Welcome to Day 8 of the Software 1 Eight Week Challenge, and the beginning of your second week!

Here are some rules on polymorphism to keep in mind:

1.      Instance variables are determined at compile time by the reference type.

2.      Instance methods are determined at run time by the object type polymorphically (overriding).

3.      When there’s a superclass reference to a subclass object, if the member isn’t in the superclass, the reference won’t be able to reach it, unless you cast the reference type back to the subclass object type.

4.      Static members are class members.  You can’t reach instance members from a static context (method) unless they are connected to a specific object.

5.      When there’s a superclass reference to a subclass object, the static method is determined by the reference, not the object.  Statics don’t care about objects. Statics don’t override.

Your assignment for the day is to read the Sierra and Bates reference, Chapter 2 and UCertify, Chapter 5