

PROGRAMACIÓN ORIENTADA A OBJETOS

TEMA2: Clases y objetos

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Veamos los códigos W2.

W02H01 LightV2Tester.java (lightB)

```
LightV2 lightA = new LightV2();  
LightV2 lightB = lightA;
```

Name	Type	Value
<Enter new watch>		
Static		
args	String[]	#90(length=0)
lightA	LightV2	#99
on	boolean	false
serialNumber	int	0
Static		
numberOfLights	int	1
ON	boolean	true
OFF	boolean	false
lightB	LightV2	#99
on	boolean	false
serialNumber	int	0
Static		

W02H01 LightV2Tester.java (lightC)

```
LightV2 lightC = new LightV2();
```

Name	Type	Value
<Enter new watch>		
Static		
args	String[]	#90(length=0)
lightA	LightV2	#99
on	boolean	false
serialNumber	int	0
Static		
numberOfLights	int	2
ON	boolean	true
OFF	boolean	false
lightB	LightV2	#99
lightC	LightV2	#135
on	boolean	false
serialNumber	int	1
Static		