

## FieldExample

```
main(...)  
{ ... > }
```

## a2 : Graphics

```
setColor(...) { ... }  
drawString(...) { ... }  
...
```

## a3 : JFrame

```
setSize(...) { ... }  
setVisible(...) { ... }  
...
```

## a1 : FieldExample

```
private int count == 0  
paintComponent(Graphics g) { ... count = count + 1; ... }  
( also holds the variable g == a2 )
```