

While you wait ...

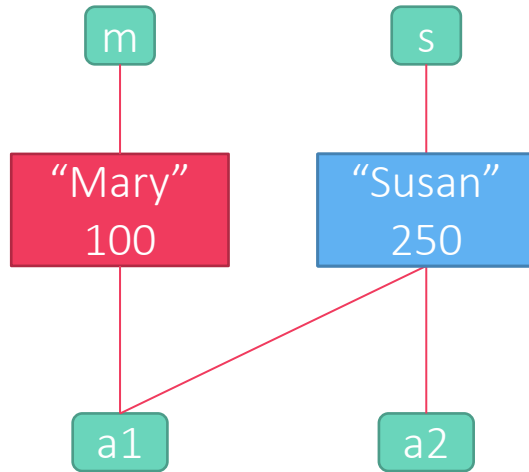
```
public class BankAccount {  
  
    private int balance;  
    private String name;  
  
    public BankAccount(String name, int initialAmount) {  
        this.name = name;  
        this.balance = initialAmount;  
    }  
  
    public String getName() { return this.name; }  
    public int getBalance() { return this.balance; }  
  
    public void deposit(int value) { balance += value; }  
    public void withdraw(int value) { balance -= value; }  
  
}
```

```
void mystery (BankAccount a1, BankAccount a2) {  
    a1 = a2;  
    a1.deposit (100);  
    a2.withdraw (50);  
}
```

```
BankAccount m = new BankAccount("Mary", 100);  
BankAccount s = new BankAccount("Susan", 200);  
mystery (m, s);
```

// What is m.balance? What is s.balance? Is m == s now?

Objects and reference semantics

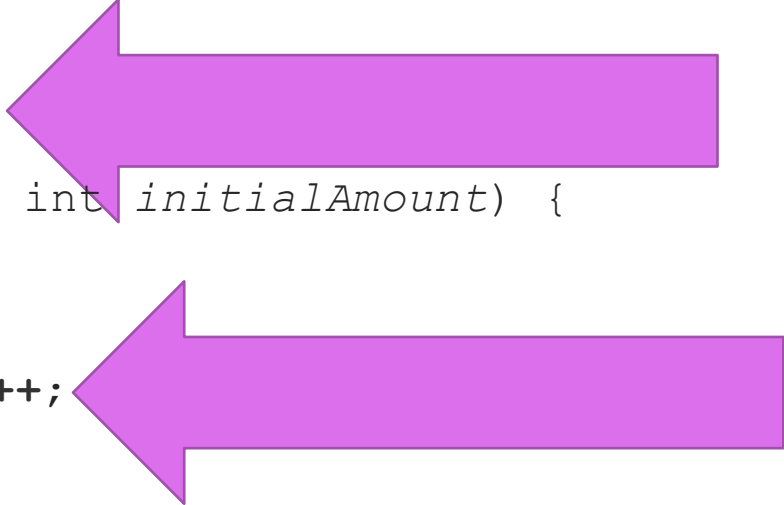


```
void mystery (BankAccount a1, BankAccount a2) {  
    a1 = a2;  
    a1.deposit (100);  
    a2.withdraw (50);  
}  
  
BankAccount m = new BankAccount("Mary", 100);  
BankAccount s = new BankAccount("Susan", 200);  
mystery (m, s);
```

