

# GUAVA - OBJECTS CLASS

[http://www.tutorialspoint.com/guava/guava\\_objects\\_class.htm](http://www.tutorialspoint.com/guava/guava_objects_class.htm)

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Objects class provides helper functions applicable to all objects such as equals, hashCode, etc.

## Class Declaration

Following is the declaration for **com.google.common.base.Objects** class:

```
@GwtCompatible
public final class Objects
    extends Object
```

## Class Methods

| Sr.No | Method & Description                                                                                                                                                                                     |
|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1     | <b>static boolean equal</b> <i>Objecta, Objectb</i><br>Determines whether two possibly-null objects are equal.                                                                                           |
| 2     | <b>static &lt;T&gt; T firstNonNull</b> <i>Tfirst, Tsecond</i><br>Deprecated. Use MoreObjects.firstNonNull <i>T, T</i> instead. This method is scheduled for removal in June 2016.                        |
| 3     | <b>static int hashCode</b> <i>Object... objects</i><br>Generates a hash code for multiple values.                                                                                                        |
| 4     | <b>static Objects.ToStringHelper toStringHelper</b> <i>Class &lt; ? &gt; clazz</i><br>Deprecated. Use MoreObjects.toStringHelper <i>Class</i> instead. This method is scheduled for removal in June 2016 |
| 5     | <b>static Objects.ToStringHelper toStringHelper</b> <i>Objectself</i><br>Deprecated. Use MoreObjects.toStringHelper <i>Object</i> instead. This method is scheduled for removal in June 2016.            |
| 6     | <b>static Objects.ToStringHelper toStringHelper</b> <i>StringclassName</i><br>Deprecated. Use MoreObjects.toStringHelper <i>String</i> instead. This method is scheduled for removal in June 2016.       |

## Methods Inherited

This class inherits methods from the following class:

- java.lang.Object

## Example of Objects class

Create the following java program using any editor of your choice in say **C:/> Guava.**

*GuavaTester.java*

```

import com.google.common.base.Objects;

public class GuavaTester {
    public static void main(String args[]) {
        Student s1 = new Student("Mahesh", "Parashar", 1, "VI");
        Student s2 = new Student("Suresh", null, 3, null);

        System.out.println(s1.equals(s2));
        System.out.println(s1.hashCode());
        System.out.println(
            Objects.toStringHelper(s1)
                .add("Name", s1.getFirstName()+" " + s1.getLastName())
                .add("Class", s1.getClassName())
                .add("Roll No", s1.getRollNo())
                .toString());
    }
}

class Student {
    private String firstName;
    private String lastName;
    private int rollNo;
    private String className;

    public Student(String firstName, String lastName, int rollNo, String className) {
        this.firstName = firstName;
        this.lastName = lastName;
        this.rollNo = rollNo;
        this.className = className;
    }

    @Override
    public boolean equals(Object object) {
        if(!(object instanceof Student) || object == null){
            return false;
        }
        Student student = (Student)object;
        // no need to handle null here
        // Objects.equal("test", "test") == true
        // Objects.equal("test", null) == false
        // Objects.equal(null, "test") == false
        // Objects.equal(null, null) == true
        return Objects.equal(firstName, student.firstName) // first name can be null
            && Objects.equal(lastName, student.lastName) // last name can be null
            && Objects.equal(rollNo, student.rollNo)
            && Objects.equal(className, student.className); // class name can be null
    }

    @Override
    public int hashCode() {
        //no need to compute hashCode by self
        return Objects.hashCode(className, rollNo);
    }

    public String getFirstName() {
        return firstName;
    }

    public void setFirstName(String firstName) {
        this.firstName = firstName;
    }

    public String getLastName() {
        return lastName;
    }

    public void setLastName(String lastName) {
        this.lastName = lastName;
    }

    public int getRollNo() {
        return rollNo;
    }

    public void setRollNo(int rollNo) {

```

```
        this.rollNo = rollNo;
    }
    public String getClassName() {
        return className;
    }
    public void setClassName(String className) {
        this.className = className;
    }
}
```

## Verify the Result

Compile the class using **javac** compiler as follows:

```
C:\Guava>javac GuavaTester.java
```

Now run the GuavaTester to see the result.

```
C:\Guava>java GuavaTester
```

See the result.

```
false
85871
Student{Name=Mahesh Parashar Class=VT Roll No=1}
Loading [MathJax]/jax/output/HTML-CSS/fonts/TeX/fontdata.js
```