

# 变量声明与赋值 – 基本类型赋值

e.g.:

```
int a = 3;  
int b = a;  
b = 4;  
System.out.println(a);  
System.out.println(b);
```

结论：对于基本类型，不论如何给a,b赋值，或者改变他们中的任意一个，都不会影响到另一个的值

output: a = 3 , b = 4;

# 变量声明与赋值 – 引用类型赋值

e.g1:

```
MyObject obj1 = new  
MyObject(5);  
MyObject obj2 = obj1;  
obj2.value = 3;  
System.out.println(obj1.value);  
System.out.println(obj2.value);
```

output:

e.g2:

```
MyObject obj1 = new MyObject(5);  
MyObject obj2 = obj1;  
obj2 = new MyObject();  
obj2.value = 3;  
System.out.println(obj1.value);  
System.out.println(obj2.value);
```

output: