```
►1
   void main(String[] args) {
                                       java
      int a = 2, b = 3, c = 4;
3
    int d = sum(a, b, c);
4
     System.out.println(d);
5
   }
    void sum(int x, int y, int z) {
    int result = add(x, y);
    result = add(result, z);
    return result;
10 }
11 void add(int x, int y) {
12
     int result = x + y;
    return result;
13
14 }
```

• main: args = <*reference*>

```
void main(String[] args) {
                                       java
     int a = 2, b = 3, c = 4;
►2
3
    int d = sum(a, b, c);
4
     System.out.println(d);
5
   }
    void sum(int x, int y, int z) {
    int result = add(x, y);
    result = add(result, z);
    return result;
10 }
11 void add(int x, int y) {
12
     int result = x + y;
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• main: args = <*reference*>

```
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    void sum(int x, int y, int z) {
     int result = add(x, y);
    result = add(result, z);
    return result;
10 }
11 void add(int x, int y) {
     int result = x + y;
12
    return result;
13
14 }
```

• main: $args = \langle reference \rangle$, a = 2

```
void main(String[] args) {
                                       java
     int a = 2, b = 3, c = 4;
►2
3
    int d = sum(a, b, c);
     System.out.println(d);
4
5
   }
    void sum(int x, int y, int z) {
     int result = add(x, y);
    result = add(result, z);
    return result;
10 }
11 void add(int x, int y) {
     int result = x + y;
12
    return result;
13
14 }
```

• main: args = <*reference*>, a = 2, b = 3

```
void main(String[] args) {
                                       java
     int a = 2, b = 3, c = 4;
►2
3
    int d = sum(a, b, c);
     System.out.println(d);
4
5
   }
    void sum(int x, int y, int z) {
     int result = add(x, y);
     result = add(result, z);
     return result;
10 }
11 void add(int x, int y) {
     int result = x + y;
12
    return result;
13
14 }
```

• main: $args = \langle reference \rangle$, a = 2, b = 3, c = 4

```
void main(String[] args) {
                                       java
     int a = 2, b = 3, c = 4;
    int d = sum(a, b, c);
►3
     System.out.println(d);
5
   }
    void sum(int x, int y, int z) {
     int result = add(x, y);
    result = add(result, z);
     return result;
10 }
11 void add(int x, int y) {
     int result = x + y;
12
    return result;
13
14 }
```

• main: $args = \langle reference \rangle$, a = 2, b = 3, c = 4

```
void main(String[] args) {
                                      java
     int a = 2, b = 3, c = 4;
    int d = sum(a, b, c);
     System.out.println(d);
5
  }
   void sum(int x, int y, int z) {
    int result = add(x, y);
    result = add(result, z);
    return result;
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11 void add(int x, int y) {
     int result = x + y;
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   return result;
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14 }
```

- main: $args = \langle reference \rangle$, a = 2, b = 3, c = 4
- sum: x = 2, y = 3, z = 4

```
void main(String[] args) {
                                       java
     int a = 2, b = 3, c = 4;
    int d = sum(a, b, c);
     System.out.println(d);
5
   }
    void sum(int x, int y, int z) {
    int result = add(x, y);
≻7
    result = add(result, z);
    return result;
10 }
11 void add(int x, int y) {
     int result = x + y;
12
    return result;
13
14 }
```

- main: $args = \langle reference \rangle$, a = 2, b = 3, c = 4
- sum: x = 2, y = 3, z = 4

```
void main(String[] args) {
                                       java
      int a = 2, b = 3, c = 4;
    int d = sum(a, b, c);
     System.out.println(d);
5
    void sum(int x, int y, int z) {
    int result = add(x, y);
    result = add(result, z);
    return result;
10 }
▶11 void add(int x, int y) {
     int result = x + y;
12
    return result;
13
14 }
```

- main: $args = \langle reference \rangle$, a = 2, b = 3, c = 4
- sum: x = 2, y = 3, z = 4
- add: x = 2, y = 3

```
void main(String[] args) {
                                       java
     int a = 2, b = 3, c = 4;
    int d = sum(a, b, c);
     System.out.println(d);
5
   }
    void sum(int x, int y, int z) {
    int result = add(x, y);
    result = add(result, z);
    return result;
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11 void add(int x, int y) {
    int result = x + y;
-12
     return result;
13
14 }
```

- main: $args = \langle reference \rangle$, a = 2, b = 3, c = 4
- sum: x = 2, y = 3, z = 4
- add: x = 2, y = 3

```
void main(String[] args) {
                                       java
      int a = 2, b = 3, c = 4;
    int d = sum(a, b, c);
     System.out.println(d);
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   }
    void sum(int x, int y, int z) {
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    int result = x + y;
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     return result;
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14 }
```

- main: $args = \langle reference \rangle$, a = 2, b = 3, c = 4
- sum: x = 2, y = 3, z = 4
- add: x = 2, y = 3, result = 5

```
void main(String[] args) {
                                       java
     int a = 2, b = 3, c = 4;
    int d = sum(a, b, c);
     System.out.println(d);
5
   }
    void sum(int x, int y, int z) {
    int result = add(x, y);
    result = add(result, z);
    return result;
10 }
11 void add(int x, int y) {
     int result = x + y;
12
    return result;
▶13
14 }
```

- main: $args = \langle reference \rangle$, a = 2, b = 3, c = 4
- sum: x = 2, y = 3, z = 4
- add: x = 2, y = 3, result = 5

