

```

1
2 /**
3  * Write a description of class noe here.
4  *
5  * @author (your name)
6  * @version (a version number or a date)
7  */
8 public class noe22
9 {
10     // instance variables - replace the example
    below with your own
11     private int x;
12
13
14     /**
15      * Constructor for objects of class noe
16      */
17     public noe22()
18     {
19         // initialise instance variables
20         x = 0;
21     }
22
23     /**
24      * An example of a method - replace this
    comment with your own
25      *
26      * @param y    a sample parameter for a method
27      * @return     the sum of x and y
28      */
29     public int sampleMethod(int y)

```

30
31
32
33
34
35

```
{  
    // put your code here  
    return x + y;  
}
```