Task A

Explanation:

The provided code demonstrates the creation and manipulation of instances of the `FinalT6A` class within the `T6ATester` class. The `FinalT6A` class has a constructor that initializes instance variables and a `methodA` that updates these variables. The `T6ATester` class creates and interacts with `FinalT6A` objects to showcase their behavior.

Code Screenshots:

Input:

T6ATester.java

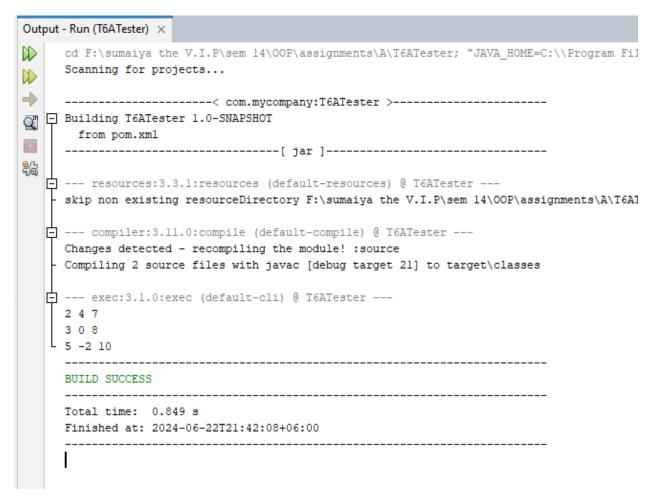
```
→ T6ATester.java ×

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Source
 1
 2
       * Click nbfs://nbhost/SystemFileSystem/Templates/Lic
 3
 4
 5
      package com.mycompany.t6atester;
 6
 7
 8
 9
       * @author ANIK
       */
10
11
      public class T6ATester {
12
        public static void main(String[] args)
13
14
          FinalT6A ql = new FinalT6A(2,1);
15
          ql.methodA();
16
          FinalT6A q2 = new FinalT6A(3,5);
17
          q2.methodA();
          ql = new FinalT6A(5,7);
18
19
          ql.methodA();
20
          q2.methodA();
21
22
23
```

```
    T6ATester.java 
    ★ FinalT6A.java 
    ★ FinalT6A.java 

  1 - /*
      2
                                 * Click nbfs://nbhost/SystemFileSystem/Templates/License
      3
                                * Click nbfs://nbhost/SystemFileSystem/Templates/Classes
      4
      5
                            package com.mycompany.t6atester;
      6
               - /**
     7
      8
      9
                                * @author ANIK
  10
                            public class FinalT6A {
  11 -
  12
                                   public int temp = 4;
     <u>Q.</u>
                                   private int sum;
                                    private int y = 1;
  14
              public FinalT6A(int x, int p) {
 15
                                            temp+=1;
  16
  17
                                             y = temp - p;
 18
                                             sum = temp + x;
                                              System.out.println(x + " " + y + " " + sum);
  19
 20
                _
                                   public void methodA() {
 21
 22
                                              y = y + this.y;
  23
  24
```

Output:



Task B

Explanation:

The task involves creating a Java program that demonstrates the use of a subclass (`FinalT6A`) within a main class (`T6ATester`). The `FinalT6A` class has a constructor that initializes instance variables and a method (`methodA`) that updates one of these variables. The `T6ATester` class creates instances of `FinalT6A` and calls `methodA` to display the updated values.

Code Screenshots:

Input:

T6ATester.java

```
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Source
 1
 2
      * Click nbfs://nbhost/SystemFileSystem/Templates/Licer
 3
 4
 5
     package com.mycompany.t6atester;
 6
 7 - /**
 8
 9
      * @author ANIK
10
   L */
     public class T6ATester {
11
12
13 -
         public static void main(String[] args) {
14
         FinalT6A ql = new FinalT6A(2,1);
15
         ql.methodA();
16
         FinalT6A q2 = new FinalT6A(3,5);
17
         q2.methodA();
         ql = new FinalT6A(5,7);
18
19
         ql.methodA();
         q2.methodA();
20
21
       }
22
23
     }
```

FinalT6A.java

```
☆ T6ATester.java × ★ FinalT6A.java ×
Source History | 🔀 🌄 - 🐺 - 💆 - 💆 - 👺 - 👺 - 🔁 - 🔛 - 🚇 - 🔛 - 🕮 -
 1 - /*
 2
       * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/
 3
       * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/C
 4
 5
      package com.mycompany.t6atester;
 6
 7 - /**
 8
 9
       * @author ANIK
10
11
      public class FinalT6A{
12
       public static int temp = 4;
<u>Q.</u>
        private int sum;
14
        private int y = 1;
15 =
       public FinalT6A(int x, int p) {
16
          temp+=1;
17
         y = temp - p;
18
         sum = temp + x;
19
         System.out.println(x + " " + y + " " + sum);
20
21 =
       public void methodA() {
<u>Q</u>
         int x=0, y=0;
8
         y = y + this.y;
24
25
      1
```

Output:

