



Apuntadores

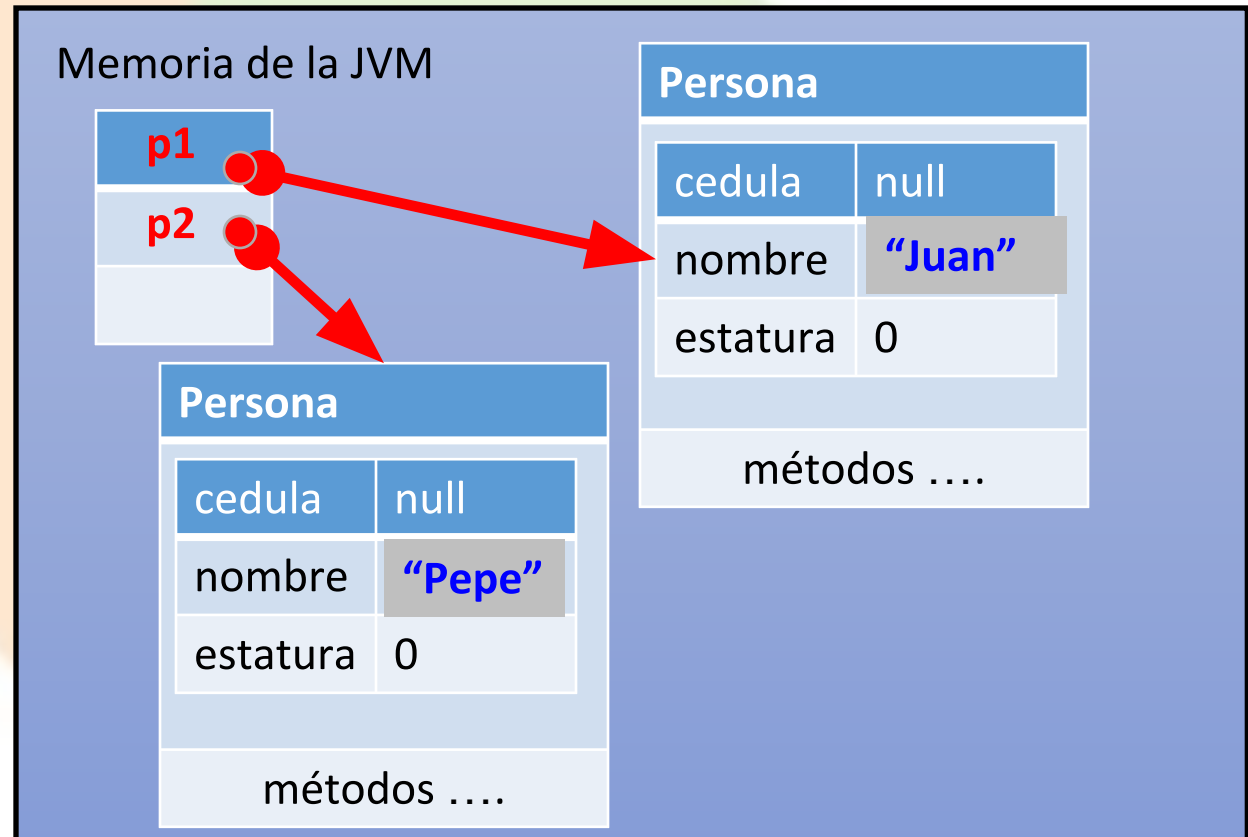
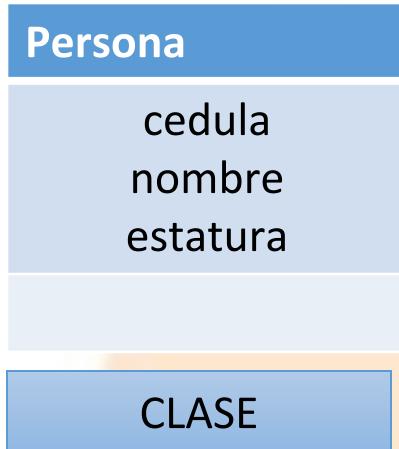




