```java
public class Chalk
{
      public int amount_left;

      //Constructor method
      public Chalk()
      {
            amount_left = 10;
      }

      // Use the chalk
      public void use()
      {
            amount_left = amount_left - 1;
      }

      // How much chalk is left?
      public int how_much()
      {
            return amount_left;
      }
}

public class ChalkDriver
{
      public static void main(String[] args)
      {
            Chalk yellow = new Chalk();

            System.out.println("Yellow new: " +yellow.how_much());
            yellow.use();
            System.out.println("Yellow used once: "
                  + yellow.how_much());

            Chalk white = new Chalk();
            System.out.println("White new: "
                  + white.how_much());
            white.use();
            white.use();
            System.out.println("Yellow: "
                  + yellow.how_much());
            System.out.println("White after two uses: "
                  + white.how_much());
      }
}
```

```java
public class Chuck
{
      public boolean empty;
      public Chalk loadedChalk;

      //Constructor method
      public Chuck()
      {
            empty = true;
      }
      // Load the chuck
      public void load(Chalk piece)
      {
            loadedChalk = piece;
            empty = false;
      }
      // Unload the chuck
      public Chalk unload()
      {
            empty = true;
            return loadedChalk;
      }
      // How much chalk is left?
      public int how_much()
      {
            return loadedChalk.how_much();
      }
      // Use the chuck with chalk
      public void use()
      {
            loadedChalk.use();
      }}
public class ChuckDriver
{
      public static void main(String[] args)
      {
            Chalk yellow = new Chalk();
            System.out.println("Yellow new: " +
                  yellow.how_much());
            yellow.use();
            System.out.println("After Yellow used: "
                  + yellow.how_much());

            Chuck silverChuck = new Chuck();
            silverChuck.load(yellow);
            System.out.println
                  ("I put the yellow chalk in the chuck");
            silverChuck.use();
            System.out.println("I use the chalk in the chuck");
            System.out.println
                  ("This is how much is left in the chuck: " +
                  silverChuck.how_much());
            silverChuck.unload();
            System.out.println("I take the chalk out of the chuck");
            System.out.println("After Yellow used: "
                  + yellow.how_much());
      }}
```