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Class: SE1743

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

Stack:

Item()

Vase()

Statue()

Painting()

Dynamic:

newVase()

newStatue()

newPainting()

input(vase,statue,painting)

isWatercolour

isFrame

- What are objects in the program?

* item

- What is the item variable storing?

* Include: vase, statue, painting

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

* To print data of vase in screen

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

* A class cast exception is thrown by Java when you try to cast an Object of one data type to another.

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

* Use polimorphism to change instanceof, by moving the type sepcific logic into a conrete type and introducing an abstract method in the super type.