

References vs. Values II

While reference-type variables refer to a place in memory, value-type variables hold the actual data.

Let's put that into practice with a little code.

☒ Instructions

1. Create a `Book` variable `bookLocation` that refers to a new `Book` object.

The variable is a reference to the object's location in memory.

Hint



Here's an example of constructing a `Random` object:

```
Random rand = new Random();
```

2. Create another `Book` variable named `sameBookLocation` and set it equal to `bookLocation`.

Both variables refer to the same location in memory.

Hint



Remember that any variable representing an object is a reference to the object, not the object itself.

3. Create a `bool` variable `falseValue` that refers to the boolean value `false`.

The variable holds the actual value.

4.

Create another `bool` variable `anotherFalseValue` and set it equal to `falseValue`.

The `false` value was copied to a new location in memory for `anotherFalseValue` to use.

