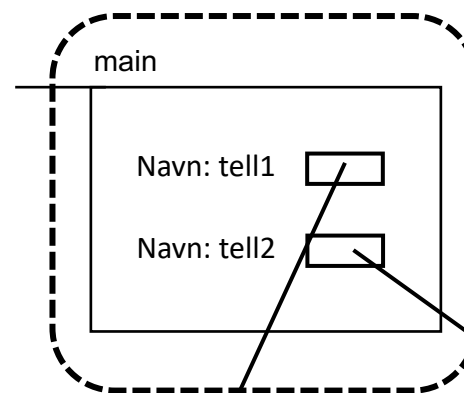


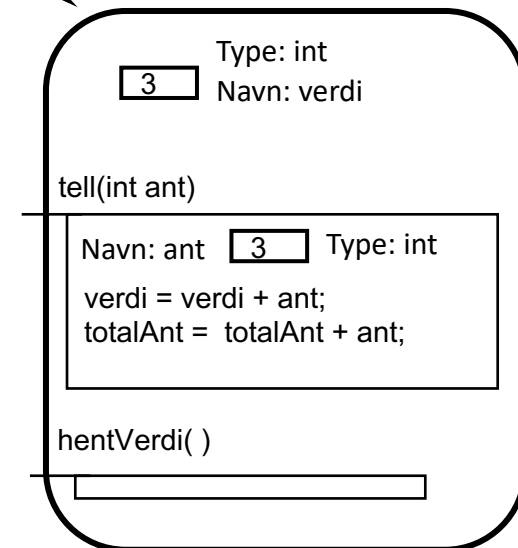
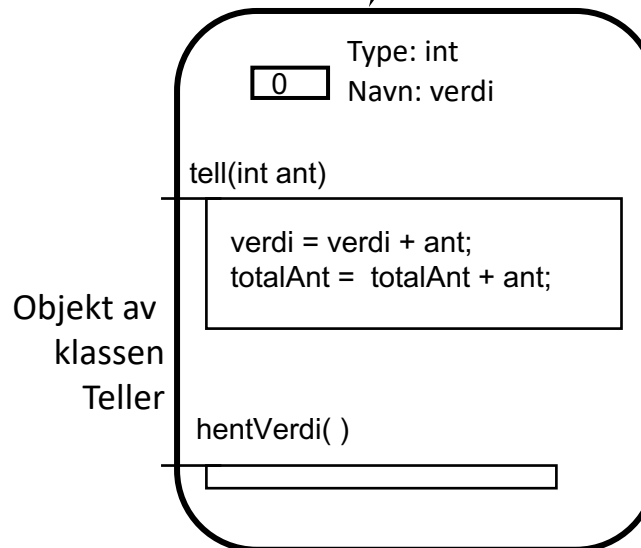
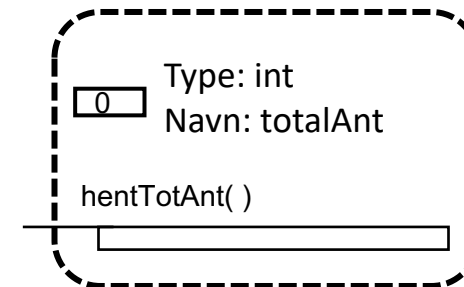
# Hvor mange instansvariabler er det her?

```
class Teller {  
    private static int totalAnt = 0;  
    private int verdi = 0;  
    public static int hentTotAnt( ) {  
        return totalAnt;  
    }  
    public void tell(int ant) {  
        verdi = verdi + ant;  
        totalAnt = totalAnt + ant;  
    }  
    public int hentVerdi( ) {  
        return verdi;  
    }  
}  
  
class BrukTeller {  
    public static void main (String [ ] arg) {  
        Teller tell1 = new Teller( );  
        Teller tell2 = new Teller( );  
        tell2.tell(3);  
    }  
}
```

