**Main**

Obj1 = 5, 4 5, i

Modificar 4

Obj2 = 5,4 i, 4

Modificar 5

Obj1 = obj2 i, i

Modificar 5

**Clase 1**

P1 = i

P2 = j

**Modificar**

Devuelve p1 = i

P1 = p1 + i

P2 = p2 + i

**Resultado 1**

9

**PRINCIPAL**

**package** Que\_devuelve;

**public** **class** Codigo {

**public** **static** **void** main(String[] args) {

Clase1 obj1 = **new** Clase1 (5,4);

System.***out***.print(obj1.modificar(4) + " ");

Clase1 obj2 = **new** Clase1 (5,4);

System.***out***.print(obj2.modificar(5) + " ");

obj2 = obj1;

System.***out***.print(obj2.modificar(5) + " ");

}

}

**CLASE**

**package** Que\_devuelve;

**public** **class** Clase1 {

**int** p1, p2;

**public** Clase1 (**int** i, **int** j) {

p1 = i;

p2 = j;

}

**public** **int** modificar (**int** i) {

p1 = p1 + i;

p2 = p2 +i;

System.***out***.print(p2 + " ");

**return** p1;

}

}