Parameter passing, local variables, and return values

Main class (in ParameterPassingTest.java)

```java
class ParameterPassingTest{
    public static void main(String args[]) {
        Dog fido, spot, rover;
        int x, y;

        fido = new Dog("Fido");
        spot = new Dog("Spot");
        x = 6;
        y = 8;

        fido.addTrick();
        school1(fido, x);
        school2(spot, x);
        fido = createSuperdog(spot, y);
        y = mystery(x);
    }

    public static void school1(Dog dog, int n) {
        dog.train(n);
    }

    public static void school2(Dog dog, int n) {
        n = 4;
        dog = new Dog("Fluffy");
        dog.train(n);
    }

    public static Dog createSuperdog(Dog origDog, int x) {
        String name = origDog.getName() + " the Clever Canine";
        int numTricks = origDog.getTricks() + x;
        Dog superDog = new Dog(name);
        superDog.train(numTricks);
        return superDog;
    }

    public static int mystery(int x) {
        int y = 5 + x;
        x = y / 3;
        return x;
    }
}
```
Dog class (in Dog.java)

class Dog {
    private int tricks;  // number of tricks the dog knows
    private String name; // the dog's name

    public Dog(String newName) {
        tricks = 0;
        name = newName;
    }

    public int getTricks() {
        return tricks;
    }

    public String getName() {
        return name;
    }

    public void addTrick() {
        tricks++;
    }

    public void train(int n) {
        tricks += n;
    }
}

How many Dog objects are created in total when the ParameterPassingTest class is executed (including objects that are cleaned up by the garbage collector)?

Draw object diagrams for the three Dog reference variables (fido, spot, and rover) just before the end of the main method in ParameterPassingTest.java.