

What is a shallow copy in Java?

- Shallow copy is achieved through **value assignment**
- If the reference variables are pointing to same memory location then shallow copy will copy the object by using any reference variable that points to the same memory location.
- Always static methods (constructor methods are static) are used to copy objects.



Program:

```

public class Main {
    public static void main(String[] args) {
        Main m1 = new Main();
        Main m2 = m1;
        System.out.println("m1 = " + m1.getPrice());
        System.out.println("m2 = " + m2);
        m1.setPrice(100);
        System.out.println("m1 = " + m1.getPrice());
        System.out.println("m2 = " + m2.getPrice());
    }
}

class Main {
    private int price;
    public Main() {
        price = 100;
    }
    public void setPrice(int price) {
        this.price = price;
    }
    public int getPrice() {
        return price;
    }
}

```

Output:

```

m1 = 100
m2 = Main@1000
m1 = 100
m2 = 100

```

Conclusion:

- If these two different objects are created in two different memory location.
- If the reference variable is pointing to same memory location then shallow copy will copy the object and another object will not be modified.



Program:

```

package com.hfad.main;

public class Main {
    public static void main(String[] args) {
        Main m1 = new Main();
        Main m2 = m1;
        Customer c1 = new Customer();
        Customer c2 = c1;
        System.out.println("c1 = " + c1.getName());
        System.out.println("c2 = " + c2);
        c1.setName("John");
        System.out.println("c1 = " + c1.getName());
        System.out.println("c2 = " + c2.getName());
    }
}

class Customer {
    private String name;
    public Customer() {
        name = "John";
    }
    public void setName(String name) {
        this.name = name;
    }
    public String getName() {
        return name;
    }
}

```

Output:

```

c1 = John
c2 = Customer@1000
c1 = John
c2 = John

```

Conclusion:

- If we copy an object (customer) we copy every value with **Pass By Value**.
- If the objects are modified then the copy of value that were copied to another method.

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        Main m1 = new Main();
        Main m2 = m1;
        m1.setPrice(100);
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Conclusion:

- If the reference (address) is copied, not the actual object. So both references still point to same memory location.

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- If we want to pass by value,

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Output:

Conclusion:

- If we want to pass by value, we have to use **copy constructor**.

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