

Παράδειγμα για toString και equals

```
public class Person {  
  
    private String name;  
    private int age;  
  
    public Person(String name, int age) {  
        this.name = name;  
        this.age = age;  
    }  
  
    public String getName() {  
        return name;  
    }  
  
    public int getAge() {  
        return age;  
    }  
  
    public String toString() {  
        return "The name of this person is: "+name + " and age is: "+age;  
    }  
}  
  
public class Main {  
  
    public static void main(String[] args) {  
        Person p = new Person("Nikos",30);  
        Person p2 = new Person("Kostas",25);  
  
        if(p.getName().equals(p2.getName()))  
            System.out.println("Same names");  
        else  
            System.out.println("Different names");  
  
        System.out.println(p.toString());  
    }  
}
```

Console output:

```
Different names  
The name of this person is: Nikos and age is: 30
```

Παράδειγμα for και δημιουργία αντικειμένων

```
package lab3for;

public class Persons {

    private String name;

    public Persons() {

    }

    public Persons(String name){
        this.name = name;
    }

    public String getName(){
        return name;
    }

    public void setName(String name) {
        this.name = name;
    }

}

package lab3for;

import java.util.Scanner;

public class Main {

    public static void main(String[] args) {
        Persons[] PE = new Persons[3];

        Scanner input = new Scanner(System.in);

        for(int i=0; i<3; i++){

            Persons per = new Persons();
            String theName;

            System.out.println("Give a name: ");
            theName = input.nextLine();
            per.setName(theName);
        }
    }
}
```

```
        PE[i] = per;
        // input.nextLine();
    }

    for(int i=0; i<3; i++){
        System.out.println("Name "+i + ": " +PE[i].getName());
    }
}
}
```

Console output:

```
Give a name:
Fanis
Give a name:
Nikos
Give a name:
Kostas
Name 0: Fanis
Name 1: Nikos
Name 2: Kostas
```