```
void main(String[] args) {
                                       java
     int a = 2, b = 3, c = 4;
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     System.out.println(d);
5
   }
    void sum(int x, int y, int z) {
    int result = add(x, y);
≻7
    result = add(result, z);
    return result;
10 }
11 void add(int x, int y) {
     int result = x + y;
12
    return result;
13
14 }
```

- main: $args = \langle reference \rangle$, a = 2, b = 3, c = 4
- sum: x = 2, y = 3, z = 4, result = 5

```
void main(String[] args) {
                                      java
     int a = 2, b = 3, c = 4;
    int d = sum(a, b, c);
     System.out.println(d);
5
   }
    void sum(int x, int y, int z) {
    int result = add(x, y);
result = add(result, z);
    return result;
10 }
11 void add(int x, int y) {
     int result = x + y;
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```

- main: $args = \langle reference \rangle$, a = 2, b = 3, c = 4
- sum: x = 2, y = 3, z = 4, result = 5

```
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      int a = 2, b = 3, c = 4;
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     int result = add(x, y);
     result = add(result, z);
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     int result = x + y;
12
    return result;
13
14 }
```

- main: $args = \langle reference \rangle$, a = 2, b = 3, c = 4
- sum: x = 2, y = 3, z = 4, result = 5
- add: x = 5, y = 4

```
void main(String[] args) {
                                       java
      int a = 2, b = 3, c = 4;
    int d = sum(a, b, c);
     System.out.println(d);
5
   }
    void sum(int x, int y, int z) {
    int result = add(x, y);
    result = add(result, z);
     return result;
10 }
11 void add(int x, int y) {
    int result = x + y;
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     return result;
13
14 }
```

- main: $args = \langle reference \rangle$, a = 2, b = 3, c = 4
- sum: x = 2, y = 3, z = 4, result = 5
- add: x = 5, y = 4

```
void main(String[] args) {
                                       java
      int a = 2, b = 3, c = 4;
    int d = sum(a, b, c);
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5
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     return result;
10 }
11 void add(int x, int y) {
    int result = x + y;
-12
     return result;
13
14 }
```

- main: $args = \langle reference \rangle$, a = 2, b = 3, c = 4
- sum: x = 2, y = 3, z = 4, result = 5
- add: x = 5, y = 4, result = 9

```
void main(String[] args) {
                                       java
     int a = 2, b = 3, c = 4;
    int d = sum(a, b, c);
     System.out.println(d);
5
   }
    void sum(int x, int y, int z) {
    int result = add(x, y);
    result = add(result, z);
     return result;
10 }
11 void add(int x, int y) {
     int result = x + y;
12
    return result;
-13
14 }
```

- main: $args = \langle reference \rangle$, a = 2, b = 3, c = 4
- sum: x = 2, y = 3, z = 4, result = 5
- add: x = 5, y = 4, result = 9

```
void main(String[] args) {
                                      java
     int a = 2, b = 3, c = 4;
    int d = sum(a, b, c);
     System.out.println(d);
5
   }
    void sum(int x, int y, int z) {
    int result = add(x, y);
result = add(result, z);
    return result;
10 }
11 void add(int x, int y) {
     int result = x + y;
12
    return result;
13
14 }
```

- main: $args = \langle reference \rangle$, a = 2, b = 3, c = 4
- sum: x = 2, y = 3, z = 4, result = 9

```
void main(String[] args) {
                                       java
     int a = 2, b = 3, c = 4;
    int d = sum(a, b, c);
     System.out.println(d);
5
   }
    void sum(int x, int y, int z) {
    int result = add(x, y);
    result = add(result, z);
-9
    return result;
10 }
11 void add(int x, int y) {
     int result = x + y;
12
    return result;
13
14 }
```

- main: $args = \langle reference \rangle$, a = 2, b = 3, c = 4
- sum: x = 2, y = 3, z = 4, result = 9

```
void main(String[] args) {
                                       java
     int a = 2, b = 3, c = 4;
    int d = sum(a, b, c);
►3
     System.out.println(d);
5
   }
    void sum(int x, int y, int z) {
     int result = add(x, y);
     result = add(result, z);
     return result;
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11 void add(int x, int y) {
     int result = x + y;
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```

main: args = <reference>, a = 2, b = 3,
 c = 4, d = 9

```
void main(String[] args) {
                                       java
     int a = 2, b = 3, c = 4;
    int d = sum(a, b, c);
    System.out.println(d);
►4
5
   }
    void sum(int x, int y, int z) {
     int result = add(x, y);
     result = add(result, z);
     return result;
10 }
11 void add(int x, int y) {
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```

main: args = <reference>, a = 2, b = 3,
 c = 4, d = 9

```
void main(String[] args) {
                                      java
     int a = 2, b = 3, c = 4;
3
   int d = sum(a, b, c);
     System.out.println(d);
4
5
  }
   void sum(int x, int y, int z) {
    int result = add(x, y);
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```

- main: args = <reference>, a = 2, b = 3,
 c = 4, d = 9
- println: x = 9

```
void main(String[] args) {
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3
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- main: args = <reference>, a = 2, b = 3,
 c = 4, d = 9
- println: x = 9
- ...

```
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- main: args = <reference>, a = 2, b = 3,
 c = 4, d = 9
- println: x = 9

```
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►4
5
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main: args = <reference>, a = 2, b = 3,
 c = 4, d = 9

```
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                                       java
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3
     int d = sum(a, b, c);
4
     System.out.println(d);
>5 }
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     int result = add(x, y);
    result = add(result, z);
    return result;
9
10 }
11 void add(int x, int y) {
12
     int result = x + y;
13
    return result;
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```