

Cheatography

JVM Cheat Sheet

by pmhieu58 via cheatography.com/130181/cs/26081/

Data Types (13)			Object Creation and Manipulation		Load and Store (cont)	
Type	Range	Description	Create a new class instance	new	Value	
boolean	{0,1}	Z	Create a new array	newarray, anewarray, multianewarray	bipush sipush	int const, -2 ⁷ to 2 ⁷ -1 int const, -2 ¹⁵ to 2 ¹⁵ -1
byte	-2 ⁷ to 2 ⁷ -1, inclusive	B			ldc ldc_w ldc2_w	int, float, quote string const long,double const long, double const
short	-2 ¹⁵ to 2 ¹⁵ -1, inclusive	S	Access field of classes (staticfield/class variables) and field of class instances (non-static fields, known as instance variables)	getfield, putfield, getstatic, putstatic	acconst_null iconst_m1 iconst_<i>	null -1 0,...,5
int	-2 ³¹ to 2 ³¹ -1, inclusive	I	Load an array component onto the operand stack	<T>aload	iconst_<l> fconst_<f>	0,1 0.0, 1.0 and 2.0
long	-2 ⁶³ to 2 ⁶³ -1, inclusive	L	Store a value from the operand stack as an array component	<T>astore	dconst_<d>	0.0, 1.0
char	16 bit unsigned Unicode (0 to 2 ¹⁶ -1)	C				
float	32-bit IEEE 754 single-precision float	F				
double	64-bit IEEE 754 double-precision float	D				
return-Address	address of an opcode within the same method					
class reference		Lclassname;	Object creation and manipulation			
interface reference		Lintername	Method invocation instructions			
array reference		[L..[component type]]	Throwing instructions (not used)			
void		V	Implementing finally (not used)			
Type Conversion Instructions			Synchronisation (not used)			
i2l, i2f, i2d, l2f, l2d, and f2d						
Only i2f is used in MP compiler						
Operand Stack Management Instructions						
dup, pop, dup2, pop2, swap						
Jasmin Instructions (10)						
Arithmetic Instructions						
Load and store instructions						
Control transfer instructions						
Type conversion instructions						
Operand stack management instructions						
Object creation and manipulation						
Method invocation instructions						
Throwing instructions (not used)						
Implementing finally (not used)						
Synchronisation (not used)						
Load and Store						
Load a loadcal variable onto the operand stack			Store a value from the operand stack into a local variable			
<T>aload -> T:b,s,i,-T:b,s,i,f,d,c,a			<T>astore -> T:b,s,i,-T:f,d,c,a			
Arithmetic Instructions						
Add	iadd, ladd, fadd, dadd					
Subtract	isub, lsub, fsub, dsub					
Multiply	imul, lmul, fmul, dmul					
Divide	idiv, ldiv, fdiv, ddiv					
Remainder	irem, lrem, frem, drem					
Shift	ishl, ishr, iushr, lshl, lshr, lushr					
Bitwise OR	ior, lor					
Bitwise AND	iand, land					
Bitwise exclusive OR	ixor, lxor					
Local variable increment	iinc					
Comparison	dcmpg, dcmpl, fcmpg, fcmpl, lcmp					



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Control Transfer Instructions

Unconditional branch	goto, goto_w, jsr, jsr_w, ret	
Conditional branch	ifeq, iflt, ifle, ifne, ifgt, ifge ifnull, ifnonnull	compare an int to zero compare a ref to null
	if_icmpne, if_icmpne, if_icmplt, if_icmpgt, if_icmpge, if_icmpge	compare two integers
	if_acmpeq_, if_acmpne	compare two references
Compound conditional branch	tableswitch, lookupswitch	

Jasmin Directives

.source <source.java>
.class < the current class>
.super < the super class>
.limit
.method < the method description>
.field <the field description>
.end
.var < the variable description>
.line < the line number in source code>



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