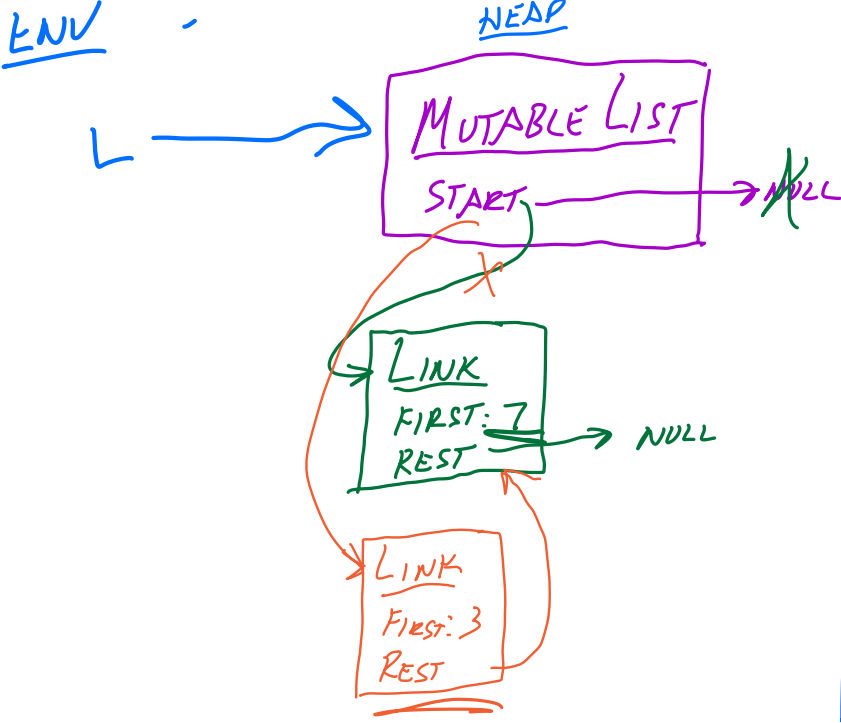


# Lecture 10 – Addresses, Equality and ArrayLists

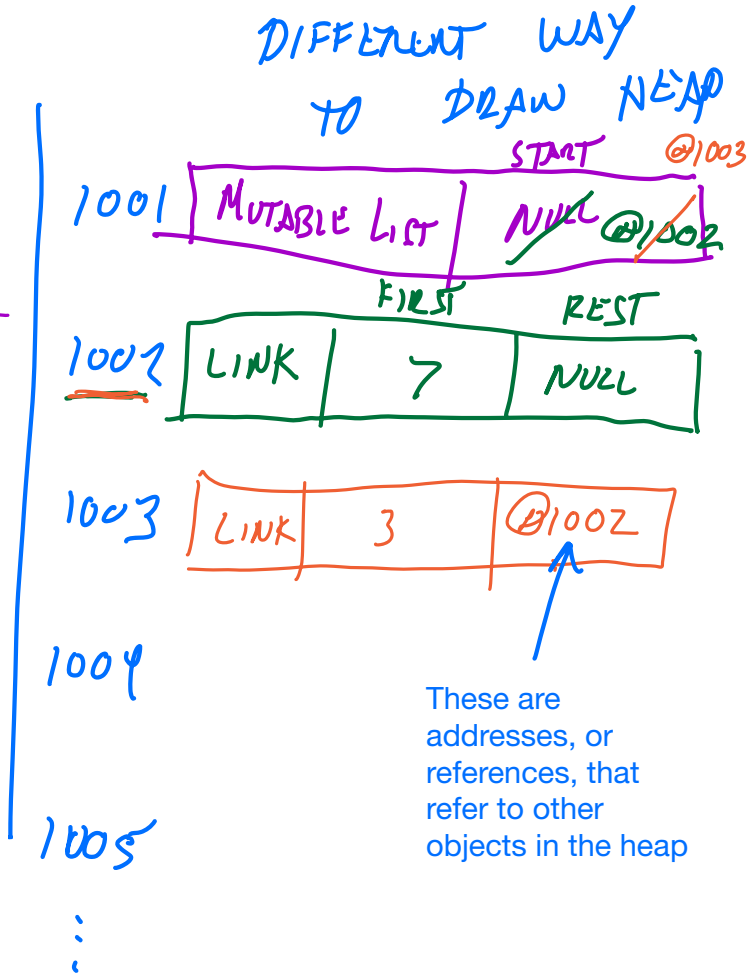
## Lesson: Memory Diagrams with Addresses Explicit

```
// the list [3, 7]
MutableList<Integer> L = new MutableList<>();
L.addFirst(7);
L.addFirst(3);
```



