class A
{
    private int a;
    public static int b = 1;

    public A(int aa)
    {
        a = aa;
    }

    public void increment()
    {
        a++;
        b++;
    }

    public String toString()
    {
        return a + " " + b;
    }
}

class ATest
{
    public static void main(String[] args)
    {
        A myA = new A(2);
        A yourA = new A(6);

        myA.increment();
        System.out.println("1: " + myA);
        System.out.println("2: " + yourA);

        myA = yourA;
        myA.increment();
        yourA.increment();

        System.out.println("3: " + myA);
        System.out.println("4: " + yourA);
    }
}

1. (5) Draw a state of memory diagram for the program ATest and show the output to the right

   1: _________________
   2: _________________
   3: _________________
   4: _________________

2. (4) Write two methods that could be added to the utility class A – an accessor method that "gets" the value of the variable a and a mutator method that "sets" the value of the variable a.

3. (1) Explain why writing accessor and mutator methods for the variable b are unnecessary.