

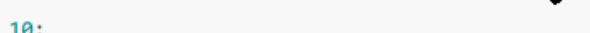
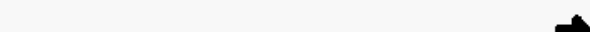
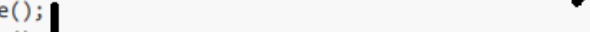

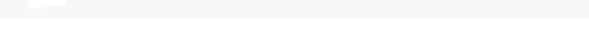



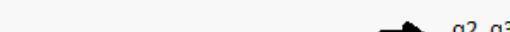
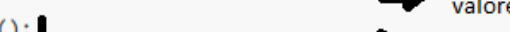


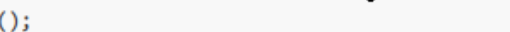
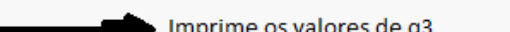


4) Dado o código da classe abaixo:

```
class Quadrado {  
    int lado;  
    int x;  
    int y;  
  
    void imprime() {  
        System.out.println("x = " + x);  
        System.out.println("y = " + y);  
    }  
}
```

a) Informe o que o programa abaixo imprimirá na tela, mostrando a representação de memória que o programa terá ao final da execução da main.

```
class Main {  
    public static void main(String[] args) {  
        Quadrado q1, q2;  
        int i = 3, a = 4;  
        q1 = new Quadrado();  
        q1.x = 8;  Simboliza os  
        q1.y = 5;  valores de x e y  
        q2 = q1;  O q2 vale o  
        a = i;  mesmo valor do q1  
        q1.lado = 10;  
        q2.x = 2;  
        q2.y = 3;  Simboliza os valores  
        q2.imprime();  como em cima  
        q1.imprime();  Imprime as funções  
    }  
}
```

b) Informe o que o programa abaixo imprimirá na tela, mostrando a representação de memória que o programa terá ao final da execução da main.

```
class Main {  
    public static void main(String[] args) {  
        Quadrado q1, q2, q3;  
        q1 = new Quadrado();  
        q1.x = 4;  Troca os valores do x e y  
        q1.y = 7;  q2, q3 assume os  
        q2 = q1;  valores de q1  
        q3 = q2;  Imprime os valores das variáveis  
        q1.imprime();  x assume valor de 2 e o valor de 3  
        q2.imprime();   
        q1.lado = 10;  
        q3.x = 2;   
        q3.y = 3;   
        q3.imprime();  Imprime os valores de q3  
    }  
}
```