Warm-ups solutions

1.

- A static function is a type of function that you invoke without creating an instance of the class. For example, we have a class named MyClass with a static function public static void foo(). Then, we can call it by MyClass.foo().
- An instance function can only be called by an instance of the class. For example, you have an instance MyClass c = new MyClass()** and a instance function public void bar(). Then, we can call it by c.bar().

2. A static function cannot access/modify instance variables of the class, but it can access/modify static variables of the class.

3. It marks a variable to be unchangable after being set.

4.

```
public class Animal { }
public class Bird extends Animal { }
public class Chick extends Bird { }
public class Penguin extends Bird { }
```

5. The keyword is super. Depending on your constructor(s) defined in the parent class, super can have different numbers of parameters.

6. *one* and *three*.

7. By using the `@Override` label and having the same function declaration of the parent function.

8. The function call will throw an incompatible type error: because a Pet is not necessarily a Penguin.

9. Upcasting is referring to an object to its supertypes. A few examples:

```
Penguin p = new Penguin();
Bird b = new Penguin();   // upcasting to Bird
Animal a = new Penguin(); // upcasting to Animal
Object o = new Penguin(); // upcasting to Object
```

The functions/variables available for the object to use is determined by the type it is cast to. For example, a cannot access functions/variables uniquely defined in the Penguin class because it has type Bird.

10. Yes, because b has no access to function swim() as it has type Bird.

11. No, because we downcast b to be Penguin and so it can access Penguin class function. This is doable for b because it is an instance of Penguin at the first place (although we upcast it to Bird type first).

12. If the object comparing to is *null*; if it is an instance of the current object; anything else you think that should be equal.

13. For example:

```
public class Animal {
  // any variables defined

  public Animal() { }

  public Animal(Animal other) {
    // copy over the variables "other" has
  }
```

```
}
```