Announcement

• Mentor session time is on Thursdays 7-8 pm.

• Two mailing list in CS department
  – csstudents
  – wgmc

• Rosenfield "Tyranny of Data" symposium (September 9-12)
• Reference versus pointer
  – A pointer designates a memory location. A reference variable designates the memory that is occupied by an object.
  – In assignments, parameter passing, and comparison checking (== or !=), references work like pointers.
References (cont.)

**figure 2.1**
An illustration of a reference. The Point object stored at memory location 1000 is referenced by both point1 and point3. The Point object stored at memory location 1024 is referenced by point2. The memory locations where the variables are stored are arbitrary.

<table>
<thead>
<tr>
<th>Address</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1000</td>
<td>(0, 0)</td>
</tr>
<tr>
<td>1024</td>
<td>(5, 12)</td>
</tr>
<tr>
<td>3200</td>
<td>point2 = 1024</td>
</tr>
<tr>
<td>3600</td>
<td>point1 = 1000</td>
</tr>
<tr>
<td>5124</td>
<td>point3 = 1000</td>
</tr>
</tbody>
</table>
point3 = point2;
point2 == point3; // is this true or false?
point1 != point2; // is this true or false?
Storage

• Storage for an object is allocated using a constructor.
  – Garbage collector frees it when a program cannot access the object.
Dereferencing

• Dereferencing is automatic
  – A reference is the left operand of the selector operator (dot operator)

Circle theCircle = new Circle( );
double theArea = theCircle.area( );

Button b;
b.setLabel( “No”); // Does it compile?
String

• For String reference type, + operator is overloaded.

  “this” + “ that”
  “abc” + 5

• + operator is left-associative.

  “a” + 1 + 2
  1 + 2 + “a”
Questions

• A reference is a variable that stores — where an object resides in memory.

• What are the outputs?

```java
int x = 5;
int y = 7;
System.out.println( x + " " + y );
System.out.println( x + ' ' + y );
```