Apuntadores

```
Persona p1;  
p1 = new Persona();  
p1.nombre = "Juan";
```

```
Persona p2 = new Persona();  
p2.nombre = "Pepe";
```



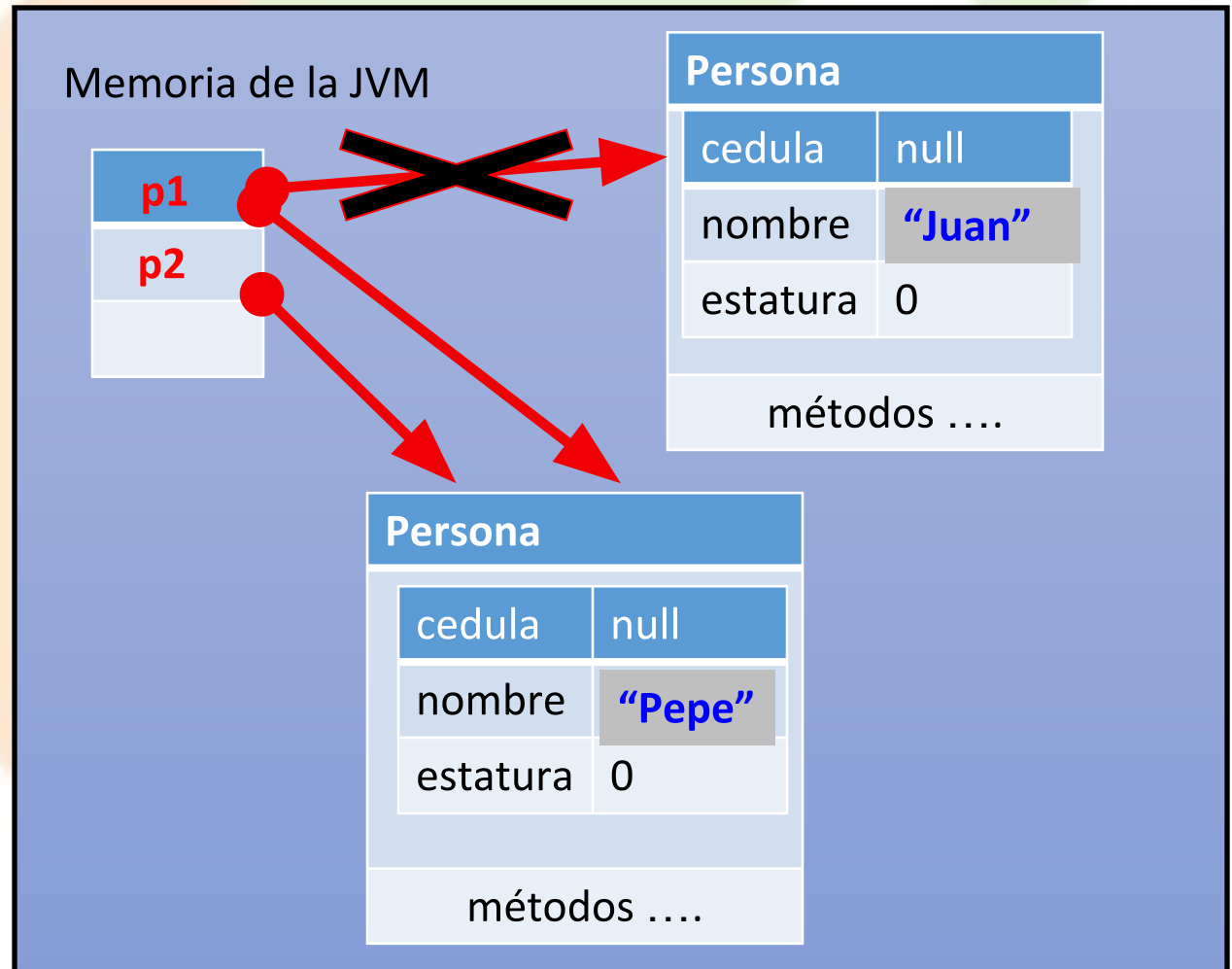


Apuntadores

p1= p2 ;