Klassedatastruktur BrukTeller



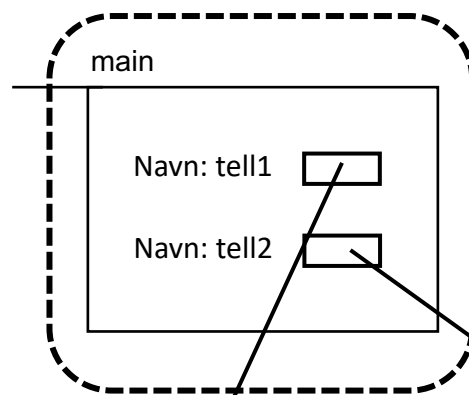
Klassedatastruktur Teller



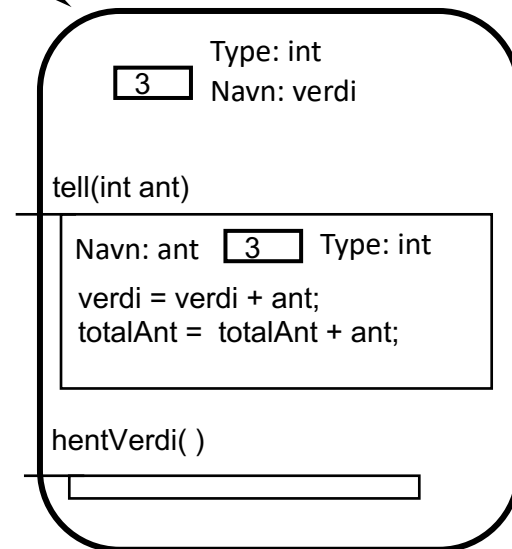
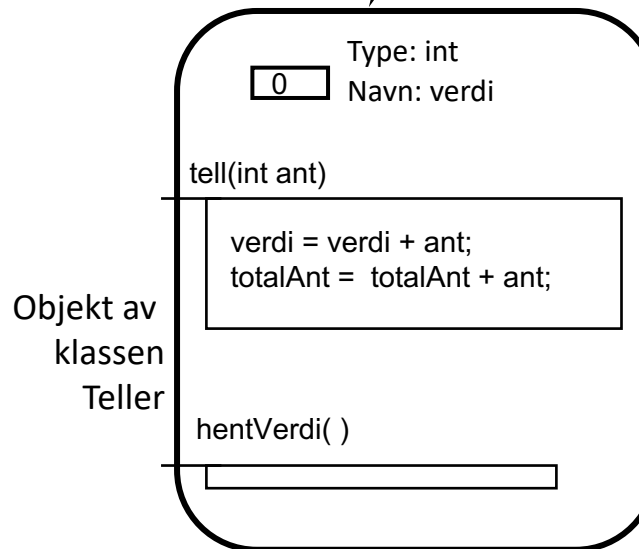
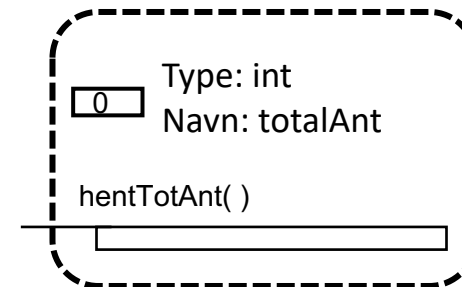
# Hvor mange statiske variabler er det her?

```
class Teller {  
    private static int totalAnt = 0;  
    private int verdi = 0;  
    public static int hentTotAnt( ) {  
        return totalAnt;  
    }  
    public void tell(int ant) {  
        verdi = verdi + ant;  
        totalAnt = totalAnt + ant;  
    }  
    public int hentVerdi( ) {  
        return verdi;  
    }  
}  
  
class BrukTeller {  
    public static void main (String [ ] arg) {  
        Teller tell1 = new Teller( );  
        Teller tell2 = new Teller( );  
        tell2.tell(3);  
    }  
}
```

