### Variables as Remote Control

A useful memory aid used in *Head First Java* 

#### A Variable is a Reference

Person p = new Person()

object

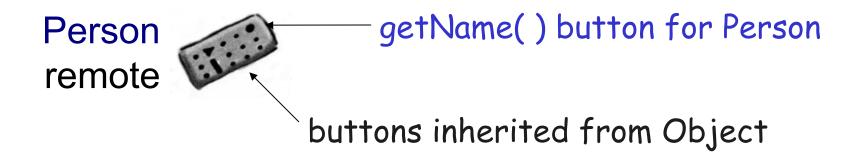
a *reference* for sending commands to object

buttons on remote control are methods

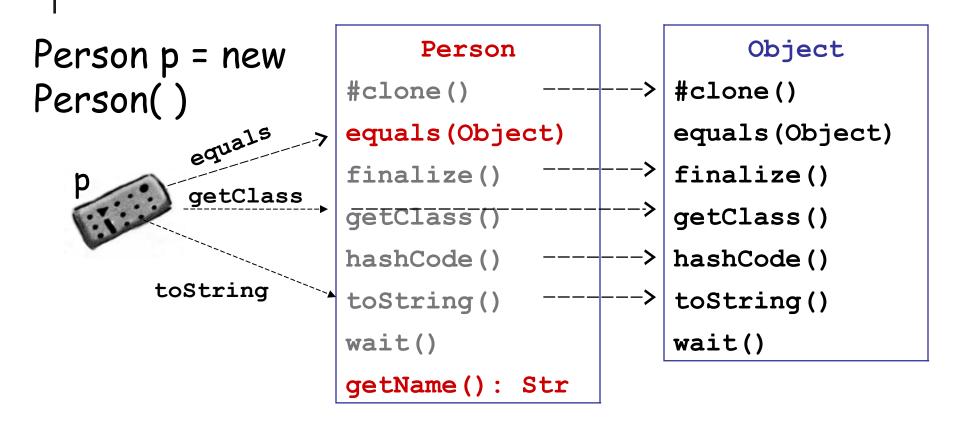
```
Person
#clone()
equals (Object)
finalize()
getClass()
hashCode()
toString()
wait()
getName():
            Str
```

## The Compiler decides what Buttons

Compiler uses the <u>declared</u> type of variable to decide what buttons (methods) the remote has.



## **Invoking Methods**



At runtime, JVM invokes method on actual object type. If a class *overrides* a method, the override is used.

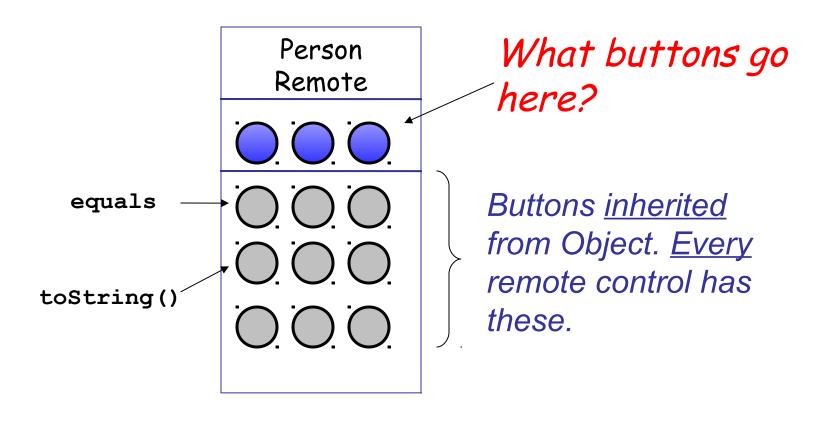
## Student - Person - Object

```
Student
                                               Object
                         Person
                                          #clone()
toString()
                   #clone()
getMajor( )
                   equals (Object)
                                          equals (Object)
                                          finalize()
                   finalize()
getGpa( )
                                          getClass()
                   getClass()
                   hashCode()
                                          hashCode()
                   toString()
                                          toString()
                   wait()
                                          wait()
                   getName():
                                str
```