Persona
cedula
nombre
estatura

CLASE





Apuntadores

p1 = p2 ;
p1.estatura=170;

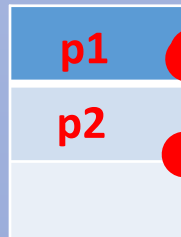
System.out.println(p2.estatura);

Persona

cedula
nombre
estatura

CLASE

Memoria de la JVM



Persona

cedula	null
nombre	"Juan"
estatura	0

métodos

Persona

cedula	null
nombre	"Pepe"
estatura	170

métodos



```
class Bottle{  
    public int liquid;  
    public Bottle(int liquid){  
        this.liquid=liquid;  
    }  
}
```

```
Bottle b1=new Bottle(10);  
Bottle b2=new Bottle(20);  
b2=b1;  
Bottle b3=b2;  
System.out.println(b3.liquid);
```



Apuntadores

```
class Bottle{  
    public int liquid;  
    public Bottle(int liquid){  
        this.liquid=liquid;  
    }  
}
```

b1



Bottle
liquid = 10

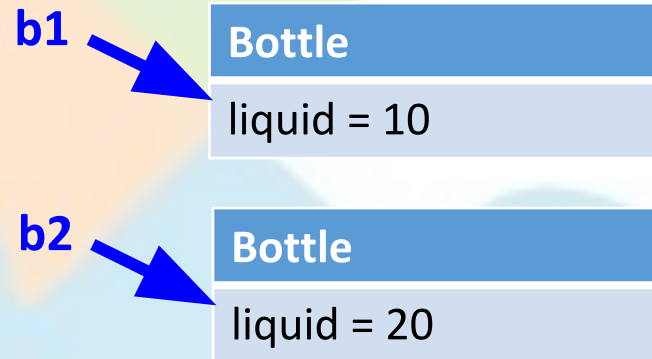
```
Bottle b1=new Bottle(10);  
Bottle b2=new Bottle(20);  
b2=b1;  
Bottle b3=b2;  
System.out.println(b3.liquid);
```



Apuntadores

```
class Bottle{  
    public int liquid;  
    public Bottle(int liquid){  
        this.liquid=liquid;  
    }  
}
```

```
Bottle b1=new Bottle(10);  
Bottle b2=new Bottle(20);  
b2=b1;  
Bottle b3=b2;  
System.out.println(b3.liquid);
```

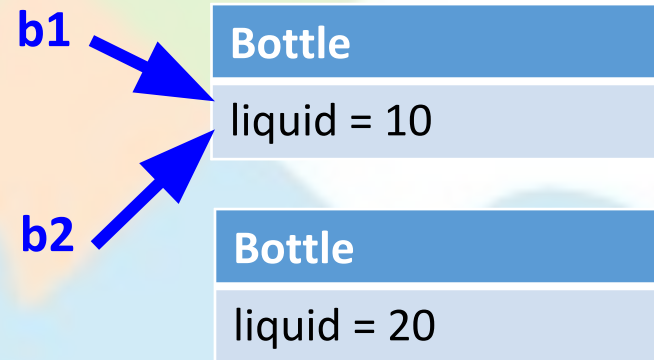




Apuntadores

```
class Bottle{  
    public int liquid;  
    public Bottle(int liquid){  
        this.liquid=liquid;  
    }  
}
```

```
Bottle b1=new Bottle(10);  
Bottle b2=new Bottle(20);  
b2=b1;  
Bottle b3=b2;  
System.out.println(b3.liquid);
```

