

Assignment 1_Polymorphism is Fun

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Polymorphism is Fun

Assume that the following classes have been defined:

<code>public class Quadrilateral</code>
<code>{</code>
<code> public String name = "Quadrilateral";</code>
<code></code>
<code> public void method1()</code>
<code> {</code>
<code> System.out.println("Quadrilateral 1");</code>
<code> }</code>
<code> public void method2()</code>
<code> {</code>
<code> System.out.println("Quadrilateral 2");</code>
<code> }</code>
<code> public void method3()</code>
<code> {</code>
<code> System.out.println("Quadrilateral 3");</code>
<code> }</code>
<code> public void method4()</code>
<code> {</code>
<code> System.out.println("Quadrilateral 4");</code>
<code> }</code>
<code> public String toString(){</code>
<code> this.method4();</code>
<code> return "This is Quadrilateral Class";</code>
<code> }</code>
<code>}</code>

<code>public class Trapezium extends Quadrilateral</code>
<code>{</code>
<code> public String name = "Trapezium";</code>
<code></code>
<code> public void method1(){</code>
<code> System.out.println("Trapezium 1");</code>
<code> }</code>
<code></code>
<code> public String toString(){</code>
<code> return "This is a " + name;</code>
<code> }</code>
<code>}</code>

public class Kite extends Quadrilateral
{
public String name = "Kite";
public void method1()
{
System.out.println("Kite 1");
}
public void method3()
{
System.out.println("Kite 3");
}
public void method4()
{
System.out.println("Kite 4");
}
}

public class Parallelogram extends Quadrilateral
{
public String name = "Parallelogram";
public void method3()
{
System.out.println("Parallelogram 3");
super.method2();
method4();
}
}

public class Rhombus extends Parallelogram
{
public String name = "Rhombus";
public void method1(){
System.out.println(this);
System.out.println("Rhombus 1");
}
public void method3(){
super.method2();
System.out.println("Rhombus 3");
}
}

<code>public class Rectangle extends Parallelogram</code>
<code>{</code>
<code> public String name = "Rectangle";</code>
<code></code>
<code> public void method2() {</code>
<code> method4();</code>
<code> System.out.println("Rectangle 2");</code>
<code> System.out.println(this);</code>
<code> }</code>
<code></code>
<code> public int compareTo(Rectangle a) {</code>
<code> if(a instanceof Rectangle) {</code>
<code> return 1;</code>
<code> } else {</code>
<code> return 0;</code>
<code> }</code>
<code> }</code>
<code></code>
<code>}</code>

<code>public class Square extends Rectangle</code>
<code>{</code>
<code> public String name = "Square";</code>
<code></code>
<code> public void method1() {</code>
<code> method3();</code>
<code> System.out.println("Square 1");</code>
<code> }</code>
<code></code>
<code> public void method2() {</code>
<code> super.method2();</code>
<code> System.out.println("Square 2");</code>
<code> method3();</code>
<code> }</code>
<code>}</code>

And assume that the following variables have been defined:

```

Quadrilateral shape1 = new Quadrilateral();
Object shape2 = new Kite();
Quadrilateral shape3 = new Trapezium();
Object shape4 = new Parallelogram();
Parallelogram shape5 = new Rhombus();
Quadrilateral shape6 = new Rectangle();
Parallelogram shape7 = new Square();
Rectangle shape8 = new Square();

```

In the table below, indicate in the right-hand column the output produced by the statement in the left-hand column. If the statement produces more than one line of output, indicate the line breaks with slashes as in "a/b/c" which indicates three lines of output with "a" followed by "b" followed by "c". If the statement causes an error, fill in the right-hand column with either "CT" for "compile time error" or RE for "runtime error" to indicate when the error would be detected.

