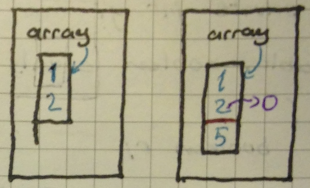
10/12/15

```
public boolean equals (IntVec, otherVec) /* We want to use it for
 {                                        * the purpose of
                                          * if(myVector.equals(yourVec))
                                          */
  int len1, len2;

  if (array == null)

   len1=0
  else
   len1= array.length;

  if(otherVec.array == null)

    len2=0;

  else
    len2 = otherVec.array.length;

  boolean r = (len1 == len2);
            false
            true
            true
  /* Our CONSTRUCTOR WAS!

   public IntVector (int[] inArray)
   {
     array = new int [ inArray.length];

     for (int i=0;  i< inArray.length; i++)
       {
         array [i] = inArray[i];
       }
  */

  for(int i=0 ;  i<len1 && r ; i++)
                          f
                          t
    {
      r= array[i] == otherVec.array[i];
      false
    }
     return (r);
}
   false
   true
   false
```

IntVec1



First scenerio
Second scenerio
third scenerio

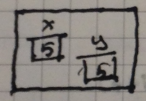
Len1	Len2 // ArraySize
2	3
2	2
2	2

→ boolean r = myPoint.equals(yourPoint)

--Java--

```
public class point
{
   private int x;
   private int y;

  public boolean equals (Point, otherPoint)
   {
     boolean r;

     if (x == otherPoint.x && this.y == otherPoint.y)

        r=true;
     else
        r=false;

     return (r);
   }
}
```

Point myPoint = new Point(5,5);

my point → 

Point yourPoint = new Point(6,5);

Your point →