

# CAPH.WUI.WIDGET.BASICOBJECT

BasicObject represents the basic class for all classes in "Caph / UI Component." All classes in "Caph / UI Component" inherit from BasicObject. All prototype and static members of this class are inherited by all other classes in "Caph / UI Component"

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## Methods

### BasicObject

Description

Represents the basic class for all classes. All classes inherit from BasicObject. All prototype and static members of this class are inherited by all other classes.

Parameters	■Void
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Return	■BasicObject - Instance of BasicObject
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Emulator Support	Y
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SDK Constraint	none
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Example

```
var BasicObject = window.caph.wui.widget.BasicObject;
```

### clone

Description

Creates and returns clone object from current object, the cloned object will have the same properties and same methods with the current object.

Parameters	■Void
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Return	■Object - The cloned object.
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Emulator Support	Y
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SDK Constraint	none
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Example

```
var BasicObject = window.caph.wui.widget.BasicObject;  
var basicobject =new BasicObject();  
var obj = basicobject.clone();
```

### equals

Description	
Compares the contents of two objects using strict equality, objects are considered equal if they both have the same set of properties and the values of those properties are equal.	
Parameters	<ul style="list-style-type: none"> <li>■Object</li> <li>- Object</li> <li>- The object which wants to compare with current object.</li> </ul>
Return	<ul style="list-style-type: none"> <li>■Boolean</li> <li>- true : Indicates whether the two objects are equal, if they are equal, return true.</li> <li>- false : if they aren't equal, return false.</li> </ul>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var BasicObject = window.caph.wui.widget.BasicObject; var basicobject =new BasicObject(); var obj = basicobject.clone(); var isequal = obj.equals(basicobject);</pre>	