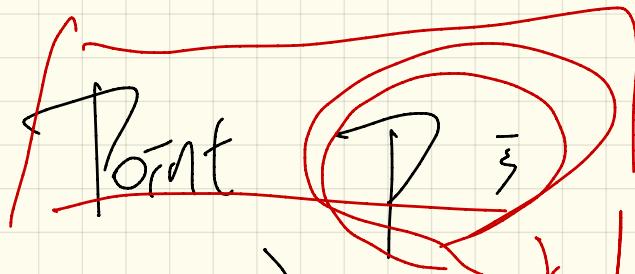


Lecture 7

Thursday Sept. 28



→ default value: null

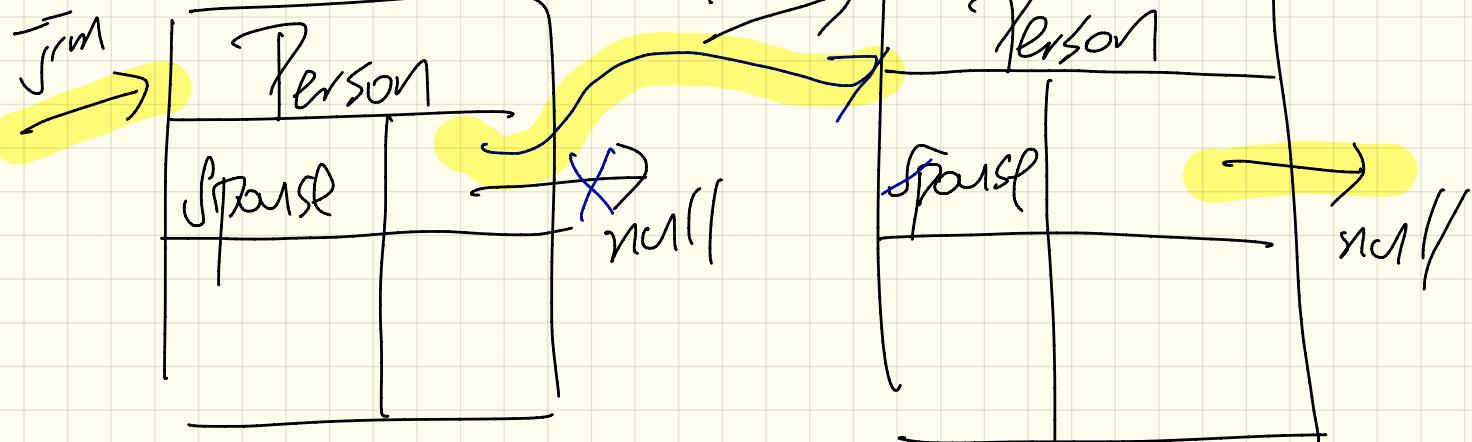
→ NullPointerException

(P) move Up (2) ~

↓
↓ still null

$\bar{J}^m.\text{spouse} == \text{fSA}$ (true)

$\bar{J}^m.\text{spouse}.\text{spouse} == \bar{J}^m$ (false)



$\bar{J}^m.\text{spouse} == \text{null}$

$\text{fSA}.\text{spouse} == \text{null}$.

$\bar{J}^m.\text{marr}(\text{fSA})$

```
class Person {  
    String name;
```

```
    Person spouse;  
  
    void marry(Person other) {  
        if (this.spouse != null) {  
            System.out.println("Can't marry twice");  
        } else {  
            this.spouse = other;  
            other.spouse = this;  
        }  
    }  
  
    void divorce() {  
        if (spouse == null) {  
            System.out.println("No spouse");  
        } else {  
            spouse.spouse = null;  
            spouse = null;  
        }  
    }  
}
```

if (this.spouse != null) {
 System.out.println("Can't marry twice");
} else {
 this.spouse = other;
 other.spouse = this;
}

if (spouse == null) {
 System.out.println("No spouse");
} else {
 spouse.spouse = null;
 spouse = null;
}

if (this.spouse != null) {
 System.out.println("Can't marry twice");
} else {
 this.spouse = other;
 other.spouse = this;
}

if (spouse == null) {
 System.out.println("No spouse");
} else {
 spouse.spouse = null;
 spouse = null;
}

class Point {

void moveUpBy (int y) {

other this.y += y;

