

The equals Method: Overridden Version

Phase 1

```
public class Object {  
    ...  
    public boolean equals(Object obj) {  
        return this == obj;  
    }  
}
```

extends

```
public class PointV2 {  
    private int x;  
    private int y;  
    public PointV2(int x, int y) { ... }  
    public boolean equals(Object obj) {  
        if(this == obj) { return true; }  
        if(obj == null) { return false; }  
        if(this.getClass() != obj.getClass()) { return false }  
        PointV2 other = (PointV2) obj;  
        return this.x == other.x  
            && this.y == other.y;  
    }  
}
```

PointV2	
x	
y	

The equals Method: Overridden Version

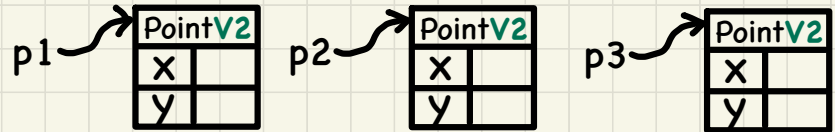
Example 1: Trace L7

```
public class Object {  
    ...  
    public boolean equals(Object obj) {  
        return this == obj;  
    }  
}
```

extends

```
public class PointV2 {  
    private int x;  
    private int y;  
    public PointV2 (int x, int y) { ... }  
    public boolean equals(Object obj) {  
        if(this == obj) { return true; }  
        if(obj == null) { return false; }  
        if(this.getClass() != obj.getClass()) { return false }  
        PointV2 other = (PointV2) obj;  
        return this.x == other.x  
            && this.y == other.y;  
    }  
}
```

```
1 String s = "(2, 3)";  
2 PointV2 p1 = new PointV2(2, 3);  
3 PointV2 p2 = new PointV2(2, 3);  
4 PointV2 p3 = new PointV2(4, 6);  
5 System.out.println(p1 == p2); /* [ ] */  
6 System.out.println(p2 == p3); /* [ ] */  
7 System.out.println(p1.equals(p1)); /* [ ] */  
8 System.out.println(p1.equals(null)); /* [ ] */  
9 System.out.println(p1.equals(s)); /* [ ] */  
10 System.out.println(p1.equals(p2)); /* [ ] */  
11 System.out.println(p2.equals(p3)); /* [ ] */
```



The equals Method: Overridden Version

Phase 2

```
public class Object {  
    ...  
    public boolean equals(Object obj) {  
        return this == obj;  
    }  
}
```

extends

```
public class PointV2 {  
    private int x;  
    private int y;  
    public PointV2(int x, int y) { ... }  
    public boolean equals(Object obj) {  
        if(this == obj) { return true; }  
        if(obj == null) { return false; }  
        if(this.getClass() != obj.getClass()) { return false }  
        PointV2 other = (PointV2) obj;  
        return this.x == other.x  
            && this.y == other.y;  
    }  
}
```

PointV2	
x	
y	

The equals Method: Overridden Version

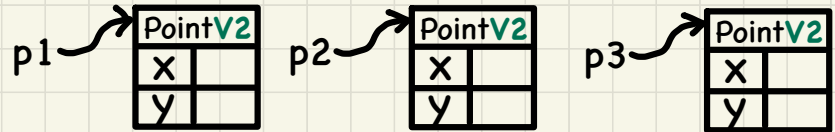
Example 1: Trace L8

```
public class Object {  
    ...  
    public boolean equals(Object obj) {  
        return this == obj;  
    }  
}
```

extends

```
public class PointV2 {  
    private int x;  
    private int y;  
    public PointV2 (int x, int y) { ... }  
    public boolean equals(Object obj) {  
        if(this == obj) { return true; }  
        if(obj == null) { return false; }  
        if(this.getClass() != obj.getClass()) { return false }  
        PointV2 other = (PointV2) obj;  
        return this.x == other.x  
            && this.y == other.y;  
    }  
}
```

```
1 String s = "(2, 3)";  
2 PointV2 p1 = new PointV2(2, 3);  
3 PointV2 p2 = new PointV2(2, 3);  
4 PointV2 p3 = new PointV2(4, 6);  
5 System.out.println(p1 == p2); /* [ ] */  
6 System.out.println(p2 == p3); /* [ ] */  
7 System.out.println(p1.equals(p1)); /* [ ] */  
8 System.out.println(p1.equals(null)); /* [ ] */  
9 System.out.println(p1.equals(s)); /* [ ] */  
10 System.out.println(p1.equals(p2)); /* [ ] */  
11 System.out.println(p2.equals(p3)); /* [ ] */
```



