

```
public class Box {  
    double width;  
    double heigth;  
    double depth;  
    Box(double w, double h, double d) {  
        ??width=w;  
        ??height=h;  
        ??depth=d;}  
.....
```

Oggetti Composti - 1

```
public class Box {  
    double width;  
    double heigth;  
    double depth;  
    Box(double w, double h, double d) {  
        width=w;    OK autoreferenza implicita  
        height=h;  
        depth=d;}  
.....
```

Oggetti Composti - 2

```
public class Box {  
    double width;  
    double height;  
    double depth;  
    Box(double w, double h, double d) {  
        this.width=w;   OK autoreferenza esplicita  
        this.height=h;  
        this.depth=d;}  
  
    .....  
}
```

Il nome **this** specifica in modo preciso la **istanza corrente** e consente di specificare e ottenere azioni sulla **istanza corrente**

Oggetti Composti - 3

```
public class Box {  
    double width;  
    double height;  
    double depth;  
    Box(double width, double height, double depth) {  
        this.width=width; OK autoreferenza esplicita  
                           obbligatoria  
        this.height=height;  
        this.depth=depth;}  
  
    .....
```

Oggetti Composti - 4

```
public class Box {
    double width;
    double height;
    double depth;
    Box(double width, double height, double depth) {
        this.width=width;
        this.height=height;
        this.depth=depth;}

    .....
    public void setWidth(int valore) {
        width= valore; OK autoreferenza implicita
    }
```

Oggetti Composti - 5

```
public class Box {
    double width;
    double height;
    double depth;
    Box(double width, double height, double depth) {
        this.width=width;
        this.height=height;
        this.depth=depth;}

    .....
    public void setWidth(int width) {
        this.width= width;    OK autoreferenza esplicita
                               obbligatoria
    }
```

Oggetti Composti - 6