**Question 1**

Meow. I am a cat. My name is Kurre

and I am 6 years old.

Woof. I am a dog. My name is Vilma

and I am 3 years old.

**Question 2**

Since Cat and Dog are subclasses of Animal, they obtain all of the parent classes public and protected properties and methods through inheritence.

**Question 3**

Animal object kurre contains an instance of Cat and vilma contains an instance of Dog.

**Question 4**

The file Animal.java, Cat.java, Dog.java and even Lab1Stage2.java consists of a classes.

**Question 5**

A class is a blueprint of an object or instance. Instance used by objects to store their states.

**Question 6**

Meow. I am a cat. My name is Kurre

and I am 3 years old.

Woof. I am a dog. My name is Vilma

and I am 3 years old.

static fields are special properties that can be accessed without instantiating a class. However, only a single instance of it exists and shared between all objects of the same class. Therefore, when we set the age of vilma to 3, kurre's age will also be set to 3 since the age is now a static field that belongs to Animal.

**Question 8**

Kurre and Vilma are instance variables that were defined in the main method of class Lab1Stage2. Every instance variable will be stored in the class that it was defined in. So all the variables belongs to the main method inside Lab1Stage2 class.

**Question 9**

Value of class variable was stored inside a property of the class' objects. For example, age is a property of Animal. Therefore, the class variable age will be stored in an Animal instance.

**Question 10**

The keyword this refers to the class itself. If two variables or methods with the same name are used, this keyword will make sure the current class version of the two will be used instead.