Welcome to CS108

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main not **run**

```
public class Hello{

   public static void main (String[ ] args) {
      System.out.println("Hello");
   }

}
```

main not **run**

```
public class Echo {

   public static void main (String[ ] args) {
      for (String s: args) {
         System.out.println(s);
      }
   }
}
```

* From Sun's Java Tutorial

C++ Call-by-Reference vs. Call-by-Value

```
void incrementOne(int& a) {
  a++;
}

void incrementTwo(int a) {
  a++;
}
```

C++ Call-by-Reference vs. Call-by-Value

```
void incrementOne(int& a) {
  a++;
}

void incrementTwo(int a) {
  a++;
}
```

```
int x = 1;
incrementOne(x);
```

Vs.

```
int x = 1;
incrementTwo(x);
```

Java Call-By-Value with Primitive

```
public class CallByValueExample {

  public static void increment(int a) {
    a++;
  }

  public static void main(String[] args) {
    int x = 1;

    increment(x);
    System.out.println(x);
  }
}
```

Java Call-By-Value with Reference Type

```
public class CallByValueExample2 {

  public static void increment(Point a) {
    a.x++;
    a.y++;
  }

  public static void main(String[] args) {
    Point p = new Point(1,1);

    increment(p);
    System.out.println("x=" + p.x + ";y=" + p.y);
  }
}
```

What does this do?

```
public class CallByValueChange {

  public static void change(Point a) {
    a = new Point(5,5);
  }

  public static void main(String[] args) {
    Point p = new Point(1,1);

    change(p);
    System.out.println("x=" + p.x + ";y=" + p.y);
  }
}
```

Copying Objects

```
Foo x = new Foo(1);
Foo y = new Foo(2);

x = y;
```

What got copied?

Copy Constructors

```
Foo x = new Foo(1);
Foo y = new Foo(x);
```

Not the same as

```
x = y;
```

MyPoint Example

```
public class MyPoint {
   public int x;
   public int y;

   MyPoint(int x,int y) {
      this.x = x;
      this.y = y;
   }
}
```

Copying MyPoint

```
MyPoint p1 = new MyPoint(5,5);
MyPoint p2 = p1;

p2.x = 15;
```

What is the value of p1.x and p1.y now?

MyPoint Copy Constructor

```
public class MyPoint {
   …

   MyPoint(MyPoint p) {
      this.x = p.x;
      this.y = p.y;
   }
}
```

Copying MyPoint

```
MyPoint q1 = new MyPoint(5,5);
MyPoint q2 = new MyPoint(q1);

q2.x = 15;
```

What is the value of q1.x and q1.y now?

Comparing

```
MyPoint p1 = new MyPoint(5,5);
MyPoint p2 = p1;
```

Does p1 == p2?

```
MyPoint q1 = new MyPoint(5,5);
MyPoint q2 = new MyPoint(q1);
```

Does q1 == q2?

Writing an Equals Method

```
public class MyPoint {
   …
   public boolean equals(MyPoint p) {
      return (x == p.x) && (y == p.y);
   }
}

MyPoint q1 = new MyPoint(5,5);
MyPoint q2 = new MyPoint(q1);
```

Does what is q1.equals(q2)?

*** Depending on your planned use, you may want to write a more general version that takes an Object as a parameter not a MyPoint.**

String Comparison

```
String s1 = new String("Stanford");
String s2 = new String("Stanford");
```

Does s1 == s2?

Does s1.equals(s2)?

Multi-Dimensional Array

```
String[][] cartoons =
   {{"Homer", "Marge", "Bart", "Lisa", "Maggie"},
    {"Peter", "Lois", "Meg", "Chris", "Stewie", "Brian"},
    {"Cartman", "Kenny", "Stan", "Kyle"}};
```

*** Inspired by official Sun Java Example**