2. The Adder Class

There are different kinds of calculators which are available in the market for different purposes. Sam wants to make a calculator which can return the sum of two integers.

Implement the `Adder` class which should follow the following:

- It should inherit from the `Calculator` class .
- It should implement the method `add(int a, int b)` which should calculate and return the sum of two integer parameters, *a* and *b*.

The locked stub code in the editor consists of the following:

- An abstract class named `Calculator` which contains an abstract method, `add(int a, int b)`.
- A solution class which
    - creates an object of the `Adder` class.
    - reads the inputs and passes them in a method called by the object of the `Adder` class.

Constraints

- $0 < a, b < 105$

▼ Input Format For Custom Testing

The only line contains two space-separated integers, *a* and *b*.

▼ Sample Case 0

Sample Input For Custom Testing

```
1 1
```

Sample Output

```
The sum is: 2
```

Explanation
When the *add* method is called with the arguments *a* = 1 and *b* = 1, it calculates and returns their sum as *1 + 1 = 2*, which is then printed.

▼ Sample Case 1

Sample Input For Custom Testing

```
2 3
```

Sample Output

```
5
```

Explanation
When the *add* method is called with the arguments *a* = 2 and *b* = 3, it calculates and returns their sum as *2 + 3 = 5*, which is then printed.