Immutable and Mutable Fields



Lesson Objectives

- After completing this lesson, you should be able to:
 - Describe the difference between mutable and immutable fields
 - Create fields in Scala classes
 - Describe the difference between class parameters and fields
 - Outline how to promote class parameters to fields



What is a Field?

- A value encapsulated within an instance of a class
 - Represents the state of an instance, and therefore of an application at a given time
 - Is accessible to the outside world, unless specified otherwise



Fields versus Parameters

- Parameters are passed to a class and are only visible within a class
- Fields exist in the body of the class, and are accessible to outsiders



Immutable Fields



Mutable Fields

```
scala> class Hello {
        var message: String = "Hello"
defined class Hello
scala> val hello = new Hello
hello: Hello = Hello@3617a35c
scala> hello.message = "Hello, world!"
hello.message: String = Hello, world!
```



Immutable or Mutable?

- Immutable fields cannot be changed and are therefore "threadsafe" in a multithreaded environment, such as the JVM
- Mutable fields can be useful, but require diligence to ensure that multiple threads cannot update the field at the same time



Use Immutable By Default

- It is easier to reason about immutable fields and classes that only contain immutable fields
- Scala makes all class parameters immutable by default



Specify Types

- Scala has "type inference"
- It is a good habit to be specific about types anyway



Promoting Class Parameters

- If you want to make a parameter passed to a class constructor into a publicly visible field, add the val keyword in front of it
- The Scala compiler will generate an accessor method for you, and other class instances can now ask for the current state of the promoted field



Promoting Class Parameters

```
scala> class Hello(val message: String)
defined class Hello

scala> val hello = new Hello("Hello, world!")
hello: Hello = Hello@59d941d7

scala> hello.message
res0: String = Hello, world!
```



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