



## Re: Declaring outside a loop: speed? memory?

In terms of speed, yes, it should be the same. In terms of memory, there may be a difference depending on what else might follow the loop in the second snippet.

Declaring the variable "mine" before the loop makes its scope wider than just the loop. As a result, the last instance after the loop terminates is still in existence until the wider scope is finished. Only then is it certain to be eligible for garbage collection, should the JVM need to do so. So if there's a good deal that follows this loop, there could be a benefit to the first approach.

Personally, I would tend (in situations like this one) to opt for a form slightly more compact than that inside the loop:

```
new MyClass().doSomething();
```

= Steve =

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