20-8-12 수업 11장 레퍼런스 형변환

```
package REF형변환;

public class Point {
	protected int x,y;
	public void show() {
		System.out.println("x="+x);
		System.out.println("y="+y);
	}
	public Point() {
		super();
		// TODO Auto-generated constructor stub
	}
	public Point(int x, int y) {
		super();
		this.x = x;
		this.y = y;
	}
	public int getX() {
		return x;
	}
	public void setX(int x) {
		this.x = x;
	}
	public int getY() {
		return y;
	}
	public void setY(int y) {
		this.y = y;
	}


}
```

```
package REF형변환;

public class Point3D extends Point {
	private int z;
	public void show() {
		super.show();
		System.out.println("z="+z);
	}
	public Point3D() {
		super();
		// TODO Auto-generated constructor stub
	}
	public Point3D(int x, int y) {
		super(x, y);
		// TODO Auto-generated constructor stub
	}
	public Point3D(int x, int y, int z) {
		super(x, y);
		this.z = z;
	}
	public Point3D(int z) {
		super();
		this.z = z;
	}
	public int getZ() {
		return z;
	}
	public void setZ(int z) {
```

```
                this.z = z;
        }

}
```

```
package REF형변환;
public class RefMain {
        public static void call(Object temp) {
                if(temp instanceof Point3D) {
                        Point3D y=(Point3D) temp; //int a=(int) 10.5;
                        y.setX(10);
                        y.setY(20);
                        y.setZ(30);
                        y.show();
                }
                else if(temp instanceof Point) {
                        Point yp=(Point) temp;
                        yp.setX(100);
                        yp.setY(200);
                        yp.show();
                }
        }

        public static void main(String[] args) {
                Point3D p=new Point3D();
                call(p);      //자식의 객체명을 전달

                Point x=new Point();
                call(x);      //부모의 객체명을 전달
        }

}
```