Object Reference

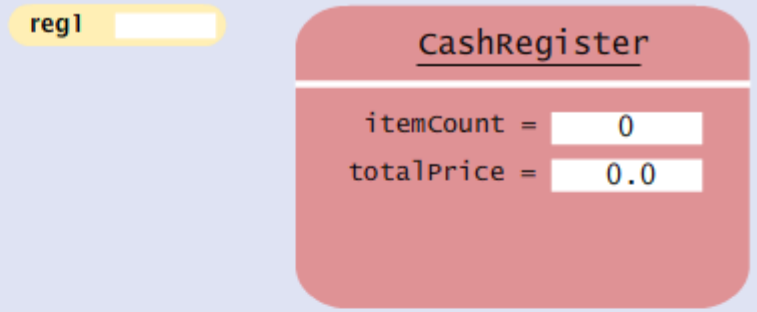
```
CashRegister reg1 = new CashRegister();
CashRegister reg2 = reg1;
reg2.addItem(2.95);
```


This animation demonstrates the copying of object references.

```
CashRegister reg1 = new CashRegister();
CashRegister reg2 = reg1;
reg2.addItem(2.95);
```

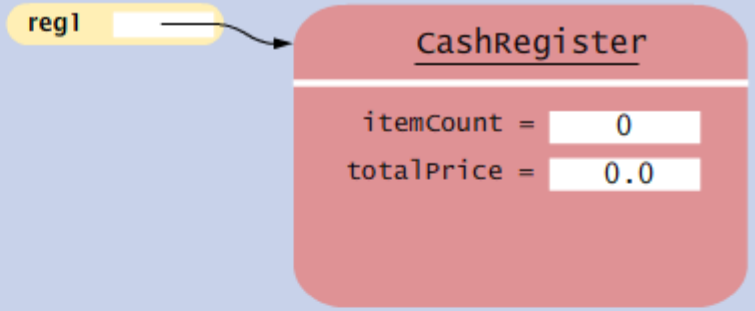
We declare a variable of type `CashRegister`.

```
CashRegister reg1 = new CashRegister();
CashRegister reg2 = reg1;
reg2.addItem(2.95);
```



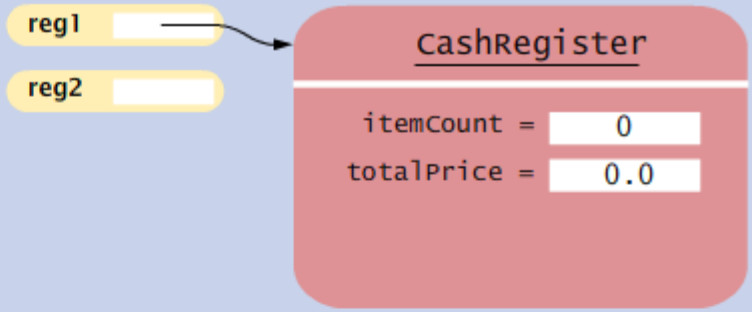
An object of type `CashRegister` is constructed.

```
CashRegister reg1 = new CashRegister();
CashRegister reg2 = reg1;
reg2.addItem(2.95);
```



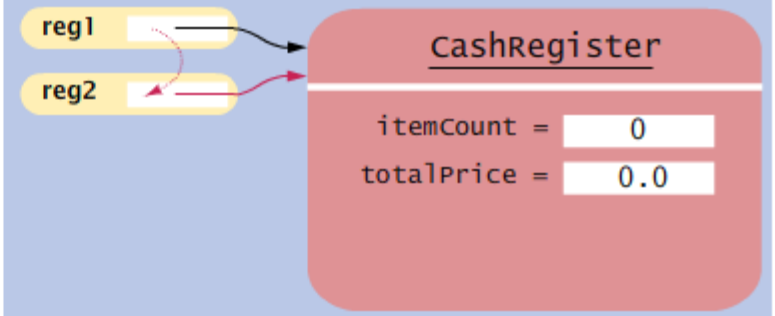
The `CashRegister` variable is initialized with a reference to the `CashRegister` object.

```
CashRegister reg1 = new CashRegister();
CashRegister reg2 = reg1;
reg2.addItem(2.95);
```



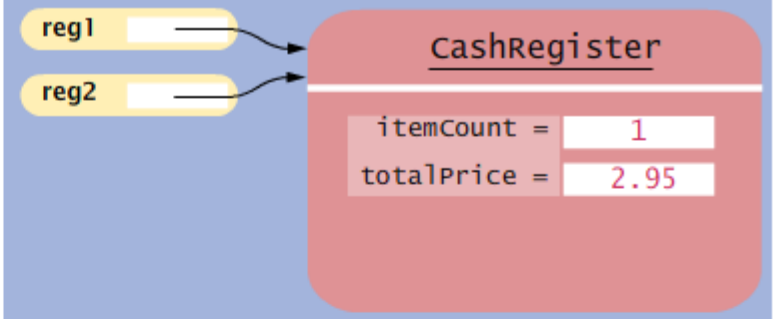
We declare a second variable of type `CashRegister`.

```
CashRegister reg1 = new CashRegister();
CashRegister reg2 = reg1;
reg2.addItem(2.95);
```



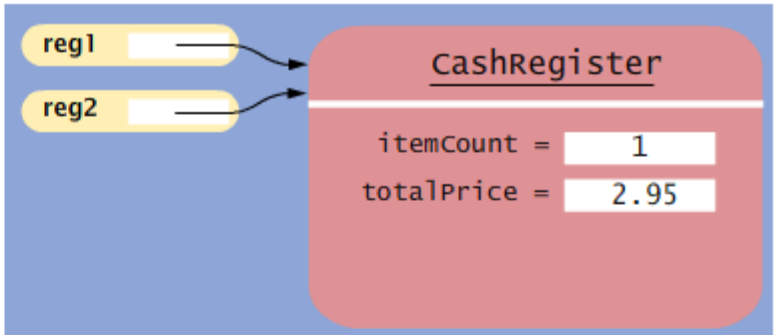
Now both variables refer to *the same* object.

```
CashRegister reg1 = new CashRegister();
CashRegister reg2 = reg1;
reg2.addItem(2.95);
```



We call the `addItem` method from the first reference. The object state changes.

```
CashRegister reg1 = new CashRegister();
CashRegister reg2 = reg1;
reg2.addItem(2.95);
```



The changed object state is visible from *both* variables.