

@Override

toString() :- To be overridden to return contents of the object of that class.

@Override

hashCode() :- ensures all same objects of class Point go into the same bucket in our hashmap.

@Override

equals() :- ensures that objects which are same gets recognized so we can increase the frequency of point class.

```
public String toString() {  
    // TODO Auto-generated method stub  
    return "[" + this.x + ", " + this.y + "];"  
}
```

→ ensures object can be seen

```
@Override  
public int hashCode() {  
    // TODO Auto-generated method stub  
    return this.x + this.y;  
}
```

→ ensures same type of objects get same  
hashcode to match bucket in hashmap.

```
@Override  
public boolean equals(Object obj) {  
    Point other = (Point)obj;  
  
    if(this.x == other.x && this.y == other.y) {  
        return true;  
    } else {  
        return false;  
    }  
}
```

→ ensures that only equal objects frequency  
are updated in hashmap.