discover and experiment with Java language and API features.
- Start a JShell session.
- Execute code snippets.
- Declare variables explicitly.
- Evaluate expressions.
- Edit existing code snippets.
- Declare and use a class.
- Save snippets to a file.
- Open a file of JShell snippets and evaluate them.
- Auto-complete code and JShell commands.
- Display method parameters and overloads.
- Discover and explore with the Java API documentation in JShell.
- Declare and use methods.

- Forward reference a method that has not yet been declared.
- See how JShell wraps exceptions.
- Import custom packages for use in a JShell session.
- Control JShell's feedback level.

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