

02-September-2017

## NON-STATIC NESTED CLASS

- In Non-Static nested class if 'Inner' class is not inheriting 'x' (Non-Static D.M.) of 'Outer' class, then how is it using 'x' in its 'show()' without creating object of outer class.

So, To see this process of using Non-Static Data Member without inheriting we use a tool of java known as 'javap'.

'javap' tool  $\rightarrow$  50%

$\rightarrow$  Gives prototype of all functions, Constructors, data members of class files.

To use javap Tool.

D:\f1 > javac Outer.java

D:\f1 > javap Outer

Now to redirect all this information to a text file

D:\f1 > javap Outer > abc.txt

## ON USING javap

In jdk 1.7.

class Outer extends java.lang.Object

shows every class has 'Object' class.

On using  
on Outer  
class

## Using On Inner Class

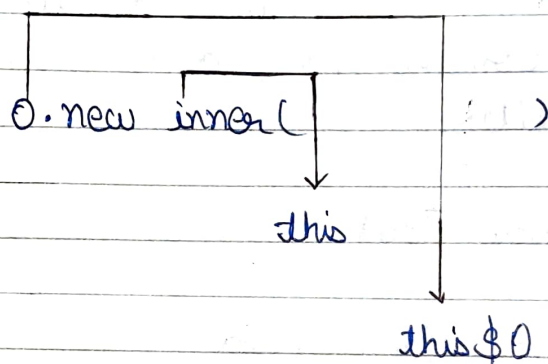
```
class Outer$Inner extends java.lang.Object
{
```

```
    final Outer this$0;
    Outer$Inner(Outer);
    void show();
}
```

Being used in 'show()' fn

used when it is used by  
'this\$0' is placed before 'x' &  
a '.' in b/w them.

★ This is how inner class access 'x'.



Using Non-Static Nested Class by extending in Outer Class.

```
class Temp extends Outer.Inner
{
```

missing

}

- This program will give error. (why)

## LOCAL NESTED CLASS

- To use a local Data Member in Local Nested Class we have had to make Data Member 'final' till jdk 1.7

~~Using javap~~

~~class  
{~~

But Now its not required to make Local Data members 'final' from jdk 1.8



Example:-

```
class LocalInner1  
{
```

```
int x=10;
```

```
static int y=100;
```

```
void display()  
{
```

```
int p=30; //it had to be  
final till jdk 1.7
```

```
class Inner
```

```
{
```

```
public void show()  
{
```

```
Sop(p);
```

```
Sop(x);
```

```
Sop(y);
```

```
}
```

```
}
```

```
Inner m = new Inner();
```

```
m.show();
```

```
}
```

```
public m()  
{
```

```
LocalInner1 o
```

```
= new LocalInner1();
```

```
o.display();
```

```
}
```

```
}
```

Example: - Running show() from Outer Class  
i.e. LocalInner

```
class LocalInner
{
    int x=10;
    static int y=100;
```

```
My display()
{
    int p=30;
```

```
class Inner implements My
{
    public void show()
    {
        Sop(p);
        Sop(x);
        Sop(y);
    }
}

My m = new Inner();
return m;
}
```

```
psvm()
{
    LocalInner o = new LocalInner();
```

```
My z = o.display();
z.show()
}
}
```

```
interface My
{
    void show();
}
```