```
4
       This refers to the current object and field and methods within. Super refers to
        the objects super class. You would use super when you want to specifically refer
        to a field or method from the object's super class
 6
        public UndergraduateStudent(String name) {
    0
            super(name, 18);
            this.year = 0;
    0
          }
7
          public void setAge(int age) {
            super.setAge(age);
    0
            this.year++;
    0
          }
    0
 8
        vroom
       car 1
       car 2
    o vroom
    o truck 1
       car 2
 11
    o B 2
       Α
    0
       A 1
    0
      D 2
    0
       C
    0
    o C1
    0
    o A2
       Α
    o A1
    0
    o A 2
       С
    0
    o C1
    0
12
    o flute
    o shoe 1
```

o flute 2

0

```
o flute
       blue 1
       flute 2
    0
       moo
    0
       moo 1
       moo 2
    0
       moo
    0
       blue 1
       moo 2
13
       moo 2
    0
       blue 1
       moo
    0
    o moo 2
       moo 1
    0
       moo
    0
    o flute 2
       shoe 1
       flute
    0
    o flute 2
       blue 1
    0
      flute
    0
14
    o squid
       creature 1
    0
       tentacles
    0
    o BIG!
       spout
    0
       creature 2
    0
    0
       ocean-dwelling
       creature 1
       creature 2
    0
    0
    o ocean-dwelling
    o warm-blooded
```

creature 2 0 15 o creature 2 ocean-dwelling 0 creature 1 0 o tentacles squid 0 creature 1 0 o creature 2 ocean-dwelling warm-blooded 0 0 creature 2 0 BIG! 0 spout 0

• 20

This is probably not the best design. It seems like there would be unnecessary and duplicate coding involved. I would probably have a Card class with fields for rank and suit along with methods that would be re-usable by all objects of the class.