stack: save the input parameters (value, creator ...) with variables

heap: properties (-creator: String …).

An object is a combination of code and data that is seen as a single unit. Each object has a unique name, and all references to that object are made through its name.

The item variable stores the values ​​of the parameters passed to the item object.

The type must be cast to call inputVase/outputVase because inputVase and outputVase are only available in the Vase subclass and not in the item, so the item must be type cast to be callable.

When casting is wrong, it won't be able to find the method in the wrong cast subclass and the program will crash.

When we don't cast the item variable, we can call the input() vs output() method.