

miniCass

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• additional heap allocation

• for primitives, we lose runtime optimizations

• inline class wrap around a single property that bears the runtime type

• inline classes are read at compile time

• used for type safety

Inline Classes

- creating a new class has a performance penalty
 - additional heap allocation
 - for primitives, we lose runtime optimizations
- inline classes wrap around a single property - that becomes the runtime type
- inline classes are erased at compile time
- **used for type safety**

Inline Classes