## **Testing for Equality in Java**

- In Java, you use == to compare *primitives* For example:

```
//e will be set to true if 2 is equal to 3 boolean e = (2 == 3);
```

- And you use the method x.equals(y) to compare Objects
- For example:

//e is set to true if "thisString" is equal to "thatString"
boolean e = "thisString".equals("thatString");

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## **Testing for Equality in Java**

- Rule: When comparing a literal String value (known String value) to an unknown String value, use the *equals* method of the known value
- For example:

//e is set to true if "thisString" is equal to String value stored in someUnknownString boolean e = "thisString".equals(someUnknownString);

- Why?
   Because you know, at least, that "thisString" exists and is not null, so it MUST have an equals method

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## Testing for Equality in Java

- Why is all of this important?
  - The JUnit method assertEquals(expected, actual) uses == to compare primitives and equals to compare Objects
- To define *equals* for your own objects, you'll have to define *exactly* this method in your class:

public boolean equals (Object obj) { ... }

- The argument must be of type Object, which isn't what you want, so you must cast it to the correct type (e.g. Person)