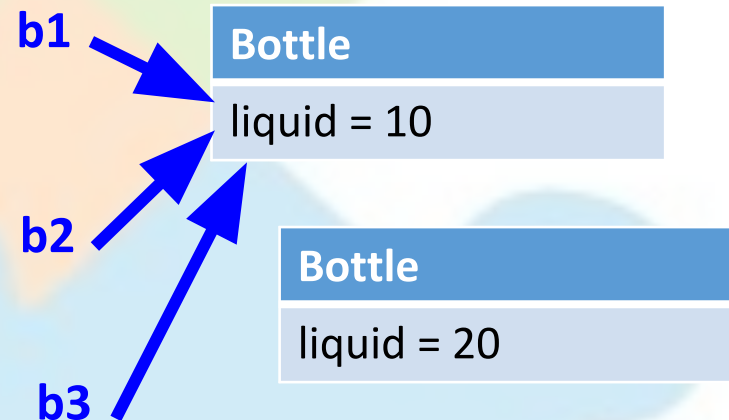




Apuntadores

```
class Bottle{  
    public int liquid;  
    public Bottle(int liquid){  
        this.liquid=liquid;  
    }  
}
```

```
Bottle b1=new Bottle(10);  
Bottle b2=new Bottle(20);  
b2=b1;  
Bottle b3=b2;  
System.out.println(b3.liquid);
```

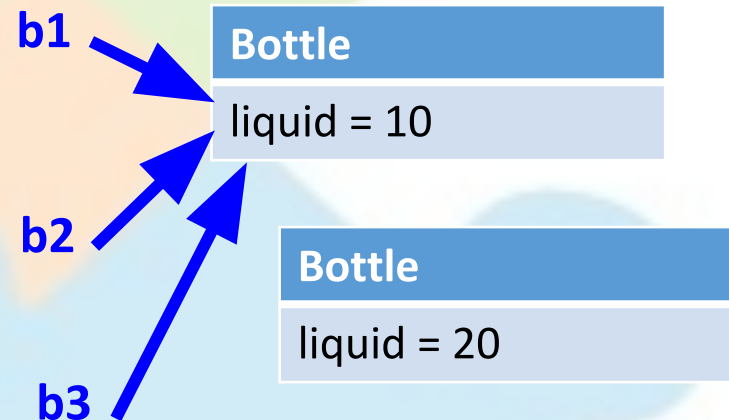




Apuntadores

```
class Bottle{  
    public int liquid;  
    public Bottle(int liquid){  
        this.liquid=liquid;  
    }  
}
```

```
Bottle b1=new Bottle(10);  
Bottle b2=new Bottle(20);  
b2=b1;  
Bottle b3=b2;  
System.out.println(b3.liquid);
```





Cuál es el resultado?

```
class HardDisk{  
    public int capacity=20;  
    public HardDisk(){}  
    public HardDisk(int capacity){  
        this();  
        this.capacity=capacity;  
    }  
}
```

```
HardDisk hd1 = new HardDisk();  
HardDisk hd2 = new HardDisk(100);  
HardDisk hd3 = new HardDisk(hd1.capacity);  
hd2 = hd1;  
hd3.capacity = hd2.capacity+hd1.capacity;  
System.out.println("capacity:"+hd3.capacity);
```



Cuántos objetos se crearon?

```
class Bottle{  
    public int liquid;  
    public Bottle(int liquid){  
        this.liquid=liquid;  
    }  
}
```

```
Bottle b1=new Bottle(10);  
Bottle b2=new Bottle(20);  
b2=b1;  
Bottle b3=b2;  
Bottle b4=b1;
```



Cuál es la salida en consola?

```
class Drink{  
    public double quantity;  
    public Drink(double quantity){  
        this.quantity = quantity;  
    }  
    public Drink(){  
        Drink(100);  
    }  
}
```

```
Drink d1 = new Drink();  
Drink d2 = new Drink(600);  
d1 = d2;  
System.out.println("liquid"+d1.quantity);
```



Apuntadores

Cuál es la salida en consola?

```
class Account{
    public double amount;
    public Account(double amount){
        this.amount = amount;
    }
    public Account(){
        this(100);
    }
}
Account d1 = new Account();
Account d2 = new Account(600);
d1 = d2;
Account d3 = new Account(400);
if(d1.amount>d3.amount){
    System.out.print(d1.amount);
}else{
    System.out.print(d3.amount);
}
```