

Variables as Remote Control

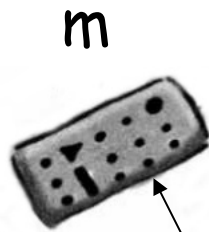
A useful memory aid
used in *Head First Java*

A Variable is a Reference

`Person p = new Person()`

a *reference* for sending
commands to object

object



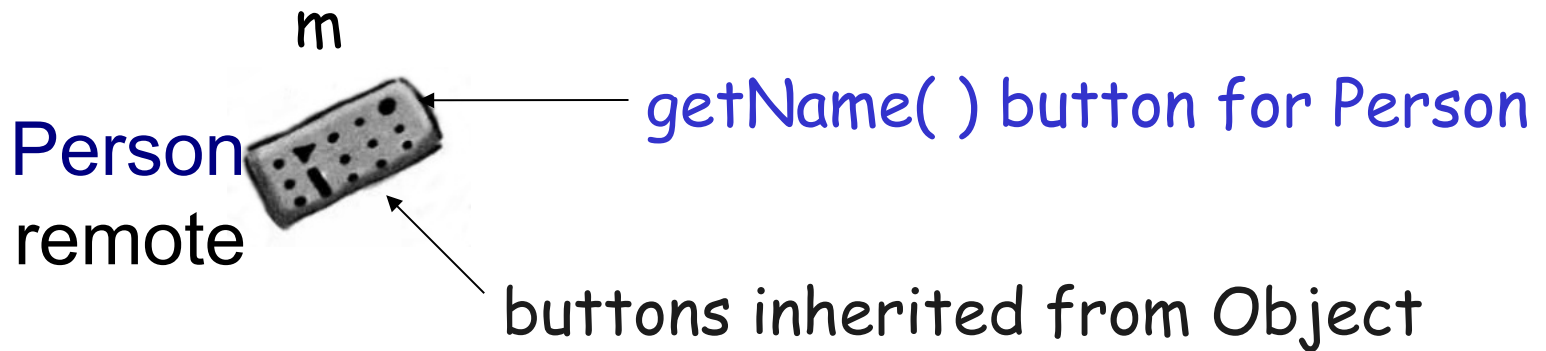
buttons on
remote
control are
methods

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

The Compiler decides what Buttons

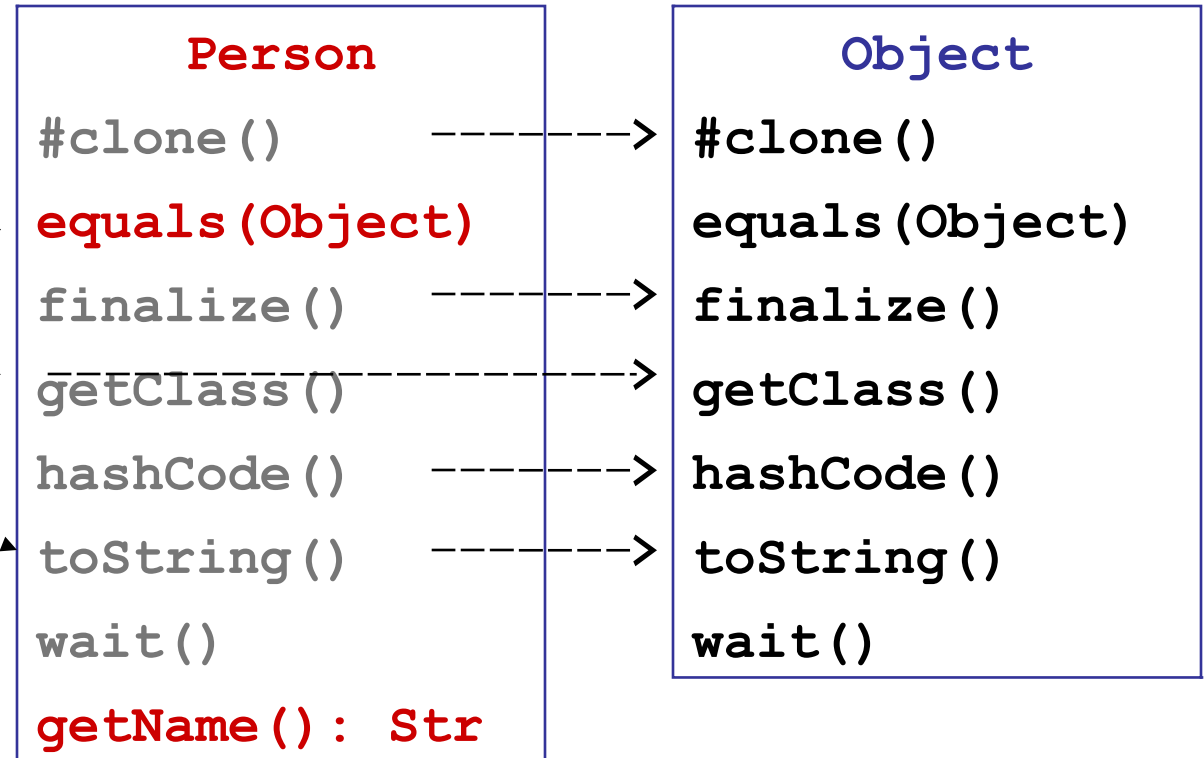
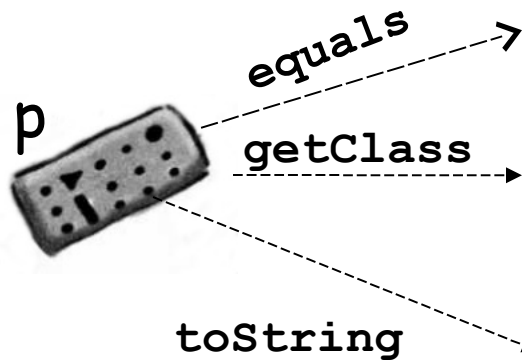
Person p = xxxxxxxxxxxxxxxx

