

1 Bear

```
public class Bear {
   public static int num = 0;
    public int myNum;
   public String name;
   public Bear (int n, String str) {
        num += 1;
        myNum = n;
        name = str;
    }
    public void printNum() {
        System.out.println(myNum);
    }
    public void printInfo(String str) {
        System.out.println("I like " + str);
    }
   public void printInfo(int d) {
        System.out.println("Number: " + d);
    }
}
```

Take a look at the class and answer the questions below. Suppose we instantiate the following two objects:

```
bear1 = new Bear(4, "Oski");
bear2 = new Bear(2, "Clark");
```

What is the output after executing the following snippet of code:

```
System.out.println(bear2.num); 2
bear2.num -= 1;
System.out.println(bear1.num); (
bear2.myNum -= 1; (Chonges to 1)
System.out.println(bear1.myNum); 4
bear1.printInfo(2); Number : 2
bear1.printInfo("apples"); 9 (clee "apples")
```