

### Gleitkomma-Arithmetik

1/0.0	POSITIVE_INFINITY
-1/0.0	NEGATIVE_INFINITY
0/0.0	NaN
1/0	java.lang.ArithmeticException: / by zero

### Overloading & Overriding

**Overloading:** Zur *Compiletime*

=> Immer die Spezifische

**Overriding:** Zur *Runtime*

```
class Graphic {
void moveTo(Graphic other) {
// Method 1
}
}

class Circle extends Graphic {
void moveTo(Graphic other) {
// Method 2
}

void moveTo(Circle other) {
// Method 3
}
}

g.moveTo(c)
```

Overloading zur Compiletime:

- Nur Method 1 & 2 Möglich, Brille "Graphic"

Zur Runtime:

- Ah, g ist ein Circle, dann wird Method 2 aufgerufen

### Java reference types

<code>int[] x = new int[10];</code>	Normales Array
<code>int[][] m = new int[2][3];</code>	2 Dimensionales Array
<code>Arrays.equals(a, b)</code>	Arrays vergleichen
<code>Arrays.deepEquals(a, b)</code>	n-Dimensionale Arrays vergleichen



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