

Color c = new Color(  
255, 0, 255, 120);

int

opacity

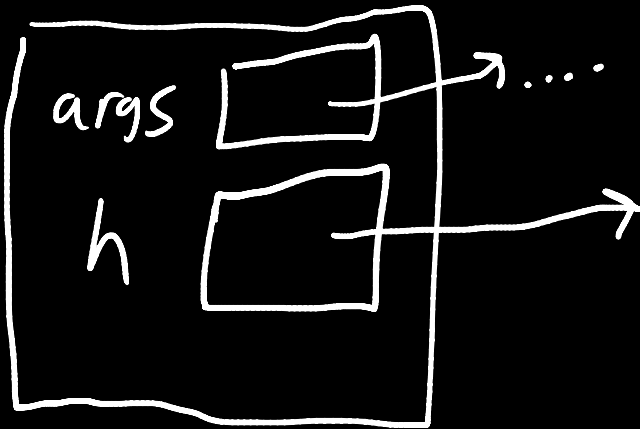
$0 \leq r \leq 255$

```
    this  
public class Human {  
    public void eat(int donughts) {  
        this.weight += donughts;  
    }  
}
```

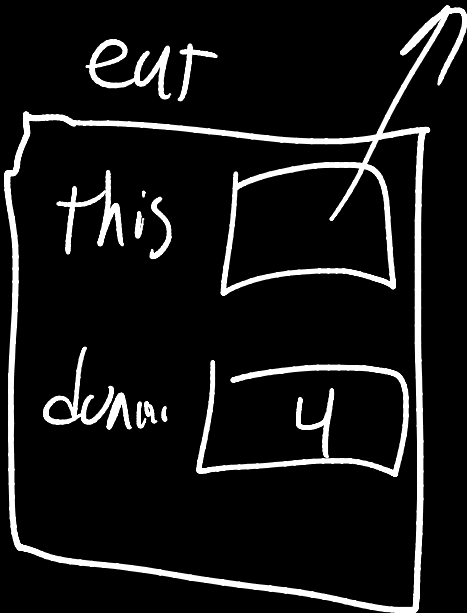
```
private int weight;  
}
```

```
... main(...) {  
    Human h = new Human();  
    h.eat(3);  
    h.eat(4);  
}
```

main



eat



# UML Class Diagram