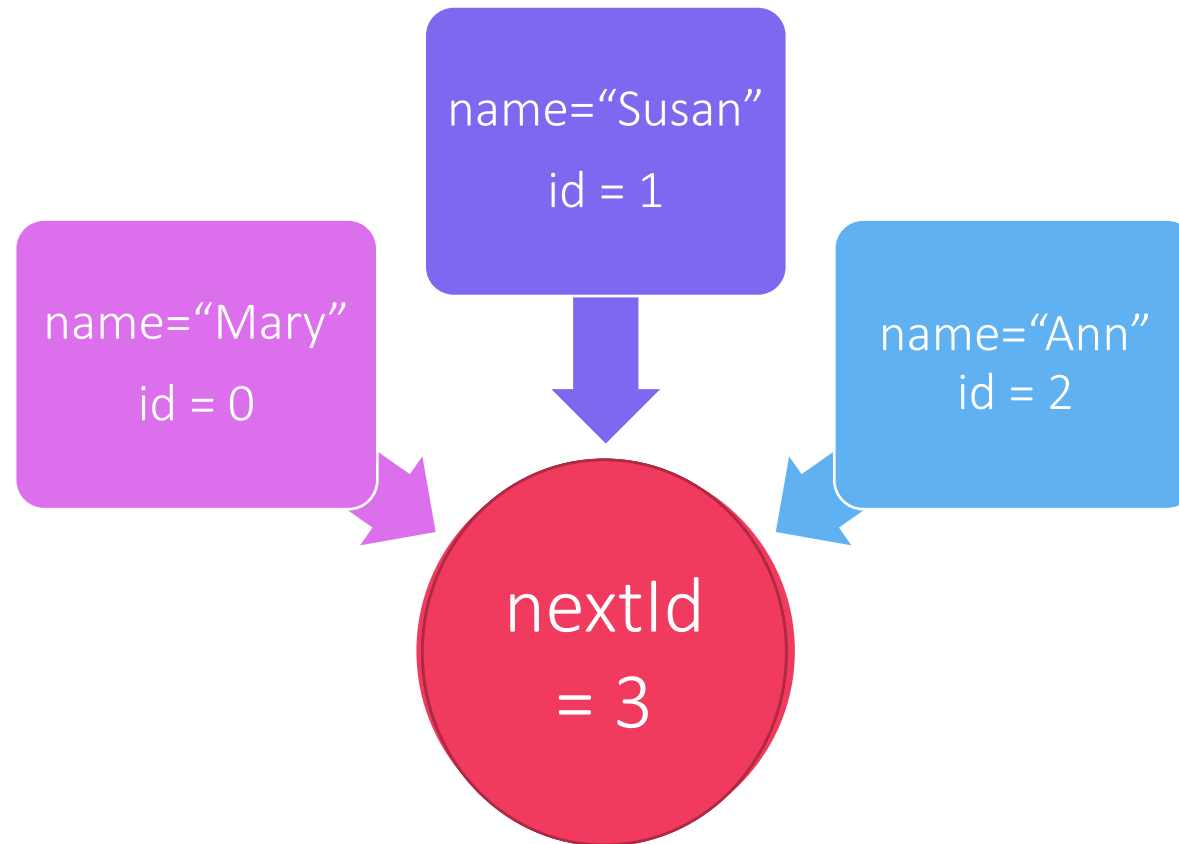
Bank account class again

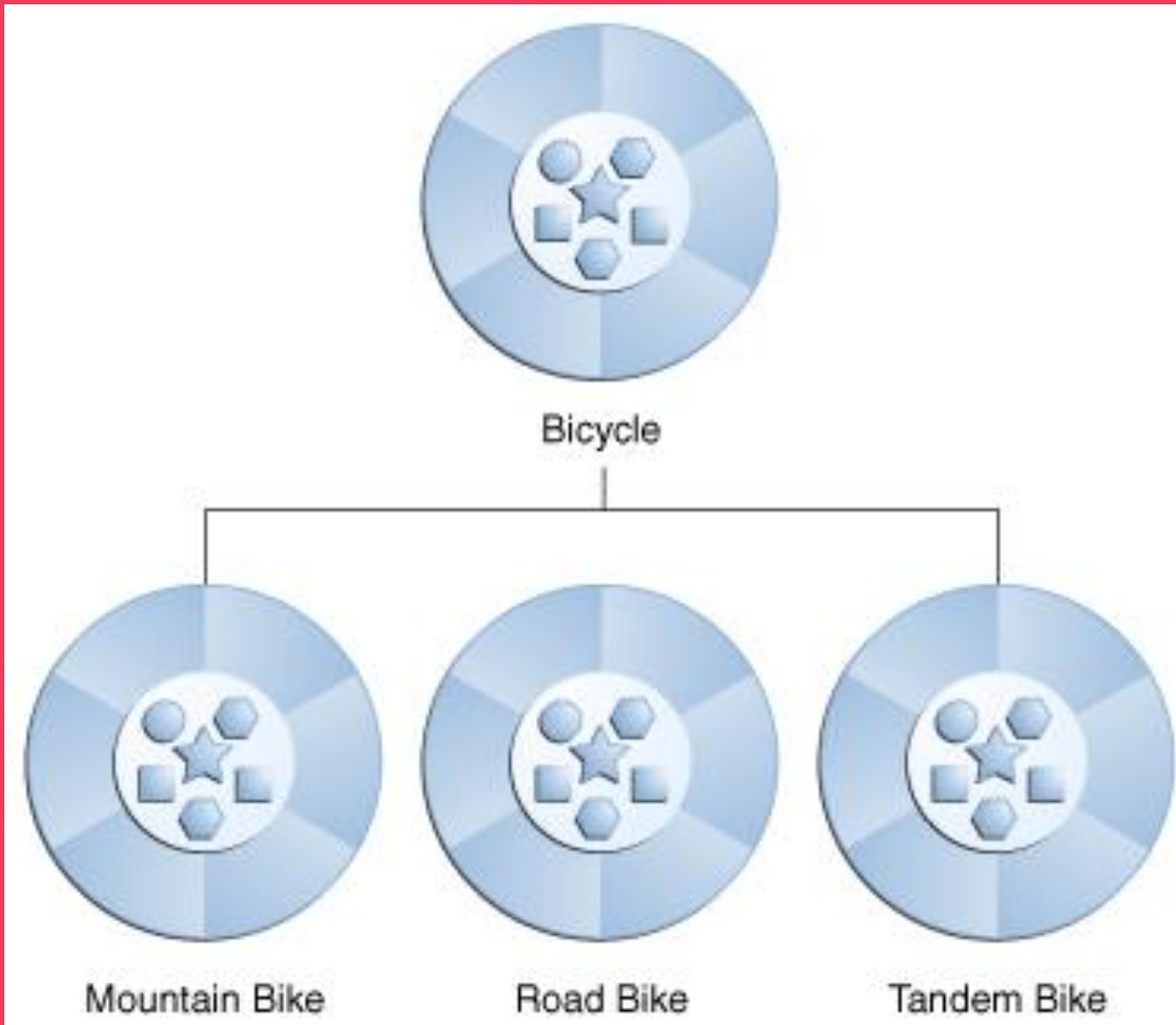
– added ID field

```
public class BankAccount {  
    private int balance;  
    private String name;  
    private int id;  
  
    private static int NEXT_ID = 0;  
  
    public BankAccount(String name, int initialAmount) {  
        this.name = name;  
        this.balance = initialAmount;  
        this.id = BankAccount.NEXT_ID++;  
    }  
}
```



Static and instance fields in BankAccount





Inheritance

Inheritance example

```
public class Animal {  
    protected String name;  
    public Animal(String name) {  
        this.name = name;  
    }  
    public void move() {  
        System.out.println(name  
            + " can move");  
    }  
    public String getName() {  
        return this.name;  
    }  
}
```

```
public class Dog extends Animal {  
    private String breed;  
    public Dog(String name, String breed) {  
        super(name);  
        this.breed = breed;  
    }  
    public void move() {  
        System.out.println(name  
            + " can walk and run");  
    }  
    public void bark() {  
        System.out.println("woof");  
    }  
}
```