Creating 2 Classes In The Same Package

mymath

Num.java

int a, b, c;

① init

② add

③ disp

UseNum.java

PSvm(--)
}

① Creating obj

② Init

③ add

④ disp
}
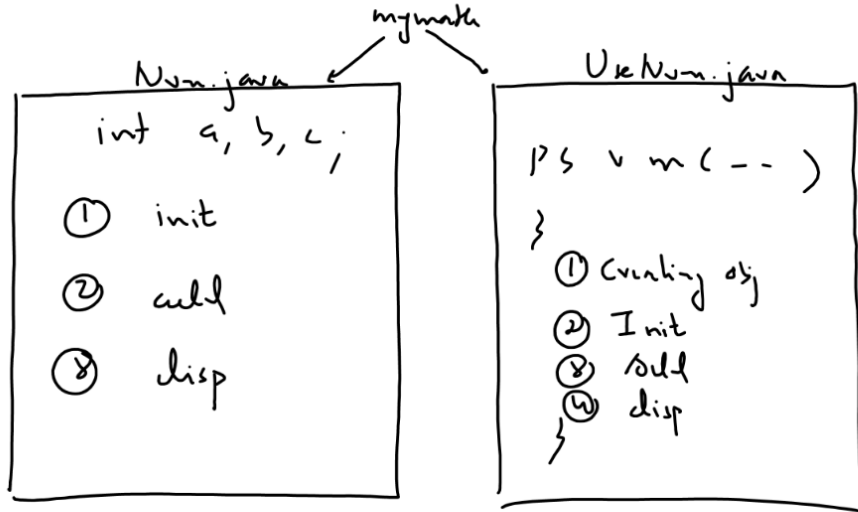
Accessing A Class OutSide Its Package

mymath

Num.java

Yourmath

UseNum.java
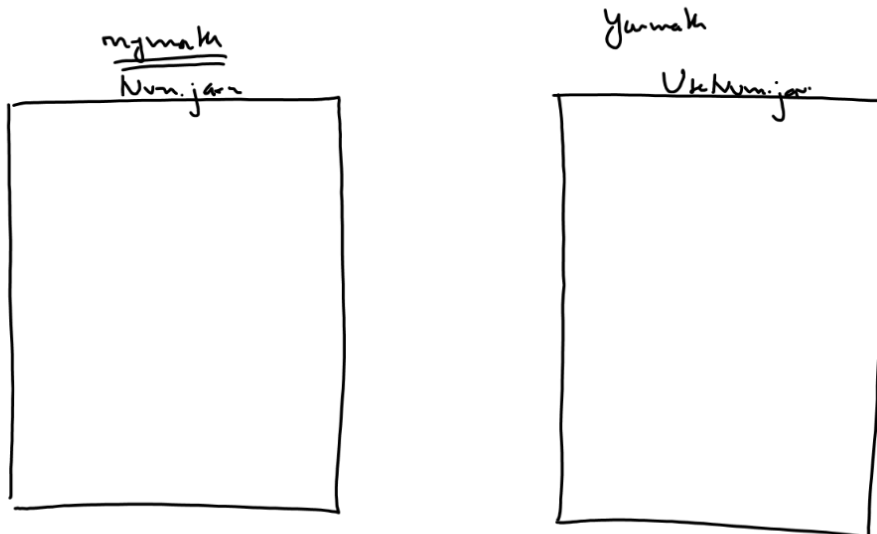
Shape

```
public class Circle;
{
    =
    =
}
public class Rect;
{
    =
}
```