

```

29 object {
30     def a = 1 // Confidential access to a
31     def b is public = 2 // Public access to b
32     def c is readable = 2 // Public access to c
33     var d := 3 // Confidential access and assignment
34     var e is readable // Public access and confidential assignment
35     var f is writable // Confidential access, public assignment
36     var g is public // Public access and assignment
37     var h is readable, writable // Public access and assignment
38 }
39
40
41 method catColoured(c) named (n) {
42     method bla(c) {
43         println "bla"
44     }
45     object {
46         inherit graceObject
47         def colour is public = c
48
49         def name is public = n
50         var miceEaten is readable := 0
51         method eatMouse {miceEaten := miceEaten + 1}
52         print "The cat {n} has been created."
53         if (x)
54             then {y}
55             else {z}
56     }
57 }
58
59 trait edible {
60     def name = "Edible";
61 }

```