

Re: ArrayList consisting of objects

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In addition to Steven,

Have a look at the keyword "new"

"new" tells that it is a new array (you are instancing that from a Class running its instancing method)

Without it it is telling that it is referencing (setting the reference) to an existing one.

Cor

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Hi,

Here is a piece of code where I have a class by name SomeClass

array1 consists of objects of the type SomeClass

array2 is initialized with contents of array1.

Why does changes made to the object of array2 affect the same object in array1.

The o/p for the following should be just '1' but why is it '11'?

```
ArrayList array1 = new ArrayList();  
array1.Add(new SomeClass("1"));  
array1.Add(new SomeClass("2"));
```

```
ArrayList array2 = new ArrayList();  
array2 = array1;  
array1.Add(new SomeClass("3"));
```

```
SomeClass al = (SomeClass) array2[0];  
al.AIName = "11";
```

```
SomeClass newObj = (SomeClass) array1[0];  
MessageBox.Show (newObj.AIName);
```

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