JAVA.LANG.OBJECT CLASS

Introduction

The **java.lang.Object** class is the root of the class hierarchy. Every class has Object as a superclass. All objects, including arrays, implement the methods of this class.

Class declaration

Following is the declaration for **java.lang.Object** class:

```
public class Object
```

Class constructors

S.N.	Constructor & Description
1	**Object** This is the Single Constructor.

Class methods

S.N.	Method & Description
1	protected Object clone This method creates and returns a copy of this object.
2	boolean equals*Objectobj* This method indicates whether some other object is "equal to" this one.
3	protected void finalize This method is called by the garbage collector on an object when garbage collection determines that there are no more references to the object.
4	Class<?> getClass This method returns the runtime class of this Object.
5	int hashCode This method returns a hash code value for the object.
6	void notify

This method wakes up a single thread that is waiting on this object's monitor.

7

[void notifyAll](#)

This method wakes up all threads that are waiting on this object's monitor.

8

[String toString](#)

This method returns a string representation of the object.

9

[void wait](#)

This method causes the current thread to wait until another thread invokes the notify method or the notifyAll method for this object.

10

[void wait$long timeout$](#)

This method causes the current thread to wait until either another thread invokes the notify method or the notifyAll method for this object, or a specified amount of time has elapsed.

11

[void wait$long timeout, int nanos$](#)

This method causes the current thread to wait until another thread invokes the notify method or the notifyAll method for this object, or some other thread interrupts the current thread, or a certain amount of real time has elapsed.

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