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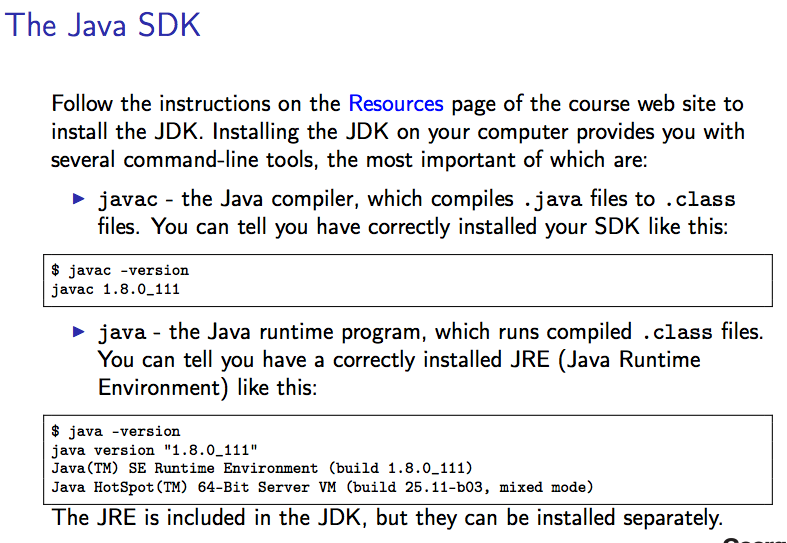
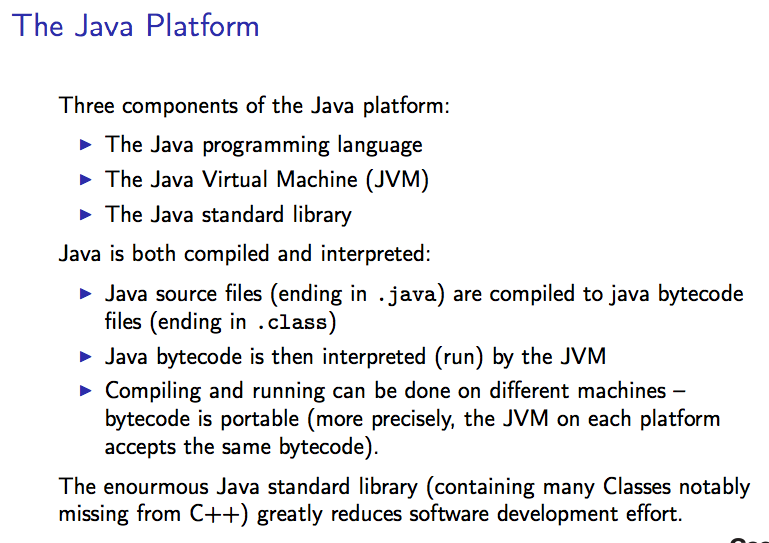
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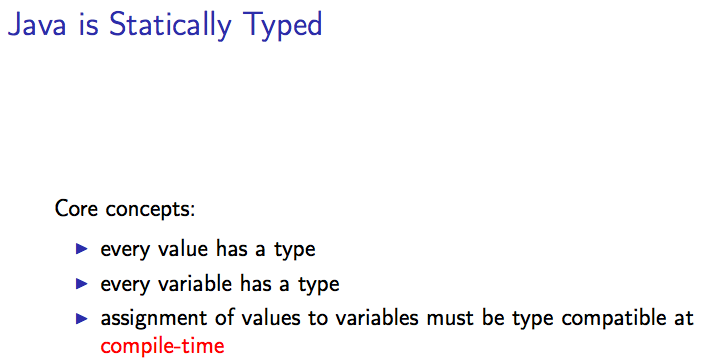
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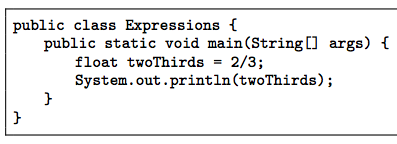