Klassedatastruktur BrukTeller



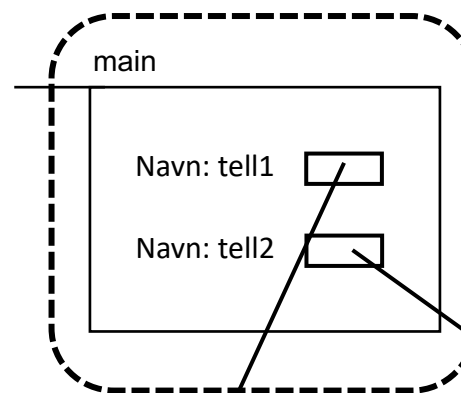
Klassedatastruktur Teller



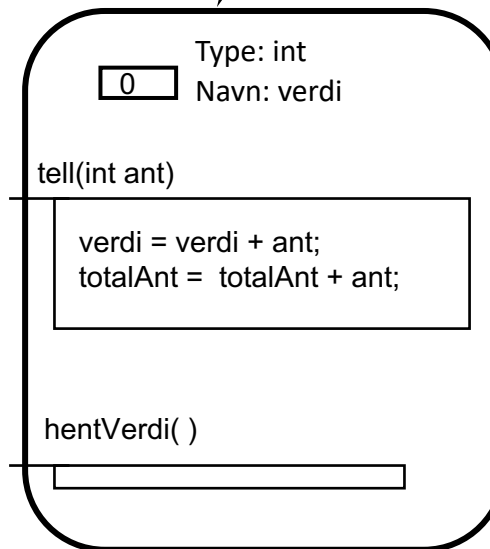
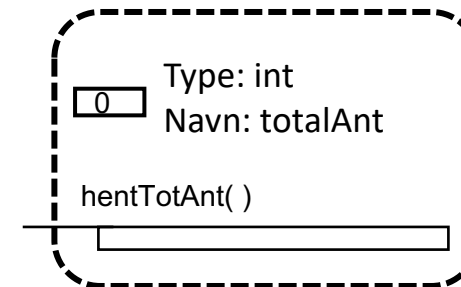
# Hvilken programlinje er neste som skal utføres?

```
1 class Teller {
2     private static int totalAnt = 0;
3     private int verdi = 0;
4     public static int hentTotAnt( ) {
5         return totalAnt;
6     }
7     public void tall(int ant) {
8         verdi = verdi + ant;
9         totalAnt = totalAnt + ant;
10    }
11    public int hentVerdi( ) {
12        return verdi;
13    }
14 }
15
16 class BrukTeller {
17     public static void main (String [ ] arg) {
18         Teller tell1 = new Teller( );
19         Teller tell2 = new Teller( );
20         tell2.tall(3);
21     }
22 }
```

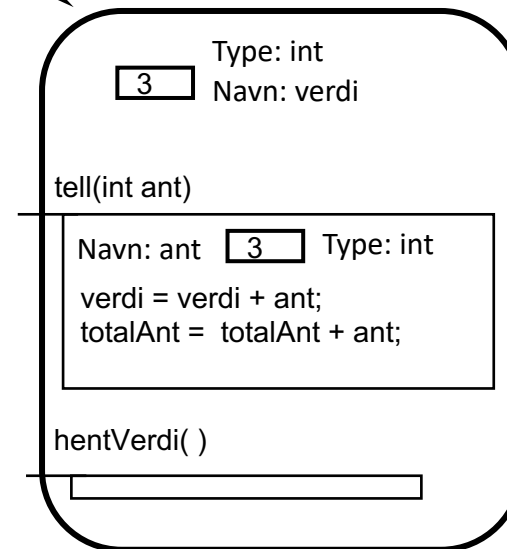
Klassedatastruktur BrukTeller



Klassedatastruktur Teller



Objekt av klassen Teller



Objekt av klassen Teller

# Hvor mange lokale variabler i metoder er det her?

```
class Teller {  
    private static int totalAnt = 0;  
    private int verdi = 0;  
    public static int hentTotAnt( ) {  
        return totalAnt;  
    }  
    public void tell(int ant) {  
        verdi = verdi + ant;  
        totalAnt = totalAnt + ant;  
    }  
    public int hentVerdi( ) {  
        return verdi;  
    }  
}  
  
class BrukTeller {  
    public static void main (String [ ] arg) {  
        Teller tell1 = new Teller( );  
        Teller tell2 = new Teller( );  
        tell2.tell(3);  
    }  
}
```

