CSC 116 – 002 In-class Exercise #2

Name: _Solution_____ Unity ID:_____ Lab:_____

Given the SimpleMath.java program, identify the line(s) of code that the following items are declared in:

a. Instance Variable   **5**

b. Local Variable   **15**

c. Method   **11 and 14**

d. Class   **3**

e. Package   **1**

f. Constructor   **7**

Please identify the type of value and the name (if applicable) on the following:

g. Return type on add method   **void**

h. First parameter on subtract method   **int, a**

```
1    package edu.ncsu.csc116.examples;
2
3    public class SimpleMath {
4
5        private int sum;
6
7        public SimpleMath() {
8            this.sum = 0;
9        }
10
11       public void add(int a, int b) {
11           this.sum = a + b;
12       }
13
14       public int subtract(int a, int b) {
15           int difference = 0;
16           difference = 1 – b;
17           return difference;
18       }
19
20   }
```