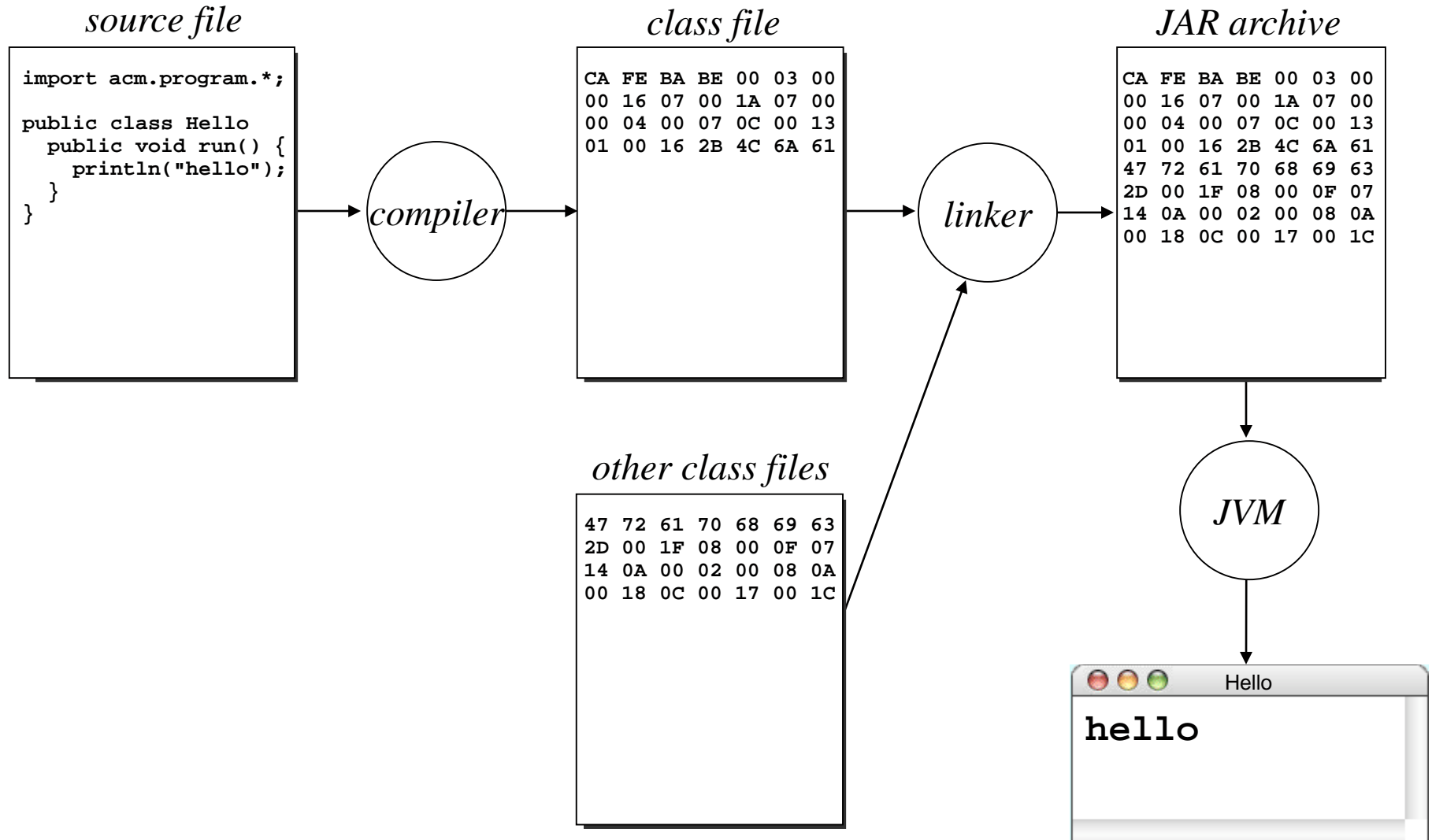
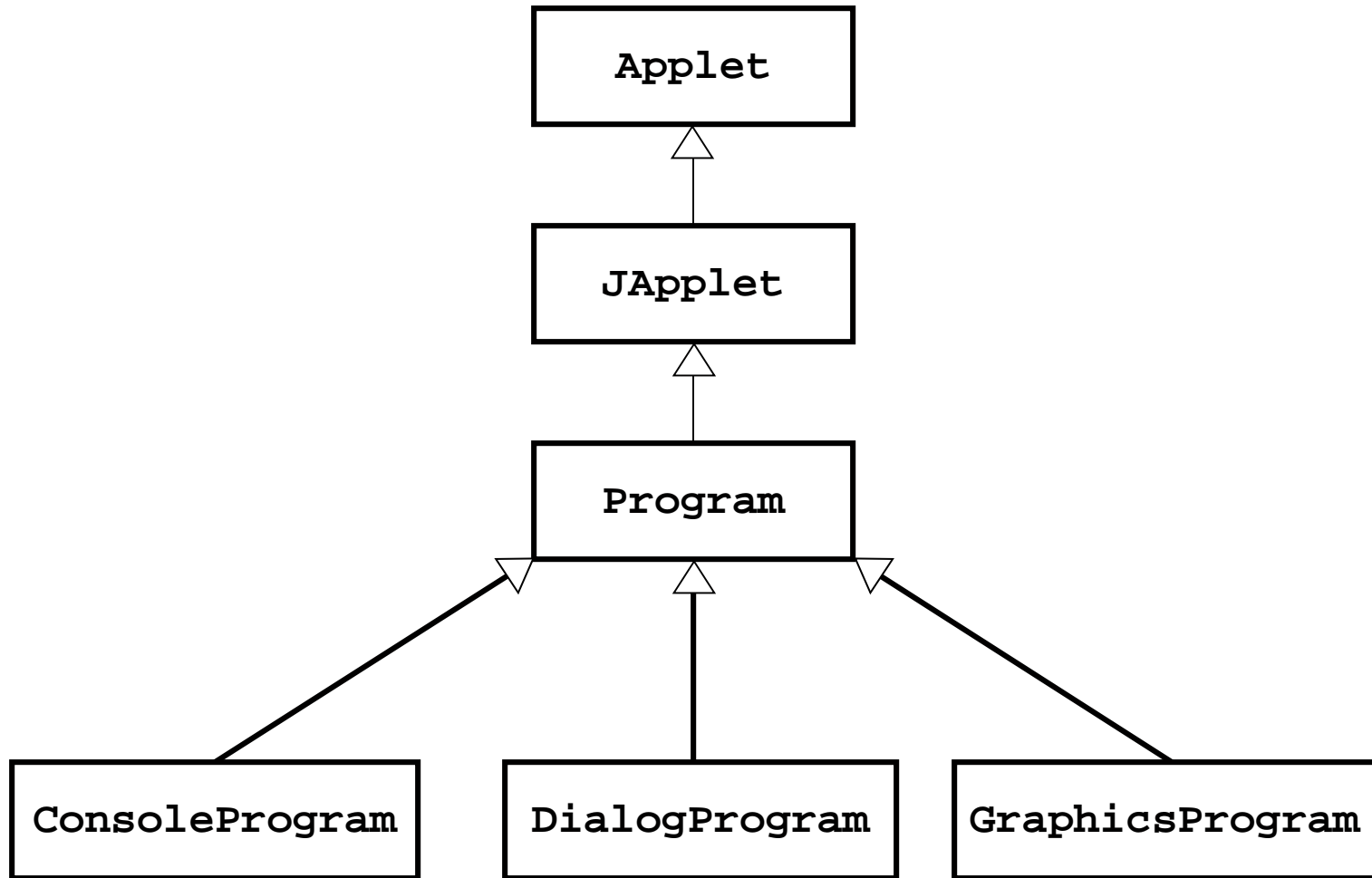