Compiler uses the declared type of variable to decide what buttons the remote control has.



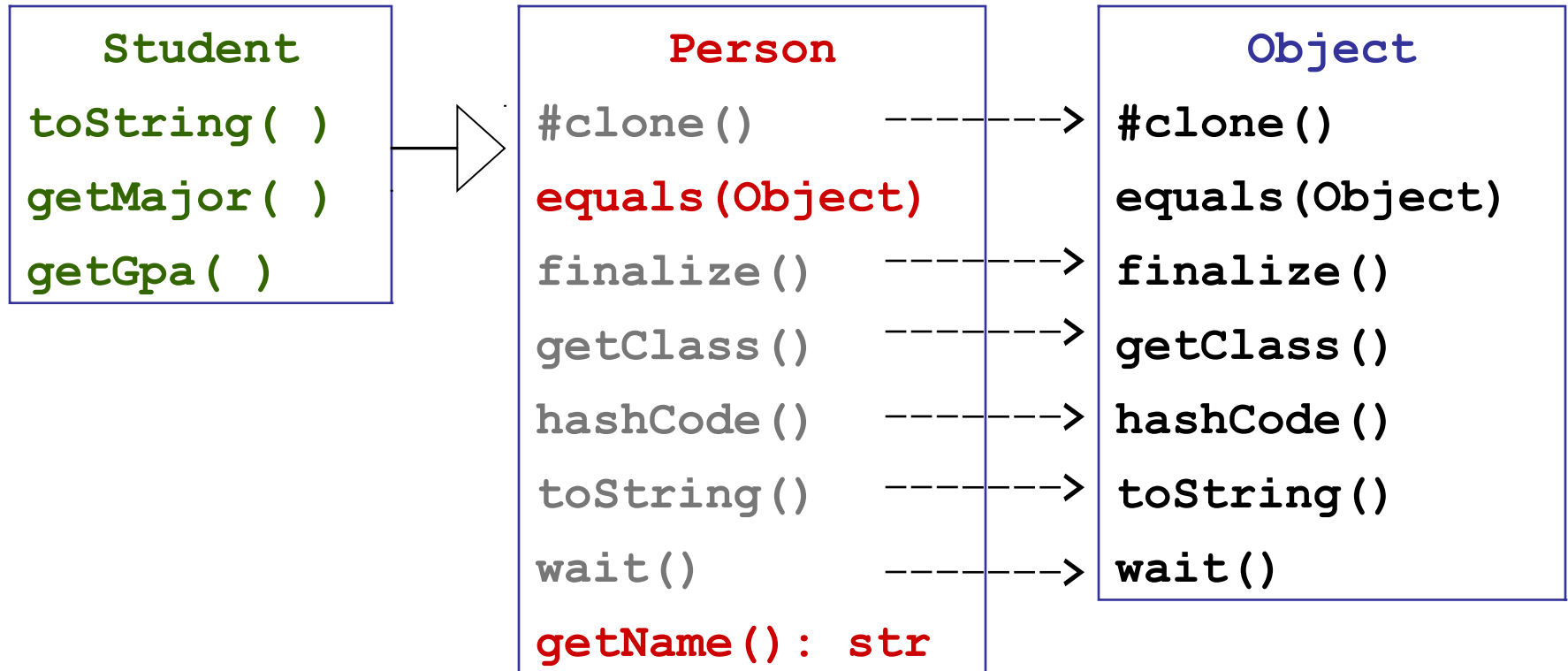
Invoking Methods

Person p = new
