

1. Run `make`, this command will generate a bunch of `.class` files.
2. Run `java -cp '.:deps' P4 test.crrt test.out`, this command will generate a file named `test.out`, whose content is as following

```
1 int x;
2 bool y;
3 struct Point2D{
4     int x;
5     bool y;
6 };
7
8 struct Point3D{
9     struct Point2D x;
10    int z;
11 };
12
13 struct Point3D pt2;
14 struct Point3D pt3;
15 int dist2d(int x1, bool y1, int x2, bool y2) {
16     struct Point2D pt1;
17     struct Point3D pt2;
18     int d;
19     (pt1(Point2D)).x(int) = x1(int);
20     (pt1(Point2D)).y(bool) = y1(bool);
21     ((pt2(Point3D)).x(Point2D)).x(int) = x2(int);
22     ((pt2(Point3D)).x(Point2D)).y(bool) = y2(bool);
23     d(int) = ((pt2(Point3D)).z(int) = ((-pt1(Point2D)).x(int)) + ((pt2(Point3D)).x(Point2D)).x(int));
24     x(int) = d(int);
25     (pt3(Point3D)).z(int) = x(int);
26     return ((d(int) * (pt2(Point3D)).z(int)) + (((pt1(Point2D)).y(bool) - ((pt2(Point3D)).x(Point2D)).x(int)) * (pt2(Point3D)).z(int)));
27 }
```

3. To clean the generated `.class` files, run the `make clean` command.