


```
if(o==null||getCls()!=0.getCls())return false;
```

```
public Horseman(String name, String[] weapons) {
```

@GeneratedValue(strategy = GenerationType.AUTO)

```
Array.prototype.equals(weapons, hero.weapon);
```

'', weapons='', Arrays.toString(weapons) +

```
return name.equals(horseman.name) &&
```

```
return objects.hash(name, weapons);
```


Horseman horseman = (Horseman) 0;

public boolean equals(Object o) {

publicString[]getWeapons()

if (this == 0) return true;

public string toString()

privateString[] weapons;

''name'' + 'name' + '/' +

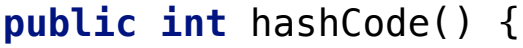
public string getName()



public class

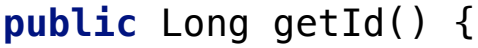
Horseman

this . weapons = weapons;



@contact(pure == true)

protected Horseshorn





private string name;

this name = name;

private

long id:

return

weapons:



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name

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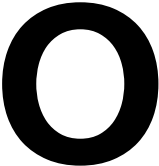


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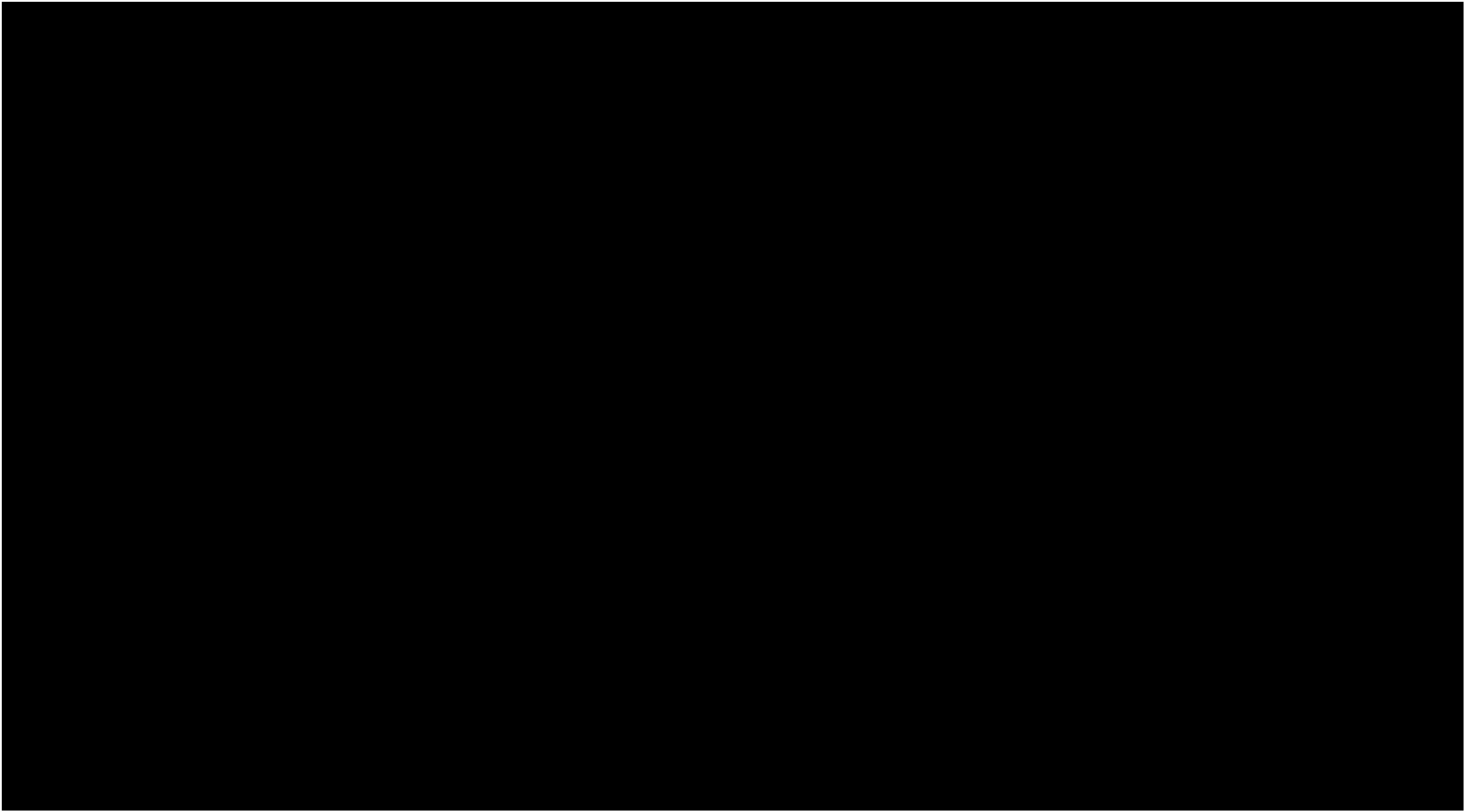


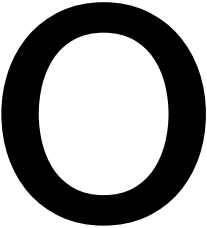
Complex





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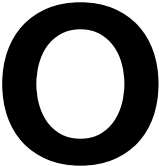


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