

Scope

Scope of Local Variables

- **Scope of variable:** Region of program in which the variable can be accessed
- Scope of a local variable extends from its declaration to end of the block that encloses it

Scope of Local Variables

- Sometimes the same variable name is used in two methods:

```
public class RectangleTester
{
    public static double area(Rectangle rect)
    {
        double r = rect.getWidth() * rect.getHeight();
        return r;
    }
    public static void main(String[] args)
    {
        Rectangle r = new Rectangle(5, 10, 20, 30);
        double a = area(r);
        System.out.println(r);
    }
}
```

Scope of Local Variables

- These variables are independent from each other; their scopes are disjoint

Scope of Local Variables

- Scope of a local variable cannot contain the definition of another variable with the same name

```
Rectangle r = new Rectangle(5, 10, 20, 30);
if (x >= 0)
{
    double r = Math.sqrt(x);
    // Error-can't declare another variable called r here
    . . .
}
```

Scope of Local Variables

- However, can have local variables with identical names if scopes do not overlap

```
if (x >= 0)
{
    double r = Math.sqrt(x);
    . . .
} // Scope of r ends here
else
{
    Rectangle r = new Rectangle(5, 10, 20, 30);
    // OK-it is legal to declare another r here
    . . .
}
```

Scope of Class Members

- Private members have class scope: You can access all members in any method of the class
- Must qualify public members outside scope

```
Math.sqrt  
harrysChecking.getBalance
```

Scope of Class Members

- Inside a method, no need to qualify fields or methods that belong to the same class
- An unqualified instance field or method name refers to the `this` parameter

```
public class BankAccount  
{  
    public void transfer(double amount, BankAccount other)  
    {  
        withdraw(amount); // i.e., this.withdraw(amount);  
        other.deposit(amount);  
    }  
    ...  
}
```

Overlapping Scope

- A local variable can *shadow* a field with the same name
- Local scope wins over class scope

```
public class Coin  
{  
    ...  
    public double getExchangeValue(double exchangeRate)  
    {  
        double value; // Local variable  
        ...  
        return value;  
    }  
    private String name;  
    private double value; // Field with the same name  
}
```

Overlapping Scope

- Access shadowed fields by qualifying them with the `this` reference

```
value = this.value * exchangeRate;
```