Use variable tracing ideas to predict what the println statements will print. There are three println statements.

```
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());
            SmileyFace x2 = new SmileyFace(200, 300, 60, Color.YELLOW, new JPanel());
            int a = 13;
            int b = 25;
            String c = "OK";
            String d = "BYE";
            testMethod(x1, a, c);
            System.out.println(x1 + "\t" + a + "\t" + c);

            x1 = new SmileyFace(100, 200, 30, Color.BLUE, new JPanel());
            x2 = new SmileyFace(200, 300, 60, Color.YELLOW, new JPanel());
            a = 13;
            b = 25;
            c = "OK";
            d = "BYE";
            testMethod1(x1, x2, a, b);
            System.out.println1(x1 + "\t" + x2 + "\t" + a + "\t" + b);



      }


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

      public static void testMethod1(SmileyFace sf1, SimleyFace sf2, int i, int j) {
            sf1.setRadius(50);
            sf2 = sf1;
            sf2.setRadius(100);
            j = i;
            System.out.println(sf1 + "\t" + sf2 + "\t" + i + "\t" + j);
      }

}
```