- Program steps:

1. Print a menu of options and get user choice from the keyboard.

2. If the user's selection matches, the program executes the corresponding function.

3. Continue to go back to step 1 after the program has finished executing.

4. End the program when the user input data is incorrect.

- Answer questions:

1. Static heap: the class objects and static variables

Stack: the method calls, local variables and objects references

Dynamic heap: the objects

2. Item()

3. Vase(), Statue(), Painting()

4. Because if want to access a method located in another class, we need to cast object to be able to access and use that method

5. ClassCastException

6. Input, output