Java Inheritance 2

Write an *Adder* class that inherits from a superclass named *Arithmetic* in your editor below. Then write an *add* method in the *Adder* class that takes 2 integers as a parameter and returns their sum.

Note: Because both classes are being written in the same file, you *must not* use access modifiers (e.g.: `public class...`) or your code will not execute.

Input Format

You are not responsible for reading any input from stdin; a hidden code checker will test your submission by calling the *add* method on an *Adder* object and passing it 2 integer parameters.

Output Format

You are not responsible for printing anything to stdout. Your *add* method must return the sum of its parameters.

Sample Input

We will append a *Solution* class to your submitted code, which checks for inheritance and passes the necessary arguments to your *add* method:

```
class Solution{
    public static void main(String []args){
        // Create a new Adder object
        Adder a = new Adder();

        // Print the name of the superclass on a new line
        System.out.println("My superclass is: " + a.getClass().getSuperclass().getName());

        // Print the result of 3 calls to Adder's `add(int,int)` method as 3 space-separated integers:
        System.out.print(a.add(10,32) + " " + a.add(10,3) + " " + a.add(10,10) + "\n");
    }
}
```

You *do not* need to write a *Solution* class.

Sample Output

The *main* method in the *Solution* class above should print the following:

```
My superclass is: Arithmetic
42 13 20
```