

```
class Inner {
    private int x;
    public void setX( int x ) { this.x = x; }
    public void setX( int x ) { this.x = x; }
    public int getX() { return x; }
}

Outer o = new Outer();
Inner i = new Inner();
int n = 10;
i.setX(n);
o.setY(1);
answer: produce the output 100?

// insert code here 29
System.out.println(o.getY().getX());
A. n = 100;
A. n = 100;
A. n = 100;
A. i.setX( 100 );
C. o.getY().tX( 100 );
F. i = new Inner(); i.setX( 100 );
F. i = new Inner(); i.setX( 100 );
F. i = new Inner(); i.setX( 100 );
Set int value;
    int value;
    int value ()
    title += "World";
    public ending(); i.setX( int value) {
        this.value = value;
        title += "World";
        Hello(); sostuctor can't be called explicitly
}

}

| Class Outer {
    private Inner y;
    public Inner y;
    public Inner getY() { this.y = y; }
    public Inner y;
    public Inner y;
    public Inner getY() { return y; }
        | value
        | value
```