

The screenshot shows the NetBeans IDE interface. On the left, the 'Projects' and 'Files' pane displays a project structure. The 'ec.edu.espe.ababstract.model' package contains classes A.java through H.java. The 'ec.edu.espe.ababstract.view' package contains AbstractSystem.java. The 'Libraries' pane lists various external libraries. The 'Source' pane shows the code for 'DiagramCode.java'. The code defines a package 'ec.edu.espe.code.model' and a class 'A'. Class 'A' has private attributes 'a', 'b', 'a1', 'a2', and 'bs'. It includes methods 'A(int m, int n)', 'A()', 'A(int a, int b, A a1, A a2)', 'toString()', and 'getA()'. The code is as follows:

```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package ec.edu.espe.code.model;
7
8  /**
9   *
10  * @author Cristopher Sarmiento Futures Programmers ESPE-DCCO
11  */
12  public class A {
13
14      private int a; //1
15      private int b; //1
16      private A a1; //1
17      private A a2; //1
18      private B[] bs = new B[5]; //1
19
20
21      public void A(int m, int n){ //0.2
22
23      }
24
25      public void A(){
26
27      }
28
29      public A(int a, int b, A a1, A a2 ) { //0.8 dont arraylist
30          this.a = a;
31          this.b = b;
32          this.a1 = a1;
33          this.a2 = a2;
34      }
35
36      @Override //1
37      public String toString() {
38          return "A(" + "a=" + a + ", b=" + b + ", a1=" + a1 + ", a2=" + a2 + ", bs=" + bs + ')';
39      }
40
41
42
43      /**
44       * @return the a
45       */
46      public int getA() {
47          return a;
48      }
```