Person()



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

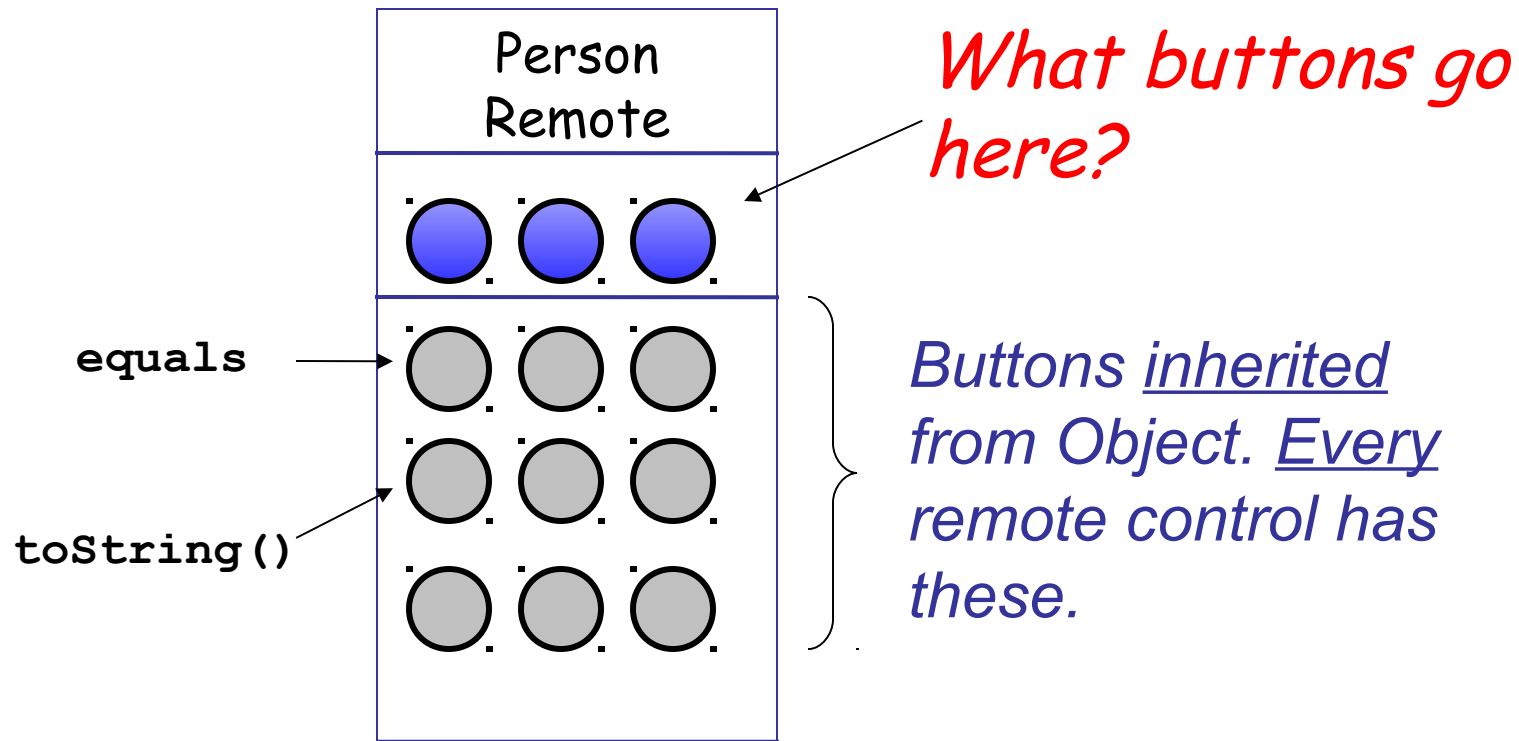
Student - Person - Object



```
class Student extends Person {
```

