**Módulo: Características del Lenguaje C#**

**Tutorial: Clase Object**

**Ejemplo 1**

//Metodo Estático Equals

//int n1 = 2;

//int n2 = 3;

//bool result1 = object.Equals(n1, n2);

//Console.WriteLine("Resultado: " + result1.ToString());

//string s1 = "test";

//string s2 = "test";

//bool result2 = object.Equals(s1, s2);

//Console.WriteLine("Resultado: " + result2.ToString());

//object obj1 = new Person(1, "Test1");

//object obj2 = new Person(1, "Test1");

//bool result3 = object.Equals(obj1, obj2);

//Console.WriteLine("Resultado: " + result3.ToString());

//Metodo Equals

//string s1 = "Test";

//string s2 = "Test";

//bool result1 = s1.Equals(s2);

//Console.WriteLine("Resultado: " + result1.ToString());

//object obj4 = new Person(1, "Test1");

//object obj5 = new Person(1, "Test1");

//object obj6 = obj4;

//bool result2 = obj4.Equals(obj5);

//bool result3 = obj4.Equals(obj6);

//Console.WriteLine("Resultado2: " + result2.ToString());

//Console.WriteLine("Resultado3: " + result3.ToString());

//Metodo HashCode

//object obj7 = 4;

//object obj8 = "Test";

//object obj9 = new Person(1, "Test1");

//int resultA = obj7.GetHashCode();

//int resultB = obj8.GetHashCode();

//int resultC = obj9.GetHashCode();

//Console.WriteLine("Resultado: " + resultA.ToString());

//Console.WriteLine("Resultado: " + resultB.ToString());

//Console.WriteLine("Resultado: " + resultC.ToString());

//GetType

//object obj1 = 4;

//object obj2 = "Test";

//object obj3 = new Person(1, "Test1");

//string type1 = obj1.GetType().ToString();

//string type2 = obj2.GetType().ToString();

//string type3 = obj3.GetType().ToString();

//Console.WriteLine("Resultado: " + type1.ToString());

//Console.WriteLine("Resultado: " + type2.ToString());

1. //Console.WriteLine("Resultado: " + type3.ToString());