Name: _____ UTEID _____

```
Consider the following classes:
```

```
public class Tower {
    private int height;
    public Tower(int h) { height = h; }
    public int getSize() { return height / 2; }
    public void improve() { height += 2; }
   public String toString() { return "h: " + height; }
}
public class ArrowTower extends Tower {
    public ArrowTower(int h) { super(h); }
    public void improve() {
        super.improve();
        super.improve();
    }
}
public class BallistaTower extends ArrowTower {
    public BallistaTower() { super(10); }
   public String toString() { return "size: " + getSize(); }
}
public class CannonTower extends Tower {
    private int shotWeight;
    public CannonTower(int sw) {
        super(6);
        shotWeight = sw;
    }
    public int getSize() { return shotWeight / 10; }
    public int getCharge() { return shotWeight / 5; }
    public String toString() {
           return super.toString() + ", " + shotWeight;
} // ANSWER THE QUESTIONS ON THE BACK
```

Consider each of the following statements. For each indicate if it compiles or not.

```
Tower t1 = new ArrowTower();
Tower t2 = new ArrowTower(10);
ArrowTower t3 = new Tower(10);
CannonTower t4 = new ArrowTower(10);
Object t5 = new CannonTower(10);
Tower t6 = new Object();
Tower t7 = \text{new Object}(10);
Tower t8 = new BallistaTower();
ArrowTower t9 = new BallistaTower();
BallistaTower t10 = new ArrowTower(10);
What is output by the following code?
BallistaTower t11 = new BallistaTower();
System.out.println(t11);
ArrowTower t12 = new ArrowTower(7);
System.out.println(t12);
Tower t13 = new CannonTower(20);
System.out.println(t13);
Tower t14 = new ArrowTower(10);
t14.improve();
t14.improve();
System.out.println(t14);
Tower t15 = new CannonTower(50);
t15.improve();
System.out.println(t15.getSize());
CannonTower t16 = new CannonTower(50);
t16.improve();
System.out.println(t16.getSize());
```