}

2

Point movedUpBy (int y) {

Point other = new Point(

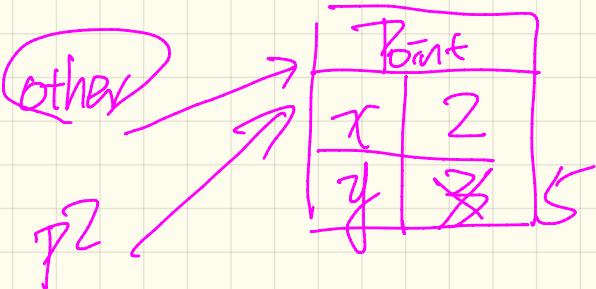
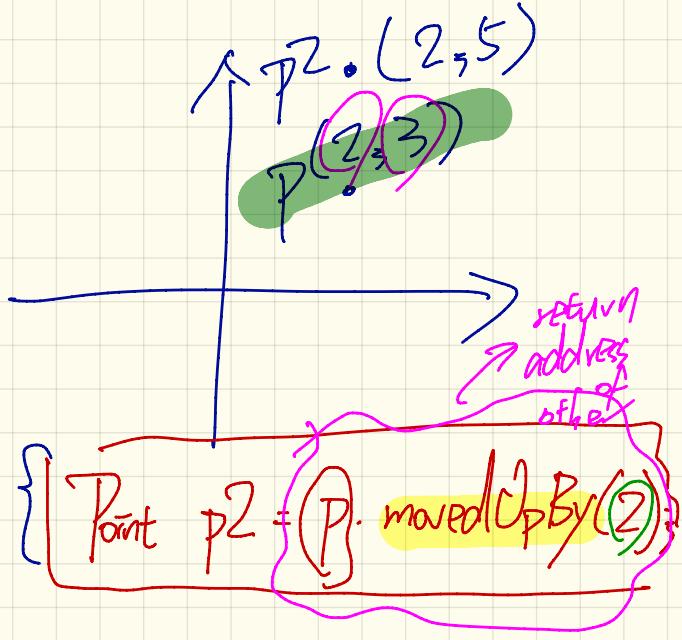
P this.x, Pthis.y);

other.moveUpBy(y);

return other;

return the
address of other

}



ArrayList<Point> points =

At runtime, 'points' stores the address of an ArrayList object. Every element of the array list stores the address of some Point object.

Point p1 = new Point(2, 3);

Point p2 = new Point(5, 7);

ArrayList<Point> points = new ArrayList<>();
points.add(p1);
points.add(p2);



points.get(0) == p1 true
points.get(1) == p2 true

points.set(0, p2)
points.get(0) == p1
points.get(1) == p2

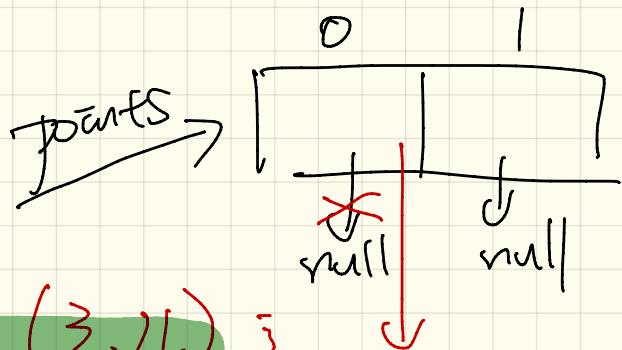
p1 → | Point |
x	z
y	3
p2 →	Point
x	5
---	---
y	7

Point []

points ;

Point P = new Point
 $(3, 4)$;

points = new Point [2] ;



points[0] =

new Point (3, 4) ;

Point	
x	3
y	4

Point p1 = new Point(2, 3)

Point p2 = new Point(2, 3)

① p1 == p2

false

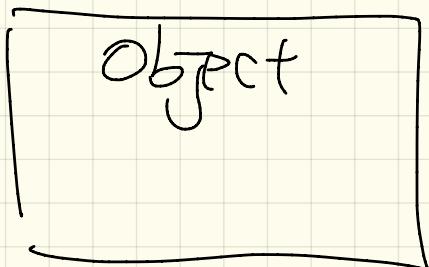
② [p1.x == p2.x &&

p1.y == p2.y]

true

define a
helper method
"equals"

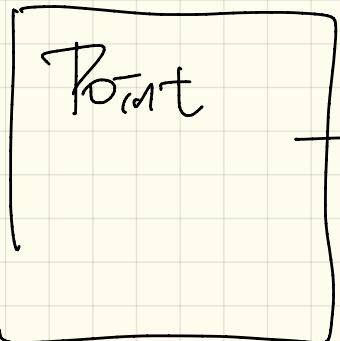
p1.equals(p2)



parent
class

→ boolean equals(Object o)

return this == o;



→ boolean equals(Object o)

P.equals(obj)
point
any object

Point p1 = new Point(2,3);

Point p2 = p1;

p1.equals(p1) ✓

Point p3 =
new Point
(2,3);

p1.equals(null) ✗

String p3 = "(2,3)"; p1.equals(p3) ✓

p1.equals(p3) ✗

exprnd.