Part 2:

1. What is stored in the static heap, stack, dynamic heap? -
   The static heap: the class object: class Item, class
   Painting, class Statue, class Vase, class AntiqueShop,
   class Menu, class GetValues.
   the static variables: main method.
- The stack: the methods call: Menu.getChoice
                the object references: item.
                the local variables: options[]
- The dynamic heap: the objects created by "new" operator.
2. What are objects in the program?
   - They are item and sc.
3. What is the item variable storing?
- It stores one of the object's types: vase, statue, painting.
4. Why must you cast to call the method inputVase()/outputVase()?
- Because these methods are defined in Vase class.
5. What is the error thrown when you cast it wrong?
- It's ClassCastException.
6. What methods can you call if you don't cast the item variable?
- They are Item's contructor, getters, setters, input() and output().