Statement	Output
<code>System.out.println(shape1.name) ;</code>	Quadrilateral
<code>System.out.println(shape2.name) ;</code>	CT
<code>System.out.println(shape3.name) ;</code>	Quadrilateral
<code>System.out.println(shape4.name) ;</code>	CT
<code>System.out.println(shape5.name) ;</code>	Parallelogram
<code>System.out.println(shape6.name) ;</code>	Quadrilateral
<code>System.out.println(shape7.name) ;</code>	Parallelogram
<code>shape1.method1() ;</code>	Quadrilateral 1
<code>shape1.method2() ;</code>	Quadrilateral 2
<code>shape1.method3() ;</code>	Quadrilateral 3
<code>shape1.method4() ;</code>	Quadrilateral 4
<code>shape2.method1() ;</code>	CT
<code>shape2.method2() ;</code>	CT
<code>shape2.method3() ;</code>	CT
<code>shape2.method4() ;</code>	CT
<code>shape3.method1() ;</code>	Trapezium 1

<code>shape3.method2 () ;</code>	Quadrilateral 2
<code>shape3.method3 () ;</code>	Quadrilateral 3
<code>shape3.method4 () ;</code>	Quadrilateral 4
<code>shape4.method1 () ;</code>	CT
<code>shape4.method2 () ;</code>	CT
<code>shape4.method3 () ;</code>	CT
<code>shape4.method4 () ;</code>	CT
<code>shape5.method1 () ;</code>	Quadrilateral 4/This is Quadrilateral Class/Rhombus 1
<code>shape5.method2 () ;</code>	Quadrilateral 2
<code>shape5.method3 () ;</code>	Quadrilateral 2/Rhombus 3
<code>shape5.method4 () ;</code>	Quadrilateral 4
<code>shape6.method1 () ;</code>	Quadrilateral 1
<code>shape6.method2 () ;</code>	Quadrilateral 4/Rectangle 2/Quadrilateral 4/This is Quadrilateral Class
<code>shape6.method3 () ;</code>	Parallelogram 3/Quadrilateral 2/Quadrilateral 4
<code>shape6.method4 () ;</code>	Quadrilateral 4
<code>shape7.method1 () ;</code>	Parallelogram 3/Quadrilateral 2/Quadrilateral 4/Square 1
<code>shape7.method2 () ;</code>	Quadrilateral 4/Rectangle 2/Quadrilateral 4/This is Quadrilateral Class/Square 2/Parallelogram 3/Quadrilateral 2/ Quadrilateral 4
<code>shape7.method3 () ;</code>	Parallelogram 3/Quadrilateral 2/Quadrilateral 4
<code>shape7.method4 () ;</code>	Quadrilateral 4

<code>System.out.println(shape8.compareTo(shape8));</code>	1
<code>((Quadrilateral) shape1).method1();</code>	Quadrilateral 1
<code>((Quadrilateral) shape2).method1();</code>	Kite 1
<code>((Quadrilateral) shape3).method1();</code>	Trapezium 1
<code>((Quadrilateral) shape4).method1();</code>	Quadrilateral 1
<code>((Quadrilateral) shape5).method1();</code>	Quadrilateral 4/This is Quadrilateral Class/Rhombus 1
<code>((Quadrilateral) shape6).method1();</code>	Quadrilateral 1
<code>((Quadrilateral) shape7).method1();</code>	Parallelogram 3/Quadrilateral 2/Quadrilateral 4/Square 1
<code>((Quadrilateral) shape1).method2();</code>	Quadrilateral 2
<code>((Quadrilateral) shape2).method2();</code>	Quadrilateral 2
<code>((Quadrilateral) shape3).method2();</code>	Quadrilateral 2
<code>((Quadrilateral) shape4).method2();</code>	Quadrilateral 2
<code>((Quadrilateral) shape5).method2();</code>	Quadrilateral 2
<code>((Quadrilateral) shape6).method2();</code>	Quadrilateral 4/Rectangle 2/Quadrilateral 4/This is Quadrilateral Class
<code>((Quadrilateral) shape7).method2();</code>	Quadrilateral 4/Rectangle 2/Quadrilateral 4/This is Quadrilateral Class/Square 2/Parallelogram 3/Quadrilateral 2/Quadrilateral 4
<code>((Quadrilateral) shape1).method3();</code>	Quadrilateral 3
<code>((Quadrilateral) shape2).method3();</code>	Kite 3
<code>((Quadrilateral) shape3).method3();</code>	Quadrilateral 3
<code>((Quadrilateral) shape4).method3();</code>	Parallelogram 3/Quadrilateral 2/Quadrilateral 4

