

@GeneratedValue(strategy = GenerationType.AUTO)

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

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

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

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

```
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

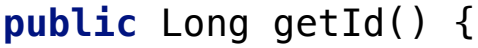
Horseman

public interface hashcode()

this weapons = weapons:

@contactপুরে = true

protected Horseshorn



private string name;



this name = name;

private

long

id;

return

weapons:



retur n

name

resturned
id.

overriding

@EntitiTV



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Simple or Complex

