Landon Moon

1. False. Creating an apple with the default constructor still works.

2. True. Watermelon extends the Food class so it is valid.

3. True. f1 is a Food object so it is valid.

4. False. The method takes an int and sets a Boolean, meaning extra steps are taken. Additionally it is bad practice to change variables from outside an object.

5. True. Apple extends Food, so this method in ‘inherited’ from the Food class.

6. False. f1 is a food object which doesn’t contain a barcodeNumber variable.

7. False. price is a private variable so it can not be changed outside the class.

8. False. f1 is a Food object but a watermelon is required. A watermelon is a food but not all foods are watermelons.

9. False. Apple doesn’t extend Watermelon.

10. False. price is private so it can only be changed in the food class itself.