((Quadrilateral) shape5).method3();	Quadrilateral 2/Rhombus 3
((Quadrilateral) shape6).method3();	Parallelogram 3/Quadrilateral 2/Quadrilateral 4
((Quadrilateral) shape7).method3();	Parallelogram 3/Quadrilateral 2/Quadrilateral 4
((Object) shape1).method1();	CT
((Object) shape2).method1();	CT
((Object) shape3).method1();	CT
((Object) shape4).method1();	CT
((Object) shape5).method1();	CT
((Object) shape6).method1();	CT
((Object) shape7).method1();	CT
((Object) shape1).method2();	CT
((Object) shape2).method2();	CT
((Object) shape3).method2();	CT
((Object) shape4).method2();	CT
((Object) shape5).method2();	CT
((Object) shape6).method2();	CT
((Object) shape7).method2();	CT
((Object) shape1).method3();	CT
((Object) shape2).method3();	CT
((Object) shape3).method3();	CT

((Object) shape4).method3();	CT
((Object) shape5).method3();	CT
((Object) shape6).method3();	CT
((Object) shape7).method3();	CT
((Kite) shape1).method1();	RE
((Kite) shape2).method1();	Kite 1
((Kite) shape3).method1();	RE
((Kite) shape4).method1();	RE
((Kite) shape5).method1();	CT
((Kite) shape6).method1();	RE
((Kite) shape7).method1();	CT
((Kite) shape1).method2();	RE
((Kite) shape2).method2();	Quadrilateral 2
((Kite) shape3).method2();	RE
((Kite) shape4).method2();	RE
((Kite) shape5).method2();	CT
((Kite) shape6).method2();	RE
((Kite) shape7).method2();	CT
((Kite) shape1).method3();	RE
((Kite) shape2).method3();	Kite 3

((Kite) shape3).method3();	RE
((Kite) shape4).method3();	RE
((Kite) shape5).method3();	CT
((Kite) shape6).method3();	RE
((Kite) shape7).method3();	CT
((Parallelogram) shape1).method1();	RE
((Parallelogram) shape2).method1();	RE
((Parallelogram) shape3).method1();	RE
((Parallelogram) shape4).method1();	Quadrilateral 1
((Parallelogram) shape5).method1();	Quadrilateral 4/This is Quadrilateral Class/Rhombus 1
((Parallelogram) shape6).method1();	Quadrilateral 1
((Parallelogram) shape7).method1();	Parallelogram 3/Quadrilateral 2/Quadrilateral 4/Square 1
((Parallelogram) shape1).method2();	RE
((Parallelogram) shape2).method2();	RE
((Parallelogram) shape3).method2();	RE
((Parallelogram) shape4).method2();	CT
((Parallelogram) shape5).method2();	Quadrilateral 2
((Parallelogram) shape6).method2();	Quadrilateral 4/Rectangle 2/Quadrilateral 4/This is Quadrilateral Class
((Parallelogram) shape7).method2();	Quadrilateral 4/Rectangle 2/Quadrilateral 4/This is Quadrilateral Class/Square 2 Parallelogram 3/Quadrilateral 2/Quadrilateral 4

((Parallelogram) shape1).method3();	RE
((Parallelogram) shape2).method3();	RE
((Parallelogram) shape3).method3();	RE
((Parallelogram) shape4).method3();	Parallelogram 3/Quadrilateral 2/Quadrilateral 4
((Parallelogram) shape5).method3();	Quadrilateral 2/Rhombus 3
((Parallelogram) shape6).method3();	Parallelogram 3/Quadrilateral 2/Quadrilateral 4
((Parallelogram) shape7).method3();	Parallelogram 3/Quadrilateral 2/Quadrilateral 4
((Trapezium) shape1).method1();	RE
((Trapezium) shape2).method1();	RE
((Trapezium) shape3).method1();	Trapezium 1
((Trapezium) shape4).method1();	RE
((Trapezium) shape5).method1();	CT
((Trapezium) shape6).method1();	RE
((Trapezium) shape7).method1();	CT
((Trapezium) shape1).method2();	RE
((Trapezium) shape2).method2();	RE
((Trapezium) shape3).method2();	Quadrilateral 2
((Trapezium) shape4).method2();	RE
((Trapezium) shape5).method2();	CT
((Trapezium) shape6).method2();	RE