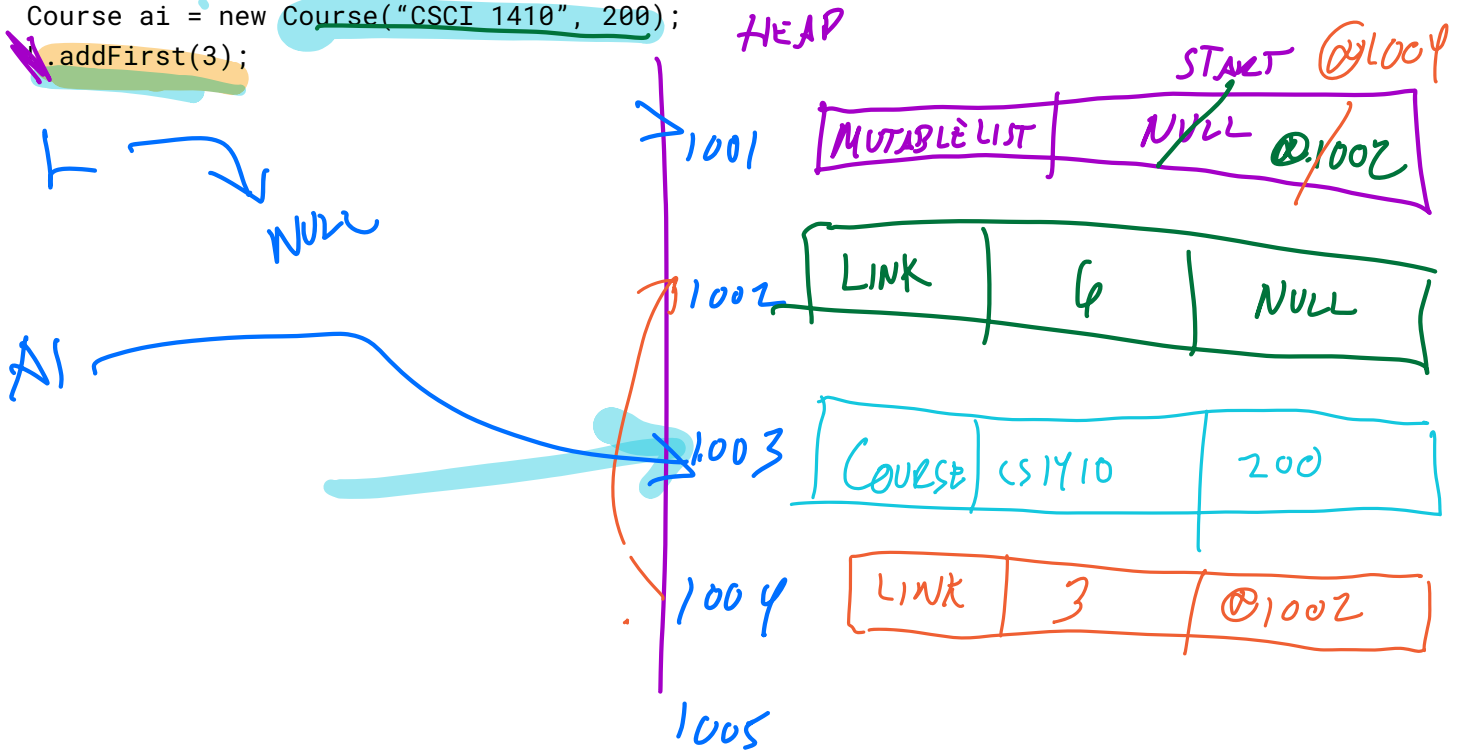
Can think of the heap as a series of addresses

- An address is a label for a specific spot in computer memory
- Every object lives at one address



**Activity: Draw the memory diagram with addresses for the following program**

```
public void Example2() {
    MutableList<Integer> L = new MutableList<>();
    L.addFirst(6);
    Course ai = new Course("CSCI 1410", 200);
    ai.addFirst(3);
}
```



