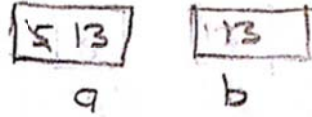# Example of tracing primitive and object type variables

Tracing Primitives
_____

int a = 5;
int b = 13;
a = b

Tracing Objects
_____

Smileyface sml = new SmileyFace(100,200,30);
Smileyface sm2 = new SmileyFace(300,400,70);
sml = sm2
sml.setRadius(90);