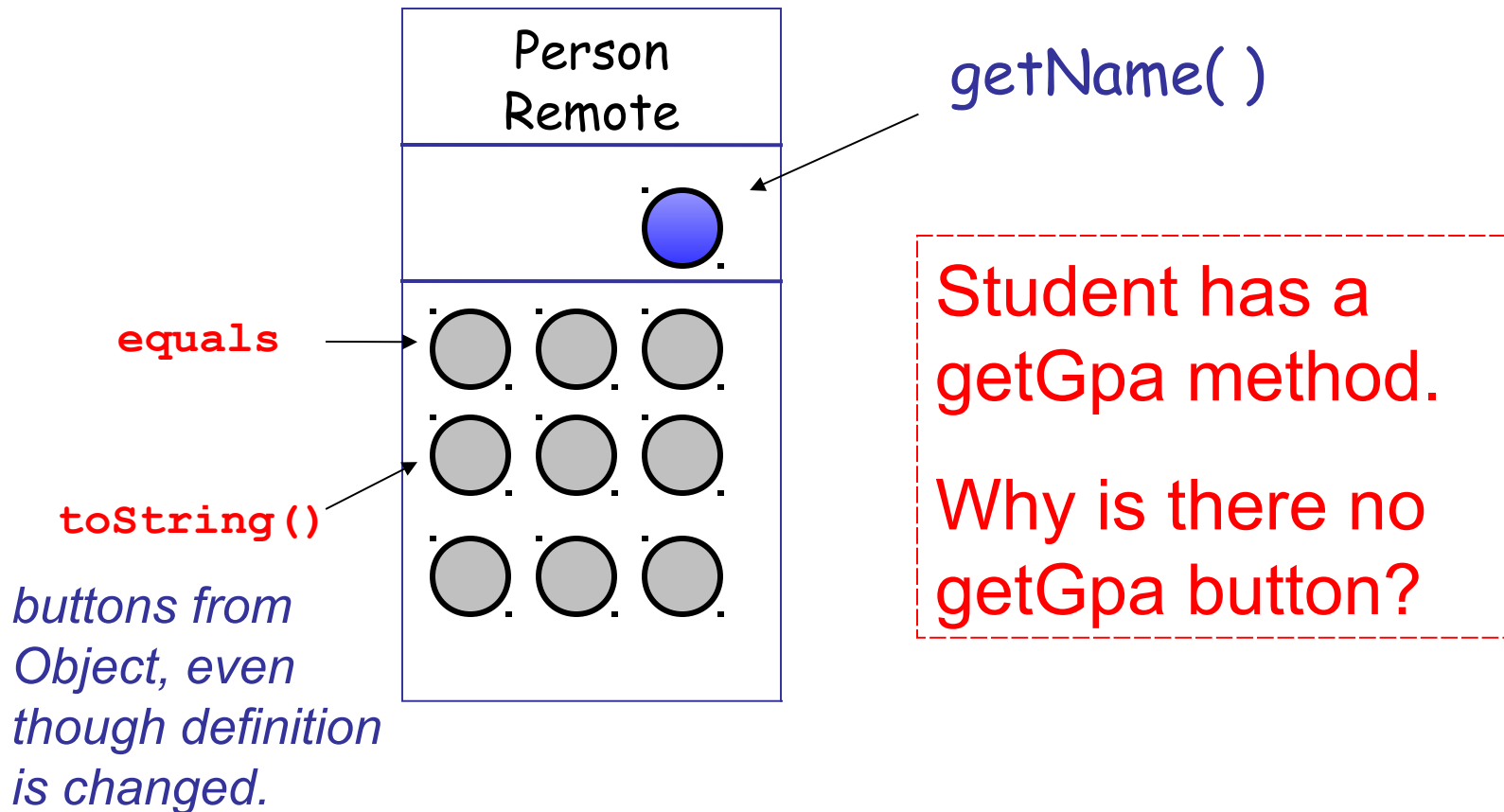
What Buttons Do You Have?

```
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()

Object

equals(Object)

toString()

etc.

Override
equals(Object)

New method:
equals(Student)

