**Assignment 1**

class Tank {

private int level;

Tank(int l)

{

level=l;

}

public void setLevel(int level1)

{

level=level1;

}

public int getLevel()

{

return level;

}

}

public class Assignment {

public static void main(String[] args) {

Tank t1 = new Tank(10);

Tank t2 = new Tank(20);

s.o.p("1: t1.level: " + t1.getLevel() +

", t2.level: " + t2.getLevel());

t1 = t2;//1st tank obj is marked GC

s.o.p("2: t1.level: " + t1.getLevel() +

", t2.level: " + t2.getLevel());

t1.setLevel(27);

s.o.p("3: t1.level: " + t1.getLevel() +

", t2.level: " + t2.getLevel());

t2.setLevel(t1.getLevel()+10);

s.o.p("4: t1.level: " + t1.getLevel() +

", t2.level: " + t2.getLevel());

}

}

10 20

20 20

27 20

27 37



