

Part 2 :

### Program runs:

- **Step 1:** Print the menu and get choice for user
- **Step 2:** With selection, program will run each method.
- **Step 3:** Run step 1.

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

Static heap , the class objects and static variables are stored

Stack, the method calls, local variables, and object reference are stored

Dynamic heap, the objects are stored

- **What are objects in the program?**

The object in the program are `item` and `sc`.

- **What is the item variable storing?** `Vase, Statue, Painting.`
- **Why must you cast to call the method `inputVase()/outputVase()`?**

Because this method is defined on `Vase class`, and we need to cast the object to that type in order to access the method.

If you don't do this, compiler would not know which method to call and would raise an error.

- **What is the error thrown when you cast it wrong?** It's `ClassCastException.`
- **What methods can you call if you don't cast the item variable?** It's `input` and `output`