```
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.
```

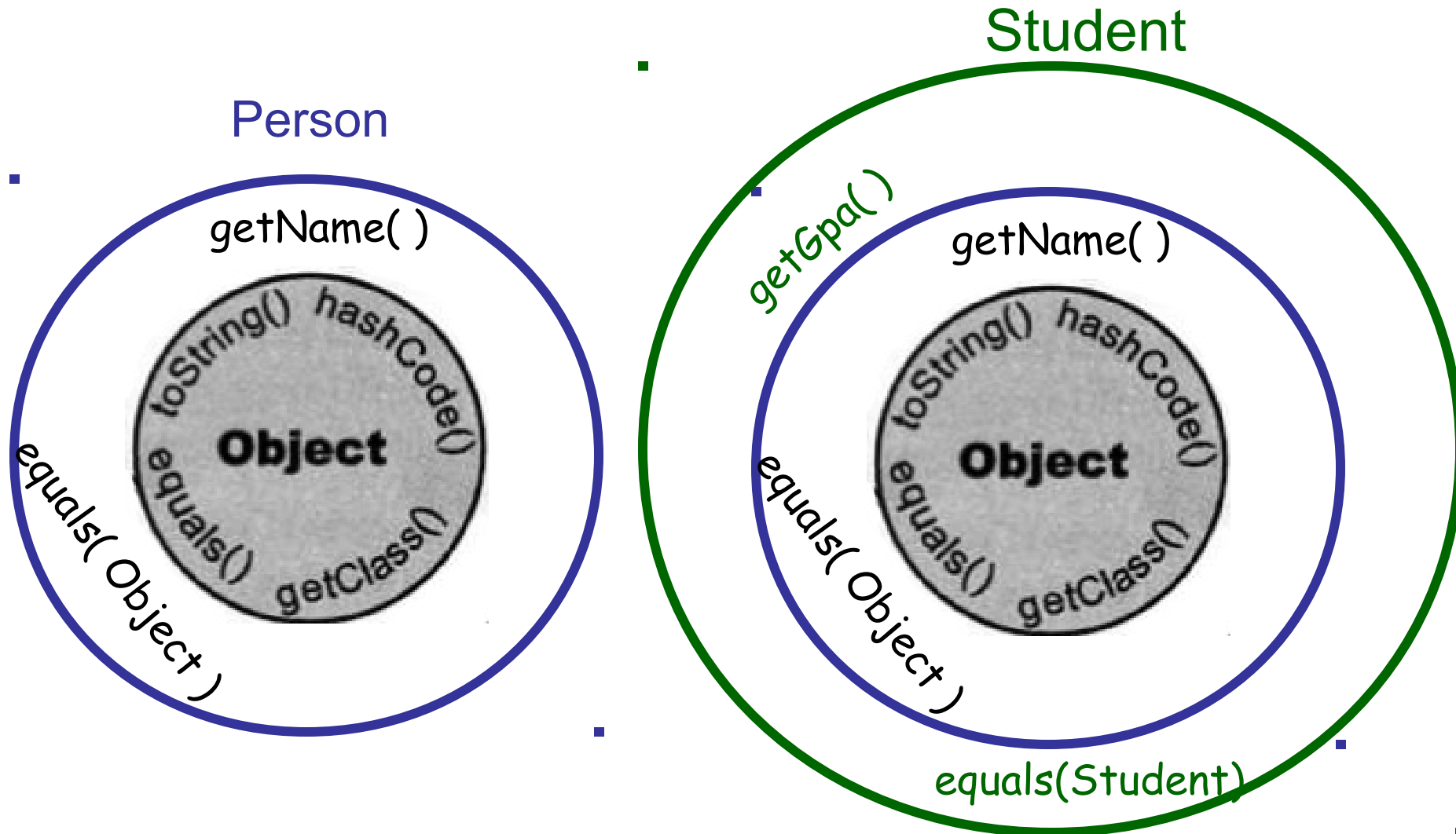
```
b.equals( a )
```

