```
Command Prompt                                                          —   ☐   X

C:\lab7_soto_mario>javac Lab7_Soto_Mario.java

C:\lab7_soto_mario>java Lab7_Soto_Mario
Payment of $13.95
Payment of $99.99
        Client Emma paid in cash
------------------------------------
Payment of $15.6
        Client John paid in cash
------------------------------------
Using the card *********^678, with expiration date 06/22
------------------------------------
Using the card *********123, with expiration date 07/25
------------------------------------

C:\lab7_soto_mario>
```

Why can we use the class Payment or the class CashPayment when creating a new cash payment object?

When creating a new cash object using CashPayment it has access to both parts of the object defined by super class Payment, and subclass CashPayment. When creating a new cash object using class Payment the reference will only access those parts defined by the superclass Payment.