## Java Object Class and the toString() Method

The Java **Object** class resides at the top of the class hierarchy tree in the Java development environment. This means <u>every class in the Java system is a descendent of the **Object** class</u>. (This is an illustration of inheritance.) The **Object** class defines the basic state and behavior for all objects, such as

- 1. Being able to compare oneself (the current object) to another object an equals() method
- 2. Returning the object's class the **getClass()** method
- 3. Returning a string representation of the object the toString() method

So, there is a default **toString()** method defined in the **Object** class and thus is available to be used by every class you create. In other words, the classes you create inherit characteristics and methods from the **Object** class, including the **toString()** method.

The to**String()** method of an object, including objects instantiated from classes you create, is <u>automatically</u> called when you

- 1. Pass an object to a print() or println() method
- 2. Concatenate an object to a string

Unfortunately, the default **toString()** method from the Object class is VERY generic and often inadequate for the classes you create. Therefore, it recommended that all classes you create include a **toString()** method to override the **Object toString()** method. This allows you to control how your object will be converted to a string for output (and concatenation).

The **toString()** method is VERY handy for debugging your new classes as it will display the data currently held in your instance variables (if you create the **toString()** methods to display all instance data).

Let's see an example of the **Object toString()** method and a class **toString()** method.

- 1. Open the **CarDriver.java** file and the **Customer.java** files that were previously loaded in Blackboard with the **CarExample.zip** file. These were discussed in the Chapter 5 videos.
- 2. Look at the **toString()** method in the **Customer.java** file. This method returns a string in a pleasing output format. The string includes all instance data (name, parts, and labor).
- 3. Look at the CarDriver.java file. Scroll to the end of the main() method. You will see a section on using the toString() methods. Two println() methods are printing Henry.toString() and Julie.toString(). In other words, a string has been passed from the toString() method in the CarDriver class to the println() method in the driver program to print something for the Henry and Julie objects. The appearance of this string is controlled by the toString() method in the Customer class.

- 4. Compile the two programs and run **CarDriver**. You will see the formatted output. The last lines of output are from the toString() method.
- 5. Change the following lines of code in CarDriver

```
System.out.println(Henry.toString());
System.out.println(Julie.toString());
to
System.out.println(Henry);
System.out.println(Julie);
```

6. Compile and run **CarDriver** again.

You get the same results because the **toString()** method is automatically called when you pass an object to the **print()** or **println()** methods (such as Henry and Julie in the last 2 statements above).

7. Now, go to the **Customer** class and comment out the entire **toString()** method. Compile the **Customer** class. We no longer have an active **toString()** method in the Customer class.

BUT -- You will still have access to a **toString()** method in the **Object** class. The **Customer** class inherits this method and can be used.

8. Run the **CarDriver** program and look at the output from the **toString()** method from the **Object** class. It's not pretty. In fact, it's not very readable.

This illustrates why it is important to create a **toString()** method for the classes you create. The **toString()** method from the **Customer** class is better as it overrode the **toString()** method from the **Object** class using a much more pleasing output format.