

```

public class Client {
    public static void main(String[] args) {
        // Set up variables
        Review r1 = new Review(5, 7);
        Review r2 = new Review(10, 12);
        Review r3 = null;
        Review r4 = r2;
        Review r5 = new Review(10, 12);
        Review r6 = new Review(10, 2);
        int x = 3;

        // Make some changes
        r6 = r5;
        r6.incrYby(4);
        r5.incrYby(2);

        // Pass stuff to a method
        mystery(r1, r2, x);
    }

    public static void mystery(Review a, Review b, int c) {
        a = b;
        c = 20;
        a.incrYby(3);
        b.incrYby(3);
    }
}

```

```

public class Review {
    private static int x;
    private int y;

    public Review(int x, int y) {
        // code missing
    }

    public void incrXby(int xInc) {
        x+=xInc;
    }

    public void incrYby(int yInc) {
        y+=yInc;
    }

    public int getX() {      return x;      }
    public int getY() {      return y;      }

    public int getSum() {
        return x + y;
    }

    public boolean equals(Review o) {
        if (x == o.getX() &&
            y == o.getY())
            return true;
        else
            return false;
    }
}

```

- Fill in the missing constructor code for the Review class.
- Examine the code, and use a separate sheet to draw a memory trace of the variables in the main() method. **Please note that one of the variables in the Review class is static, and the other is not. Objects do not store individual values for static variables.**
- What would the value of these expressions be at the end of the main method.
  - r1 == r2
  - r1 == r4
  - r2 == r4
  - r1.getX() + r1.getY()

- e. `r2 == r5`
- f. `r2.equals(r5)`
- g. `r5.getSum()`
- h. `r6.getSum()`
- i. `r2.getX()`
- j. `r2.getY()`
- k. `x`

4. Write a snippet of code that would swap the values for `r1` and `r2`.

5. Which methods in the `Review` class could be made static?