Exercise 1

// main: x=5, pnt→Point(1,2)

// riddle: x=12, pnt→ Point(1,2)

Exercise 2

// main: pnt→ Point(5,8), rect→ Rectangle(0,2,4,4)

// findCenter: box→ Rectangle(0,2,4,4), x=2, y=4, Point(2, 4)

// distance: p1→ Point(2,4), p2→ Point(5,8), dx=-3,dy=-4

Exercise 3

1.

(5, 8)

(5, 8)

2.

// main: box1 → Rectangle(2,4,7,9), p1, p2

// findCenter: p1 = box1→ Rectangle(2,4,7,9), x=2, y=4, Point(2, 4)

// printPoint: p1

// box1 → grow(1, 1)

// findCenter: p2 = box1 → Rectangle(1, 3, 9, 11), x=1, y=3, Point(1, 3)

// printPoint: p2

3. Yes because they share the same object in the “heap’s memory” while the pointers are pointing to the same object.