

a) Asociación Estática de Métodos (X=4; Y=6; Z=8)

```
class A{
  int a = 4, b = 6
  fun p(int x): int{
    a = b*x
    return q(a)
  }
  fun q(int y):int{
    return a+y
  }
}
```

```
class B extends A{
  A sopa = new C()
  fun q(int y):int{
    return sopa.p(a+b)+y
  }
}
```

```
class C extends B{
  int c = 8
  fun p(int x): int{
    a = 3+x
    c = 2*b-x
    return q(a+b+c)
  }
  fun q(int y):int{
    return c+y
  }
}
```

```
main:
  A mon = new B()
  A don = new C()
  B go = new C()

  print(mon.p(1)+ don.p(1)+ go.p(1))
```

12+12+150

Print

174

mon	A	a = 4 6
		b = 6
	B	A sopa = new C()

return: 12

q _A	y = 6
p _A	a = 6
	x = 1

mon.p(1)

don	A	a = 4 6
		b = 6
	B	A sopa = new C()
	C	c = 8

return: 12

q _A	y = 6
p _A	a = 6
	x = 1

don.p(1)

go	A	a = 4 6
		b = 6
	B	A sopa = new C()
	C	c = 8

return: 150
return sopa.p(a+b)+6

q _B	y = 6
p _A	a = 6
	x = 1

go.p(1)

sopa	A	a = 4 72
		b = 6
	B	A sopa = new C()
	C	c = 8

return: 144

q _A	y = 72
p _A	a = 72
	x = 12

sopa.p(6+6)

b) Asociación Dinámica de Métodos (X=4; Y=6; Z=8)

```
class A{
  int a = 4, b = 6
  fun p(int x): int{
    a = b*x
    return q(a)
  }
  fun q(int y):int{
    return a+y
  }
}

class B extends A{
  A sopa = new C()
  fun q(int y):int{
    return sopa.p(a+b)+y
  }
}

class C extends B{
  int c = 8
  fun p(int x): int{
    a = 3+x
    c = 2*b-x
    return q(a+b+c)
  }
  fun q(int y):int{
    return c+y
  }
}
```

```
main:
  A mon = new B()
  A don = new C()
  B go = new C()

  print(mon.p(1)+ don.p(1)+ go.p(1))
```

mon	A	a = 4 6
		b = 6
	B	A sopa = new C()

sopa	A	a = 4 15
		b = 6
	B	A sopa = new C()
	C	c = 8 0

return: 21

don	A	a = 4
		b = 6
	B	A sopa = new C()
	C	c = 8 11

return: 32

go	A	a = 4
		b = 6
	B	A sopa = new C()
	C	c = 8 11

return: 32

return: 27
return sopa.p(a+b)+6

q _B	y = 6

p _A	a = 6
	x = 1

mon.p(1)

q _C	y = 21
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p _C	c = 0
	a = 15
	x = 12

sopa.p(6+6)

q _C	y = 21
----------------	--------

p _C	c = 11
	a = 4
	x = 1

don.p(1)

q _C	y = 21
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p _C	c = 11
	a = 4
	x = 1

go.p(1)