```
System.out.println();
System.out.println("");
BufferedReader reader = new BufferedReader(new InputStreamReader(System.in));
String name = reader.readLine();
String a1 = reader.readLine();
int a = Integer.parseInt(a1);
BufferedReader reader = new BufferedReader(new InputStreamReader(System.in));
int a = Integer.parseInt(reader.readLine());
BufferedReader reader = new BufferedReader(new InputStreamReader(System.in));
double a = Double.parseDouble(reader.readLine());
print4Times(s);
public static void main(String[] args)
  Cat cat = new Cat();
  cat.owner = new Woman();
  Dog dog= new Dog();
  dog.owner = new Woman();
  Fish fish = new Fish();
  fish.owner = new Woman();
  Woman woman = new Woman();
public static int max(int a, int b)
    int c;
    if (a < b)
      c = b;
   else
      c = a;
   return c;
int i = 3;
while (i \ge 0)
  System.out.println(i);
  i--;
for (int i = 0; i < 3; i++)
  System.out.println(i);
public static void main(String[] args)
     Red red = new Red();
  public static class Red
    public Red() {
       System.out.println("Red");
```

System.out.println("It's Java string: \\\"C:\\\\Program Files\\\\Java\\\\jdk1.7.0\\\\bin\\\"");

```
/* Реализовать метод setName
Реализовать метод setName, чтобы с его помощью можно было устанавливать значение переменной
private String name равное переданному параметру String name.
public class Cat {
  private String name;
  public void setName(String name) {
    this.name = name;
public String getName() {
    return name;
public static int getCatCount()
    return Cat.catCount;
  public static void setCatCount(int catCount)
    Cat.catCount = catCount;
public boolean isALessThenB (int a, int b)
  return a < b;
protected void finalize() throws Throwable
    System.out.println(name + " destroyed");
public void initialize (int top, int left) {
  this.top = top;
```

this.left = left;

String[] list = new String[5];