((Trapezium) shape7).method2();	CT
((Trapezium) shape1).method3();	RE
((Trapezium) shape2).method3();	RE
((Trapezium) shape3).method3();	Quadrilateral 3
((Trapezium) shape4).method3();	RE
((Trapezium) shape5).method3();	CT
((Trapezium) shape6).method3();	RE
((Trapezium) shape7).method3();	CT
((Rhombus) shape1).method1();	RE
((Rhombus) shape2).method1();	RE
((Rhombus) shape3).method1();	RE
((Rhombus) shape4).method1();	RE
((Rhombus) shape5).method1();	Quadrilateral 4/This is Quadrilateral Class/Rhombus 1
((Rhombus) shape6).method1();	RE
((Rhombus) shape7).method1();	RE
((Rhombus) shape1).method2();	RE
((Rhombus) shape2).method2();	RE
((Rhombus) shape3).method2();	RE
((Rhombus) shape4).method2();	RE
((Rhombus) shape5).method2();	Quadrilateral 2

((Rhombus) shape6).method2();	RE
((Rhombus) shape7).method2();	RE
((Rhombus) shape1).method3();	RE
((Rhombus) shape2).method3();	RE
((Rhombus) shape3).method3();	RE
((Rhombus) shape4).method3();	RE
((Rhombus) shape5).method3();	Quadrilateral 2/Rhombus 3
((Rhombus) shape6).method3();	RE
((Rhombus) shape7).method3();	RE
((Rectangle) shape1).method1();	RE
((Rectangle) shape2).method1();	RE
((Rectangle) shape3).method1();	RE
((Rectangle) shape4).method1();	RE
((Rectangle) shape5).method1();	RE
((Rectangle) shape6).method1();	Quadrilateral 1
((Rectangle) shape7).method1();	Parallelogram 3/Quadrilateral 2 /Quadrilateral 4/Square 1
((Rectangle) shape1).method2();	RE
((Rectangle) shape2).method2();	RE
((Rectangle) shape3).method2();	RE
((Rectangle) shape4).method2();	RE

((Rectangle) shape5).method2();	RE
((Rectangle) shape6).method2();	Quadrilateral 4/Rectangle 2/Quadrilateral 4/This is Quadrilateral Class
((Rectangle) shape7).method2();	Quadrilateral 4/Rectangle 2/Quadrilateral 4/This is Quadrilateral Class/Square 2 /Parallelogram 3/Quadrilateral 2/Quadrilateral 4
((Rectangle) shape1).method3();	RE
((Rectangle) shape2).method3();	RE
((Rectangle) shape3).method3();	RE
((Rectangle) shape4).method3();	RE
((Rectangle) shape5).method3();	RE
((Rectangle) shape6).method3();	Parallelogram 3/Quadrilateral 2/Quadrilateral 4
((Rectangle) shape7).method3();	Parallelogram 3/Quadrilateral 2/Quadrilateral 4
((Square) shape1).method1();	RE
((Square) shape2).method1();	RE
((Square) shape3).method1();	RE
((Square) shape4).method1();	RE
((Square) shape5).method1();	RE
((Square) shape6).method1();	RE
((Square) shape7).method1();	Parallelogram 3/Quadrilateral 2/Quadrilateral 4/Square 1
((Square) shape1).method2();	RE
((Square) shape2).method2();	RE

((Square) shape3).method2();	RE
((Square) shape4).method2();	RE
((Square) shape5).method2();	RE
((Square) shape6).method2();	RE
((Square) shape7).method2();	Quadrilateral 4/Rectangle 2 Quadrilateral 4/This is /Quadrilateral Class/Square 2 Parallelogram 3/Quadrilateral 2/Quadrilateral 4
((Square) shape1).method3();	RE
((Square) shape2).method3();	RE
((Square) shape3).method3();	RE
((Square) shape4).method3();	RE
((Square) shape5).method3();	RE
((Square) shape6).method3();	RE
((Square) shape7).method3();	Parallelogram 3/Quadrilateral 2/Quadrilateral 4