

PR-L2 - 4

```
class Main {  
    public static void main(String args[]) {  
        Sprite s = new Sprite(1, 2);  
        MovieClip m = new MovieClip(5.5f);  
        MovieBlock b = new MovieBlock(7.3f);  
        System.out.println(s.resumo()); *  
        s.imprime(); *  
        m.negativo(); *  
        m.inverte(); *  
        m.imprime(); *  
        m.oj(); *  
        System.out.println("b.x = " + b.getX()); *  
        b.imprime(); *  
        b.negativo(); *  
    }  
}
```

Terminal:

```
* 1 2  
* 1 2  
* X = -22  
  Negativo!  
* X = -22  
* Movie . -22 22 0  
* Movie . -22 22 0  
  Sei  
* b.x = 40  
* Block . resumo 7.3  
  Block 40  
* b inverte  
  Negativo!
```