

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.