```
//2.
```

```
a.equals( b )
```

Draw the remote control !

Another view of Inheritance



Object References

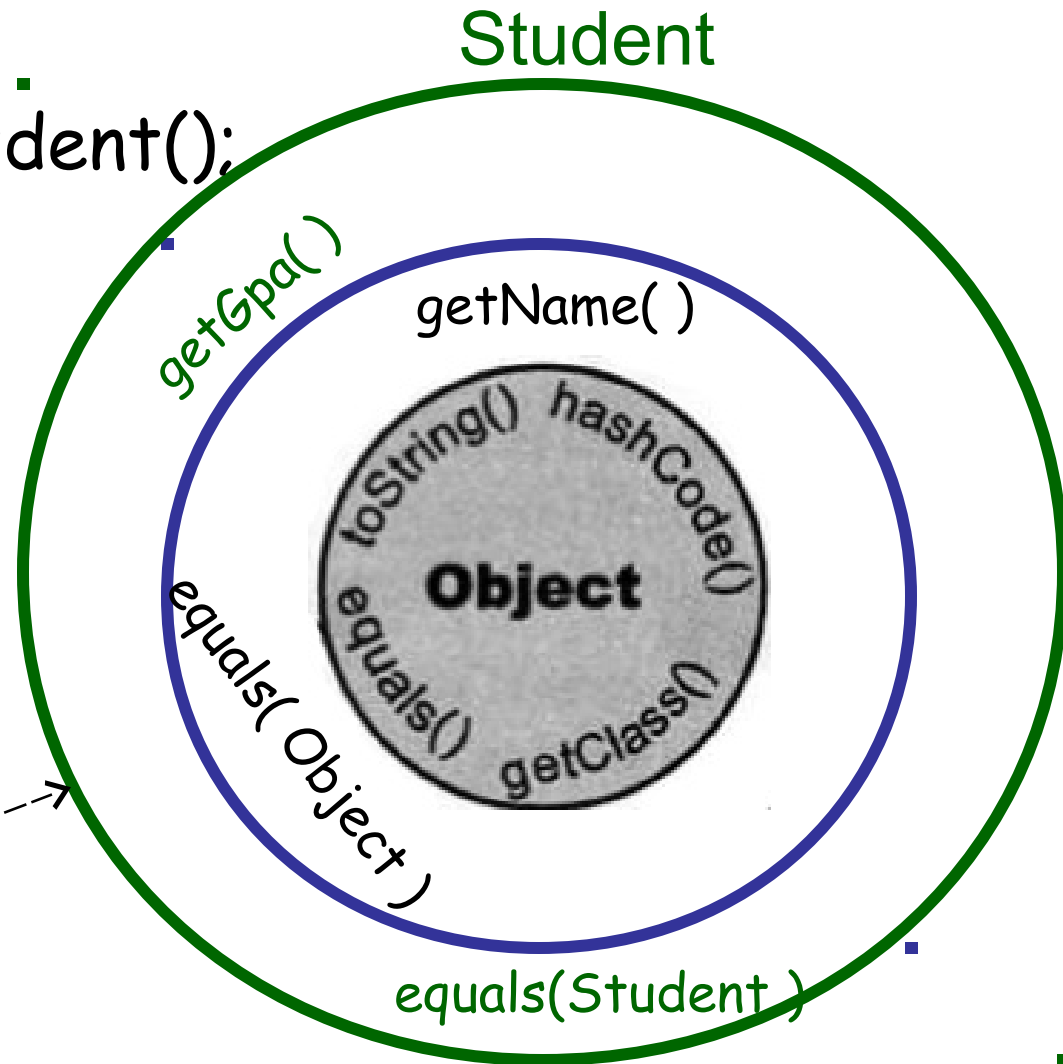
Object obj = new Student();

obj.toString() ???

An "Object" remote control (reference) only knows the methods for object.



obj



How to Access the Real object

```
Object obj = new Student()
```

```
x = obj.getGpa( );
```

??? how ???