Static Type, Dynamic Type, Type Casting

Static Type: a ref variable's declared type

Dynamic Type: type of address currently stored in a ref variable

Type **Casting**: creating an expression of certain **static** type

```
class C1 {  
    ...  
    public void m1() {...}  
}  
  
class C2 {  
    ...  
    public void m2() {...}  
}
```

```
C1 o1 = new C1();  
C2 o2 = new C2();  
o1.m1();  
o1.m2();  
o2.m1();  
o2.m2();  
Object o3;  
o3 = o1;  
o3.m1;  
o3.m2;  
((C1) o3).m1();  
((C1) o3).m2();  
o3 = o2;  
((C2) o3).m1();  
((C2) o3).m2();
```

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Phase 3

```
public class Object {  
    ...  
    public boolean equals(Object obj) {  
        return this == obj;  
    }  
}
```

extends

```
public class PointV2 {  
    private int x;  
    private int y;  
    public PointV2(int x, int y) { ... }  
    public boolean equals(Object obj) {  
        if(this == obj) { return true; }  
        if(obj == null) { return false; }  
        if(this.getClass() != obj.getClass()) { return false }  
        PointV2 other = (PointV2) obj;  
        return this.x == other.x  
            && this.y == other.y;  
    }  
}
```

PointV2	
x	
y	

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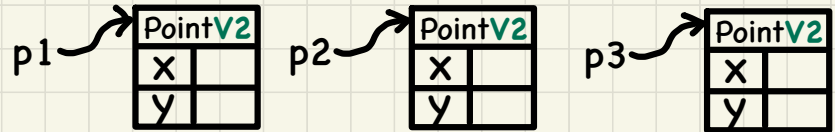
Example 1: Trace L9

```
public class Object {  
    ...  
    public boolean equals(Object obj) {  
        return this == obj;  
    }  
}
```

extends

```
public class PointV2 {  
    private int x;  
    private int y;  
    public PointV2 (int x, int y) { ... }  
    public boolean equals(Object obj) {  
        if(this == obj) { return true; }  
        if(obj == null) { return false; }  
        if(this.getClass() != obj.getClass()) { return false }  
        PointV2 other = (PointV2) obj;  
        return this.x == other.x  
            && this.y == other.y;  
    }  
}
```

```
1 String s = "(2, 3)";  
2 PointV2 p1 = new PointV2(2, 3);  
3 PointV2 p2 = new PointV2(2, 3);  
4 PointV2 p3 = new PointV2(4, 6);  
5 System.out.println(p1 == p2); /* [ ] */  
6 System.out.println(p2 == p3); /* [ ] */  
7 System.out.println(p1.equals(p1)); /* [ ] */  
8 System.out.println(p1.equals(null)); /* [ ] */  
9 System.out.println(p1.equals(s)); /* [ ] */  
10 System.out.println(p1.equals(p2)); /* [ ] */  
11 System.out.println(p2.equals(p3)); /* [ ] */
```



The equals Method: Overridden Version

Phase 4

```
public class Object {  
    ...  
    public boolean equals(Object obj) {  
        return this == obj;  
    }  
}
```

extends

```
public class PointV2 {  
    private int x;  
    private int y;  
    public PointV2(int x, int y) { ... }  
    public boolean equals(Object obj) {  
        if(this == obj) { return true; }  
        if(obj == null) { return false; }  
        if(this.getClass() != obj.getClass()) { return false }  
        PointV2 other = (PointV2) obj;  
        return this.x == other.x  
            && this.y == other.y;  
    }  
}
```

PointV2	
x	
y	