

Определена иерархия классов

```
class MedicalStaff{}  
class Doctor extends MedicalStaff{}  
class Nurse extends MedicalStaff{}  
class HeadDoctor extends Doctor{}
```

<code>Doctor doctor1 = new Doctor();</code>	Correct
<code>Doctor doctor2 = new MedicalStaff();</code>	Not correct
<code>Doctor doctor3 = new HeadDoctor();</code>	Correct
<code>Object object1 = new HeadDoctor();</code>	Correct
<code>HeadDoctor doctor5 = new Object();</code>	Not correct
<code>Doctor doctor6 = new Nurse();</code>	Not correct
<code>Nurse nurse = new Doctor();</code>	Not correct
<code>Object object2 = new Nurse();</code>	Correct
<code>List<Doctor> list1= new ArrayList<Doctor>();</code>	Correct
<code>List<MedicalStaff> list2 = new ArrayList<Doctor>();</code>	Not correct
<code>List<Doctor> list3 = new ArrayList<MedicalStaff>();</code>	Not correct
<code>List<Object> list4 = new ArrayList<Doctor>();</code>	Not Correct
<code>List<Object> list5 = new ArrayList<Object>();</code>	Correct