class Student extends Person {

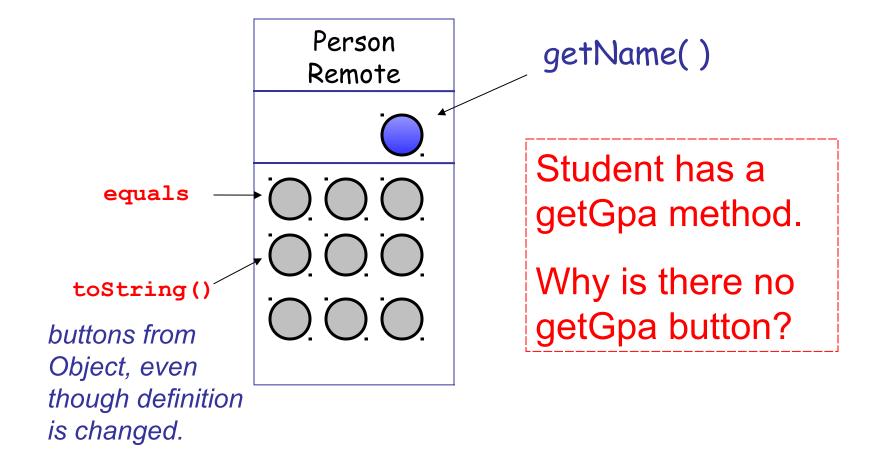
#### What Buttons Do You Have?

Person x = new Student();



#### What Buttons Do You Have?

Person p = new Student();



### Method Signature includes Parameter

```
Student

toString()

equals(Student)

getGpa()
```

```
Person
equals(Object)
getName()
```

New method: equals(Student)

```
Object
equals(Object)
toString()
etc.
```

Override equals(Object)

```
class Student extends Person {
  public boolean equals( Student s ) // BAD IDEA
  public String toString( )
```

## Which equals() is called?

```
Student
toString()
equals(Student)
```

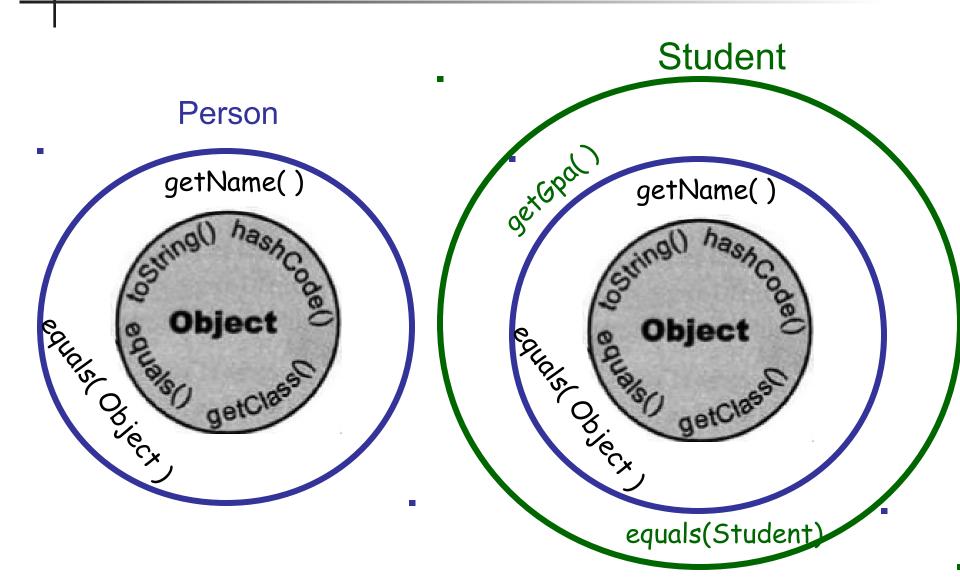
```
Person
equals(Object)
getValue()
```

```
Object
equals(Object)
toString()
etc.
```

```
Student a = new Student();
Person b = new Student();
//1.
b.equals( a )
//2.
a.equals( b )
```

Draw the remote control!

### Another view of Inheritance



### Object References

Student Object obj = new Student(); gerGpal obj.toString() ??? getName() equals Object, An "Object" remote control (reference) only knows the methods for object. equals(Student

# How to Access the *Real* object

