# Why we need Override Equals

Let take example: Person { int id; int name; }

```
public static void main( args[] )
{
    Person p1 = new Person( 10, "jyoti");
    Person p2 = new Person( 10 , "jyoti");
    S.O.P ( p1 == p2); // False
    S.O.P ( p1.equals(p2)); // [False ?]
}
```

As equals method present in the obj class only check reference of objects.

That's according to it, equals method return false.

We Need to override the Equals Method.

```
public boolean equals ( Person P)
{
    if (P== this)
    return false;
else if ( this.id == P.id &&
        this.name == P.name)
    return true;
}
```

When we override equals method then

S.O.P ( p1.equals(p2) ; ⟹ TRUE

Now our class working fine.

# Why we override the hashcode()

```
LinkedHashSet<Person> ll = new LinkedHashSet<Person>();
  ll.add(P1); ll.add(P2); //
S.O.P(ll); [10 jyoti, 10 jyoti]
```

? how Set allows duplicate values.

because hashcode P1 & P2 are different because of that Set treats them different obj although having values are same

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overcoside the hashcode().

```
public int hashcode()
 {   return this.name%10;
 }
```

Now, hascode of P1 & P2 are same Set treat them same object.

```
S.O.P(ll);   [10, jyoti);
```

contract

If two object are equal by equals() then hashcode of two object must be same.

If hashcode of 2 objects are same, still 2 obj can be equal or not, depend on equal method.