L1 L2 L3		
Concrete Behavioral √		
	L2	L3
Transient	class A {	class C {
Optional 🗸 🗸	_	1
	m(x:A):A {this}}	a(x:C):C {x}}
L1		
class A {	class Q {	class D {
m(x:A):A {this}}	n(x:Q):Q {this}}	b(x:D):D {x}}
(,	(\.\\\\).\\\\ (\\)	(1.5).5 ()
-1 T (alasa I C	-1 5 f
class I {	class I {	class E {
n(x:I):I {this}}	m(x:Q):I {this}}	a(x:D):D {x}}
class T {	class T {	class F {
-	•	
s(x:I):T {this}	s(x:I):T {this}	m(x:E):E {x}
t(x:*):* {this.s(x)}}	t(x:*):* {this.s(x)}}	n(x:*):* {this.m(x)}}
new T().t(new A())	new T().t(new A())	new F().n(new C())
		.a(new C())
		.a(new c())