- => When we make new objects ("new") we use the next space in the heap
- => Addresses (or slots) in the heap are used ("allocated") in the order in which the code is run (when we call "new")

**Question: What does it mean for lists to be “the same”**

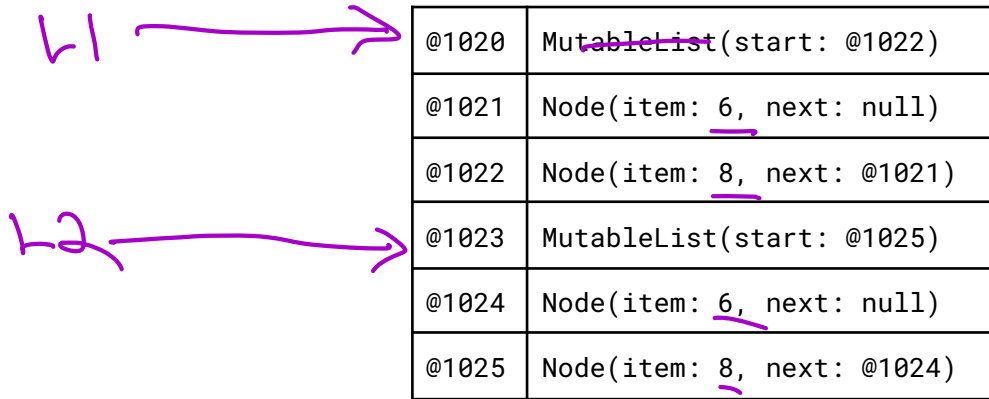
```
public static void equalityExample() {
    MutableList<Integer> L1 = new MutableList<Integer>();
    L1.addFirst(6);
    L1.addFirst(8);
    System.out.println("L1 is " + L1);

    MutableList<Integer> L2 = new MutableList<Integer>();
    L2.addFirst(6);
    L2.addFirst(8);
    System.out.println("L2 is " + L2);
}
```

*DIFF NOTATIONS FOR WHAT IT MEANS FOR OBJECTS TO BE EQUAL?*

```
// what do you expect each of these to produce? (what do == and .equals mean?)
System.out.println(L1 == L2);
System.out.println(L1.equals(L2));
System.out.println(L1.toString() == L2.toString());
System.out.println(L1.toString().equals(L2.toString()));
}
```

*STRING == STRING*



① L1 == L2: “are L1 and L2 at the same location in memory”. (Also called “Address comparison” “pointer comparison”) => No, this is false

② .equals: Allows programmer to control what equality should mean for this type of object. (“Structural comparison”) => Programmer would need to write equals method in MutableList (look at all elements, make sure data is the same...).

③ Comparing strings with == will almost always fail => strings are objects, they live at different locations in memory. (== is okay for int, bool, float, ...) => Should compare strings with .equals, ie. str1.equals(str2). This checks if the strings have the same characters

```
Course c1 = new Course("cs200", 80)
Course c2 = new Course("cs200", 84)
```

Should `c1.equals(c2)` be true?

=> As programmers, we COULD define `.equals` to just compare the course name and not the enrollment. This is a decision we would need to make when we write the `equals` method

Here's an example of writing a `Course` class with an `equals` method:

```
public class Course {
    private String name;
    private int enrolled;

    @Override
    // Example of an equals method. Since equals can be called with any
    // other object as the argument, we use type Object for the parameter
    public boolean equals(Object otherObj) {
        if (!(otherObj instanceof Course)) {
            // if otherObj isn't a Course, this and otherObj aren't equal
            return false;
        } else {
            Course otherC = (Course)otherObj; // tell Java otherObj is a Course
            return (this.name.equals(otherC.name));
        }
    }
}
```

In this example, we say that two `Course` objects are equal if they have the same name--it's up to the programmer to decide what fields matter!

Since `someObj` is type `Object`, we need to tell Java that `someObj` is really a `Course`, even though it thinks otherwise.

This syntax is called "casting", and it's used to change how Java thinks about a certain datatype. Beware, though: if `otherObj` isn't the correct type when this code is run, the program will crash!

(In this course, casting is something we'll only need in a few specific situations (like `equals()` methods), so you don't need to worry about it too much--we'll generally tell you when you need it.)