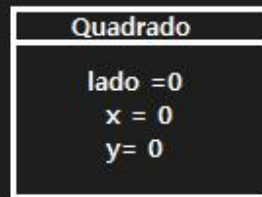


❶ Quadrado.java > ...

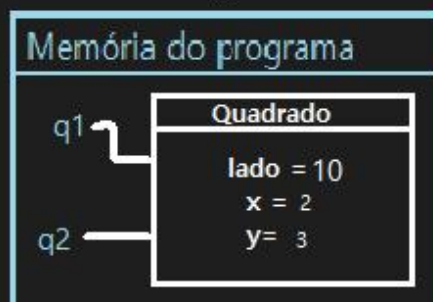
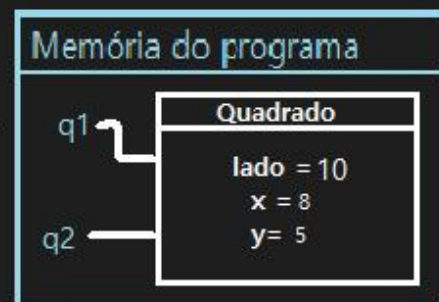
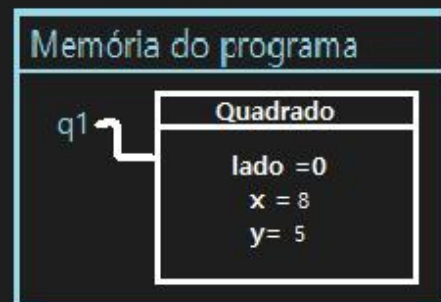
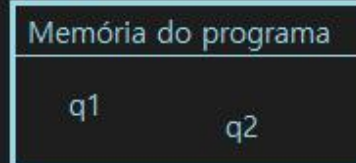
```
1 class Quadrado {  
2     int lado;  
3     int x;  
4     int y;  
5  
6     void imprime() {  
7         System.out.println("x = " + x);  
8         System.out.println("y = " + y);  
9     }  
10 }
```



Questão A

❷ Main.java > ...

```
1 class Main {  
    Run | Debug  
2     public static void main(String[] args) {  
3         Quadrado q1, q2;  
4  
5         int i = 3, a = 4;  
6         q1 = new Quadrado();  
7  
8         q1.x = 8;  
9         q1.y = 5;  
10  
11        q2 = q1;  
12        a = i;  
13        q1.lado = 10;  
14        q2.x = 2;  
15        q2.y = 3;  
16        q2.imprime();  
17        q1.imprime();  
18    }  
19 }
```



Irá imprimir na tela:

```
x = 2  
y = 3  
x = 2  
y = 3
```

Main.java > ...

```
1  class Main {  
    Run | Debug  
2  public static void main(String[] args) {  
3      Quadrado q1, q2, q3;  
4      q1 = new Quadrado();  
5  
6      q1.x = 4;  
7      q1.y = 7;  
8  
9      q2 = q1;  
10     q3 = q2;  
11  
12     q1.imprime();  
13     q2.imprime();  
14  
15     q1.lado = 10;  
16     q3.x = 2;  
17     q3.y = 3;  
18     q3.imprime();  
19 }  
20 }
```

Questão B

Memória do programa

q1 q2 q3

Memória do programa

Quadrado
lado = 0
x = 0
y = 0

q1 q3
q2

q1.x = 4;
q1.y = 7;

q2 = q1;
q3 = q2;

Memória do Programa

Quadrado
lado = 0
x = 4
y = 7

q1
q2
q3

q1.imprime();
q2.imprime();

Vai imprimir
x = 4
y = 7
x = 4
y = 7

q1.lado = 10;
q3.x = 2;
q3.y = 3;

Memória do Programa

Quadrado
lado = 10
x = 2
y = 3

q1
q2
q3

q3.imprime();

Vai imprimir
x = 2
y = 3