Memory map:

Run Program :

Step 1: Print out the menu and get user input

Step 2: Selection option , program will run each methods

Step3 : Input being stored and program back to Step 1

Static heap : the class objects and static variables are stored

Stack : the method calls , local variables and object references are stored

Dynamic heap: the objects are stored

The object in program are item and sc, input

The item variables store Vase, Statue, Painting

You must cast to call the method inputVase() and outputVase() because this method define on Vase class so we need to cast the object to that type to access the method

The error thrown when cast it wrong is ClassCastException

Methods that can call if you do not cast the item is input and output