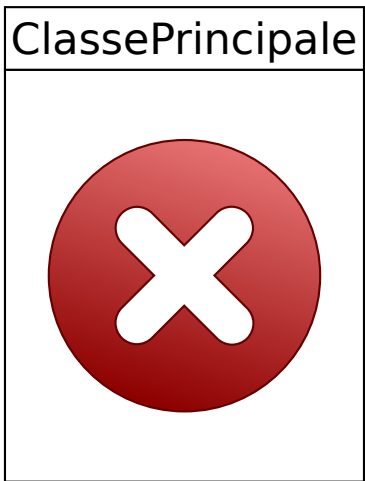


Accessibilité de la variable d'instance *score*



```
public class Classe1 {  
    protected int score;  
}
```

