- What is stored in the static heap, stack, dynamic heap?

Static heap: the class objects and static variables are stored

Stack: the methods call, local variables amd object references are stored

Dynamic heap: the object are stored

- What are objects in the program?

Item,sc

- What is the item variable storing?

Vase, Statue, Painting

- Why must you cast to call the method inputVase()/outputVase()?

Because the method is define in Vase class, and we need to cast the object to that type in order to access the method. If we don’t do this, the compiler don’t know which method to call

- What is the error thrown when you cast it wrong?

ClassCastException

- What methods can you call if you don’t cast the item variable?

Input() and output()