An instance of class `Point`

```java
Point p = new Point(3, 5);
p.toString();
```

This calls the `toString()` function.
An instance of class `Object`

```java
a0

toString() { ... }
...
/** = “this object and object ob have the same name on their tabs (i.e. since object names are unique, they name the same object)” */
public boolean equals(Object ob) {
    return this == ob;
}
```

`this` refers to the object in which it occurs, in this case, `a0`.

Overriding equals in a class? Have it check that all the fields of `this` object and object `ob` are equal.

—later, in module 2
Because Strings are objects, it won’t work to use `==` to tell whether two Strings contain the same sequences of characters. `s0 == s1` is false, even if objects `a0` and `a1` contain the same sequence of characters.