equals()

1. Used to check the equality of two objects.
2. **Exmaple**:obj1.equals(obj2)
3. If our class doesn’t contain equals(), then Object class equals() will be executed.
4. Object class equals() is for address/reference comparison that is if two references are pointing to the same object then only that equals() method returns true.
5. Based on our requirement, we can override equals() for content comparison.
6. While overriding equals() method for content comparison, we have to take care about the followings
   1. What is the meaning of equality (that is whether we have to check only name, or only rollNo or both)
   2. if we are passing different type of object, our equals() should not try ClassCastException that is we have to handle ClassCastException to return false.
   3. If we are passing null argument, our equals() method should not try NullPointerException that is we have to handle NullPointerException to return false.
7. The followings are the proper ways to override equals() for student class content comparison  
   