//Jacob Steckel  
//Homework 0 - References: JAVA  
  
public class STO   
{  
 //integer class  
 static class Int   
 {  
 int value;  
   
 //value declaration  
 public Int(int value)   
 {  
 this.value = value;  
 }  
   
 //set integer value  
 public void setInt(int value)   
 {  
 this.value = value;  
 }  
   
 //get the integer value  
 public int getInt()   
 {  
 return value;  
 }  
 }  
   
 //square the integer value  
 private static int square(Int i)   
 {  
 i.setInt(i.getInt() \* i.getInt());  
  
 return i.getInt();  
 }  
   
 //double the integer value  
 private static int twice(Int i)   
 {  
 i.setInt(2 \* i.getInt());  
  
 return i.getInt();  
 }  
   
 //integer value  
 private static int once(Int i)   
 {  
 return i.getInt();  
 }  
   
 //main  
 public static void main(String[] args)   
 {  
 Int x = new Int(3);  
 int y = square(x) + twice(x) + once(x);  
 System.out.println(y);  
 }  
}

//Jacob Steckel  
//Homework 0 - References: C++  
  
#include <iostream>  
  
using namespace std;  
  
int square(int& i);  
int twice(int& i);  
int once(int& i);  
  
int main()   
{  
 int x = 3;  
 int y = square(x) + twice(x) + once(x);  
 cout << y << endl;  
}  
  
int square(int& i)   
{  
 return i = i \* i;  
}  
  
int twice(int& i)   
{  
 return i = 2 \* i;  
}  
  
int once(int& i)   
{  
 return i;  
}