



Summary: Overloading vs. Overriding

- Overload Rule: You should *overload* a method when you want to do essentially the same thing, but with different parameters
- Override Rule: You should *override* an inherited method if you want to do something different than in the superclass
 - It's almost always a good idea to override `public String toString()` -- it's handy for debugging, and for many other reasons
 - To test your own objects for equality, override `public void equals(Object o)`