class Box {

  int value;

  Box(int value){

   this.value = value;

  }

}

public class App {

  public static void modify(Box b1){

    b1.value = 24;

  }

  public static void main(String[] args) {

    Box b1 = new Box(14);

    System.out.println("Before modification:" + b1.value);

    modify(b1);

    System.out.println("After modification:" + b1.value);

  }

}

class Person{

String name;

Person(String name){

  this.name = name;

}

}

class Main{

  public static void main(String[] args) {

    Person person1 = new Person("Ali");

    Person person2 = new Person("Ali");

    System.out.println(person1 == person2);      //False

    System.out.println(person1.equals(person2)); //False

    Person person3 = person1;

    System.out.println(person1 == person3);

    System.out.println(person1 == person2);   //task:how to make it true

    person2 = person1;

    System.out.println(person2 == person1);

  }

}

class Main{

  public static void modify(x) {

    int x = 24;

  }

  public static void main(String[] args) {

    int x = 12;

    modify(x);

    System.out.println(x);

  }

}

class Box {

  int value;

  Box(int value){

   this.value = value;

  }

}

public class App {

  public static void modify(Box b1){

    b1.value = 24;

  }

  public static void changereference(Box b1){

    b1 = new Box(100);   //obj can't be re-assign

  }

  public static void main(String[] args) {

    Box b1 = new Box(14);

    System.out.println("Before modification:" + b1.value);  //14

    modify(b1);

    System.out.println("After modification:" + b1.value);   //24

    changereference(b1);

    System.out.println("Re-assign:" + b1.value);   //

  }

}