
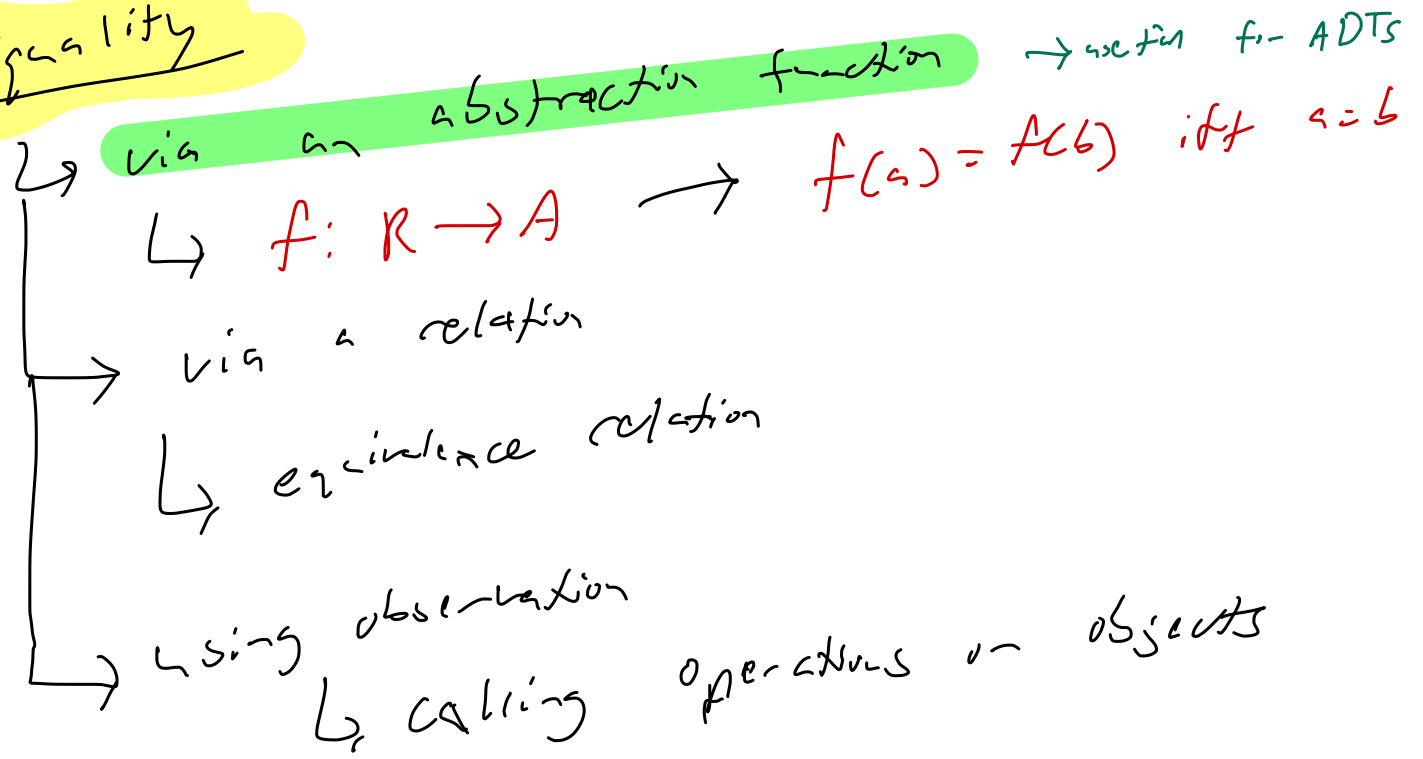


CL 15, 

Equality



Hash Code

- equality and hash code must be consistent

Equality of Mutable Types

- when they cannot be distinguished by observation *that doesn't change the state of the objects*, i.e., by calling only observer, producer, and creator methods. This is often strictly called **observational equality**, since it tests whether the two objects "look" the same, in the current state of the program.
- when they cannot be distinguished by *any* observation, even state changes. This interpretation allows calling any methods on the two objects, including mutators. This is often called **behavioral equality**, since it tests whether the two objects will "behave" the same, in this and all future states.