# The Java Interpreter



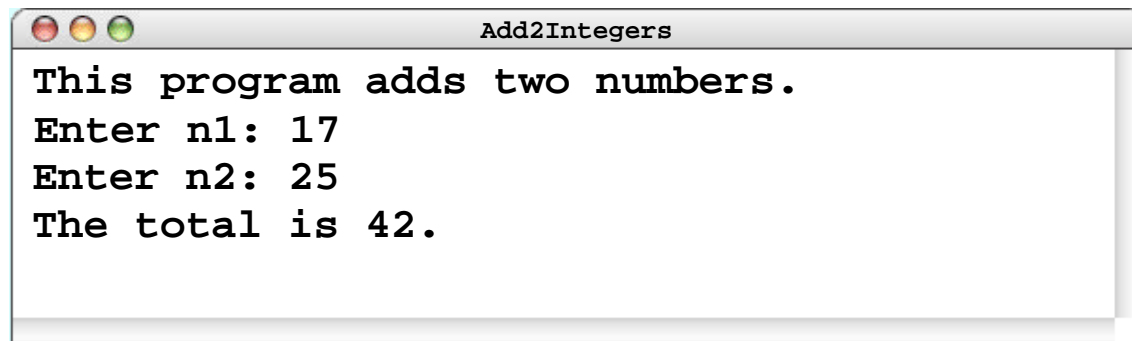
# acm.program Hierarchy



# The Add2Integers Program

```
class Add2Integers extends ConsoleProgram {  
    public void run() {  
        println("This program adds two numbers.");  
        int n1 = readInt("Enter n1: ");  
        int n2 = readInt("Enter n2: ");  
        int total = n1 + n2;  
        println("The total is " + total + ".");  
    }  
}
```

n1	n2	total
17	25	42



# The GObject Hierarchy

The classes that represent graphical objects form a hierarchy, part of which looks like this:

