

## Example of tracing over method calls

```
import javax.swing.*;
import java.awt.*;
```

```
public class Tracing {
    public static void main(String[] args) {
        SmileyFace x1 = new SmileyFace(100, 200, 30, Color.BLUE, new JPanel());
        int a = 13;
        String b = "OK";
        testMethod(x1, a, b);
        System.out.println(x1 + "\t" + a + "\t" + b);
    }
}
```

→ 100, 200, 30, Blue / 13 / OK

```
public static void testMethod(SmileyFace sf, int i, String s) {
    sf.setRadius(50);
    i = 5;
    s = "Hello";
}
```

