1) For each attribute, circle the classes that **must** have that attribute.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| A. Athletes have green feet. | Robot | Athlete | Climber | Racer |
| B. Climbers have blue scales. | Robot | Athlete | Climber | Racer |
| C. Robots have curly tails. | Robot | Athlete | Climber | Racer |
| D. Racers have sharp teeth. | Robot | Athlete | Climber | Racer |

2) Given the declarations below, circle all the commands that are legal.

Robot karel = **new** Robot();

Athlete gary = **new** Athlete();

Climber lisa = **new** Climber();

Racer mary = **new** Racer(); // Racer defines jumpHurdle()  
**public static void** runAway(Athlete arg)

|  |  |  |  |
| --- | --- | --- | --- |
| karel.move(); | gary.move(); | lisa.move(); | mary.move(); |
| karel.turnRight(); | gary.turnRight(); | lisa.turnRight(); | mary.turnRight(); |
| karel.turnLeft(); | gary.turnLeft(); | lisa.turnLeft(); | mary.turnLeft(); |
| karel.climbUpRight(); | gary.climbUpRight(); | lisa.climbUpRight(); | mary.climbUpRight(); |
| karel.jumpHurdle(); | gary.jumpHurdle(), | lisa.jumpHurdle(); | mary.jumpHurdle(); |
| karel.main(); | gary.setSize(); | lisa.openWorld(); | mary.pickUpBeeper(); |
| karel.runAway(); | gary.runAway(); | lisa.runAway(); | mary.runAway(); |
| runAway(karel); | runAway(gary); | runAway(lisa); | runAway(mary); |