Initial Values of Instance Variables

You can choose to initialize an instance variable where it is declared in the class, even if it is not marked as final.

If you do not specify a default value for each instance variable they will still obtain one when a new object of that class is created.

- Primitive numeric/byte types are initialized to 0.
- Primitive Boolean type is initialized to false.
- Primitive char type is initialized to the null character.
- Object references are initialized to null pointers.
REMINDER

Local variables are NOT initialized automatically. This is true within any method, not just the main method. Local variables **must** be assigned a value before being used (this is checked at the compiler level).

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