Workshop 4

Part 2:
Program runs:
- Step 1: Print the menu and get choice from user.
- Step 2: With selection, program will run each method.
- Step 3: Run **Step 1**.

What is stored in the static heap, stack, dynamic heap?
- Static heap, the class objects and static variables are stored.
- Stack, the method calls, local variables, and object references are stored.
- Dynamic heap, the objects are stored.

What are objects in the program?
- The objects in the program are *item* and *sc*.

What is the item variable storing?
- May be Vase, Statue, Painting.

Why must you cast to call the method inputVase()/outputVase()?
- Because this method is defined on Vase class, and we need to cast the object to that type in order to access the method.
- If you don't do this, the compiler would not know which method to call and would raise an error.

What is the error thrown when you cast it wrong?

- It's *ClassCastException*.

What methods can you call if you don't cast the item variable?

- It's *input* and *output*