

```
public class Object {  
    ...  
    public Object() {}  
    ...  
}
```

```
class Point extend Object {  
    int x=10;  
    int y=20;  
  
    Point(int x, int y) {  
        super() ;  
        this.x = x;  
        this.y = y;  
    }  
    ...  
}
```

```
class Point3D extend Point {  
    int z=30;  
  
    Point3D(int x, int y, int z) {  
        super(x,y) ;  
        this.z = z;  
    }  
}
```

```
① Point3D() {  
    this(100, 200, 300);  
}
```

④

③

②