Chapter 2

Friday, July 7, 2023   3:24 PM

- Reference Types
    - New keyword allocates memory
    - Dot Operator
        - Used to get into an object (ex. Point1.getx())
    - Declaration of objects
        - Can declare object names without pointing to a specific object
    - The meaning of =
        - = makes a copy with primitives but not with reference types
- Comparison
    - = used for assignment while == is used for comparison on primitives
    - == in reference types just checks to see if they are in the same part of memory. Use .equals for comparison
- Multidimensional arrays
    - 2D array is like a table and has an x and y coordinate.
- Data Structure
    - Arrays are a set size but ArrayLists are not.
    - Can use a resize method but causes issues when deciding how many spots to add. People started doubling them every time.
- Strings
    - Immutable and act like an object. We have been using them for a long time but did not know about that.