instanceof
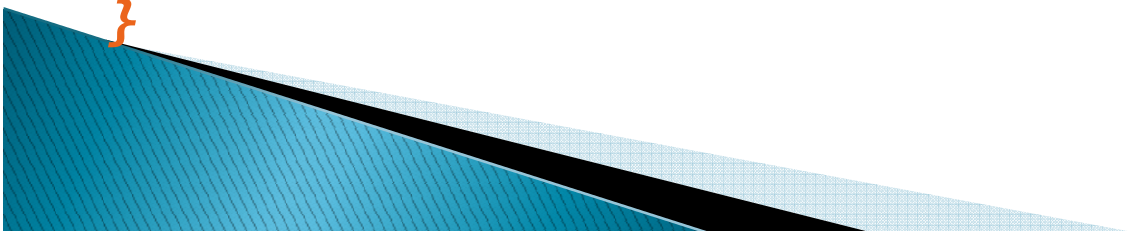
- x instanceof Y
- returns true if object x is an instance of class Y

  ◦ Example (but better example on next panel)

```
public void moveTo(Point2D point) {
    if (point instanceof Point2D.Double) {
        // do stuff that relies on double-precision accuracy
    } else {
        // only rely on single-precision accuracy
    }
}
```

Casting

- Example:

```
public Dud(BallEnvironment be) {
    if (be instanceof World) {
        ((World) (be)).STUFF_THAT_WORLDS_CAN_DO...
    }
}
```

- Note weird notation: (Class) (thing-to-cast)
- You will need this notation for implementing *equals* in BigRational