**Tutorial about “this”**

**public** **class** apples{

**public** **static** **void** main(String[] args){

A obj = **new** A(6);

obj.show();

}

}

**class** A{

**private** **int** x; //Instance Variable

**public** A(**int** x){ //Local Variable

**this**.x=x; //This refers to Instance Variable

}

**public** **void** show(){

System.*out*.println("x is " +x);

}

}

**Result:**

x is 6

Without the *this*, the computer wouldn’t have known which x is the instance variable, and which one is the local variable (the value given on top).

It also lets the computer look for the toString string, which is shown below.

**YouTube tutorial 42 – toString**

**1st class – apples.java**

**class** apples{

**public** **static** **void** main(String[]args){

potpie potObject = **new** potpie (4,5,6);

}

}

**3rd class – potpie.java**

**public** **class** potpie {

**private** **int** month;

**private** **int** day;

**private** **int** year;

**public** potpie(**int** m, **int** d, **int** y){

month=m;

day=d;

year=y;

System.*out*.printf("The constructor for this is %s%n", **this**);

}

**public** String toString(){

**return** String.*format*("%d/%d/%d", month, day, year);

}

}

**Result:**

The constructor for this is 4/5/6

“this” keyword will route to the string representation, which is the string declared by toString.