Java Native Interface

1. data marshalling
2. calling conventions
Data Marshalling

C: int, float, structs, ...

float
Java: int, Integer, Vector, ...

int C != int in Java
data → Big-Endian

Little-Endian

0x 1234

msb

15

1000 1000 1000 1000

61 60

34 12
calling conventions

Specific steps taken to cause a subroutine to run (Function, Method, Procedure)
Why have this FFI?

(Foreign Function Interface)
1. Design system k
   decide which process
   in which language

```java
class Graph {
    public boolean native
        isIsomorphic(Graph g)
};
```
Generate the C header files

- javah automatically generates the header files
3) write the C implementation