Import Assignment 5A to get started. Person.java defines a simple class that represents a person (a person has a name and an age).

References.java is a client of person. It instantiates three Person objects and then makes some modifications to the objects and their references.

* **(3 pts)** Hand-trace the References1.java program on paper like we did in class to predict what the program will print. You will turn this trace in. See if you can predict what the program will print; do this before you run it. Write down your prediction on the trace.

Now run the program and compare the results to your prediction. If there are any differences, re-trace the program to understand what it is doing.

* **(2 pts)** Suppose the programmer meant to swap the people object references. In other words she wanted to have the original person2 object become person1, the original person3 become person2 and the original person1 become person3. Revise the code to make this happen.
* **(3 pts)** References2.java is another client that uses Person objects. This one illustrates the difference between assignments involving objects and assignments involving primitive values.

Hand trace References2.java. See if you can predict what the program will print; do this before you run it. Write down your prediction on the trace.

Run the program to check your prediction. If your prediction was incorrect, study the program more carefully to understand what it is doing.

* **(1 pt)** Answer this question at the bottom of your trace: Why do the three objects stay the same for all the different assignment statements but the three integers (the primitives) do not?