Lab 1

(a)

We cannot store the objects in *Collection* like **HashSet** if we forget to override hashCode() method. Because **HashSet** is a set, that is to say it does not contain any duplicate elements. If we only override equals(), here comes the problem that when two objects have different hashCodes, they may satisfy the equals() method, which could result in duplication in a Set.

ref

(b)

```
Objecta; Object b;

If a.equals(b)

Then a.hashCode() == b.hashCode()
```

- If two objs are equal according to their equals() method, they must have the same hash code.
- If two objs have the same hash code, they do not necessarily have to be equal.
- equals() returns true/false , and hashCode() returns a code.

(c)

```
@Test
32
33 🗣
       public void testEquals() throws Exception {
       //TODO: Test goes here...
34
           Point aa = new Point(X31, V32);
35
           Point bb = new Point(131, 132);
36
37
           assertEquals(aa,bb);
38
           System.out.println(aa.equals(bb));
39
           System.out.println("----");
40
           System.out.println(aa.hashCode());
41
           System.out.println(bb.hashCode());
42
       }
43
44

    ▼ Tests passed: 1 of 1 test – 6 ms

 /Library/Java/JavaVirtualMachines/jdk1.8.0_171.jdk/C
 true
 517938326
 914424520
```

(d)

After we override hashCode(), we can see that aa and bb has the same hash code.

```
@Test
32
33
       public void testEquals() throws Exception {
       //TODO: Test goes here...
34
           Point aa = new Point(XB1, VA2);
35
           Point bb = new Point(131, 132);
36
37
           assertEquals(aa,bb);
38
           System.out.println(aa.equals(bb));
39
           System.out.println("-----
40
           System.out.println(aa.hashCode());
41
           System.out.println(bb.hashCode());
42
       }
43
44
Tests passed: 1 of 1 test – 40 ms
 /Library/Java/JavaVirtualMachines/jdk1.8.0_171.jdk/C
 true
 33
 33
```

(e)

```
@RunWith(Theories.class)
public class PointTest {
    @DataPoint
    public static Point \( g = \text{new Point(\( \superstack{\text{Static Point } g} = \text{new Po
```

```
@RunWith(Theories.class)
       public class PointTest {
25
           @DataPoint
           public static Point a = \text{new Point}(x; 1, x; 1);
27
           @DataPoint
           public static Point b = \text{new Point}(x; 1, x; 1);
29
           @DataPoint
           public static Point c = \text{new Point}(x; 1, x; 1);
30
           @Theory
           public void testPoint(Point x, Point y) {
               assertEquals(x, y);
34
               System.out.println("Passed with: first point=(" + x.getX(
                        + ", second point=(" + y.getX() + "," + y.getY()
36
Tests passed: 3 of 3 tests – 32 ms
 33
 33
 Passed with: first point=(1,1), second point=(1,1)
 Passed with: first point=(1,1), second point=(1,1)
 Passed with: first point=(1,1), second point=(1,1)
Passed with: first point=(1,1), second point=(1,1)
 Passed with: first point=(1,1), second point=(1,1)
 Passed with: first point=(1,1), second point=(1,1)
 Passed with: first point=(1,1), second point=(1,1)
Passed with: first point=(1,1), second point=(1,1)
 Passed with: first point=(1,1), second point=(1,1)
```

We can find out that when using Theory and Datapoint annotations, we try to test if two points are equal. If there exists a point not equal to others, the test will fail and throw exceptions.