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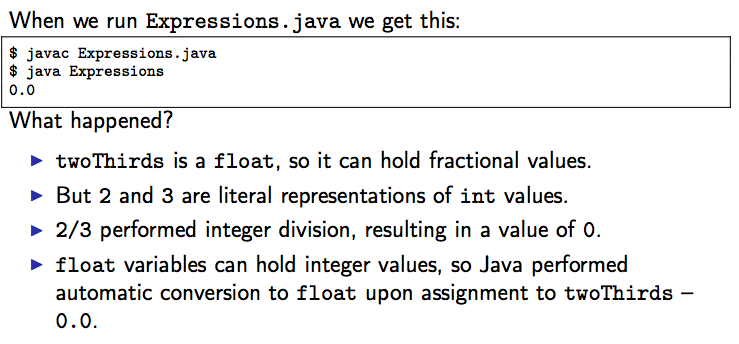
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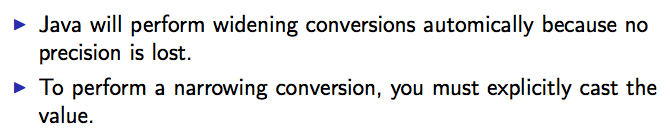
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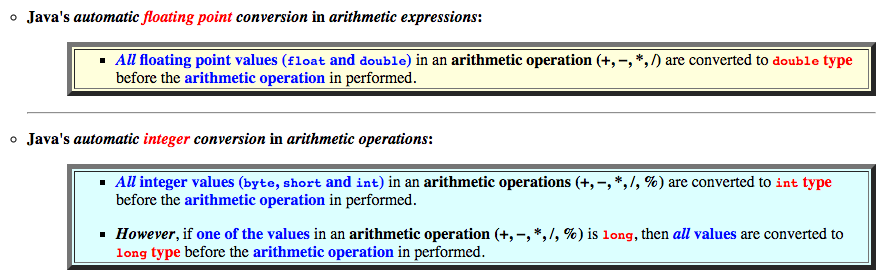


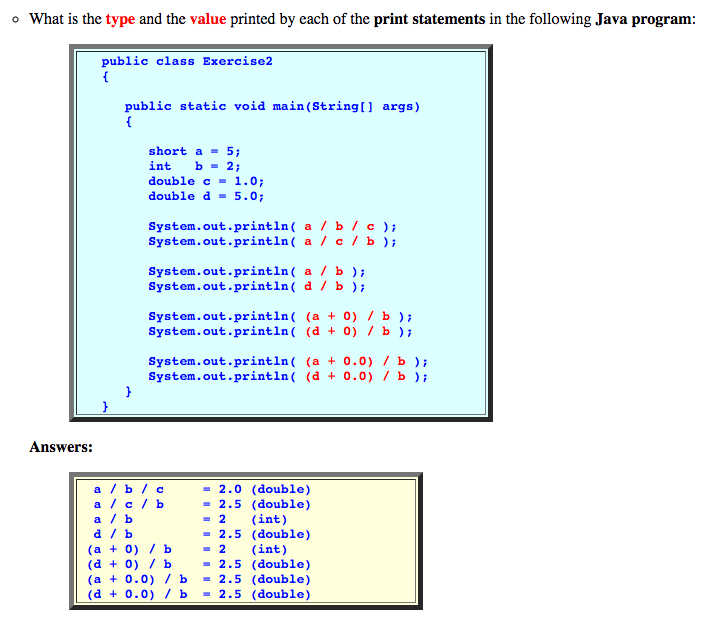




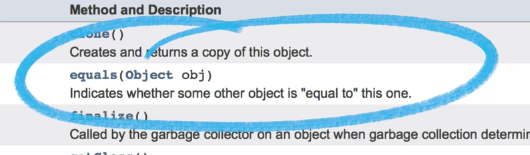


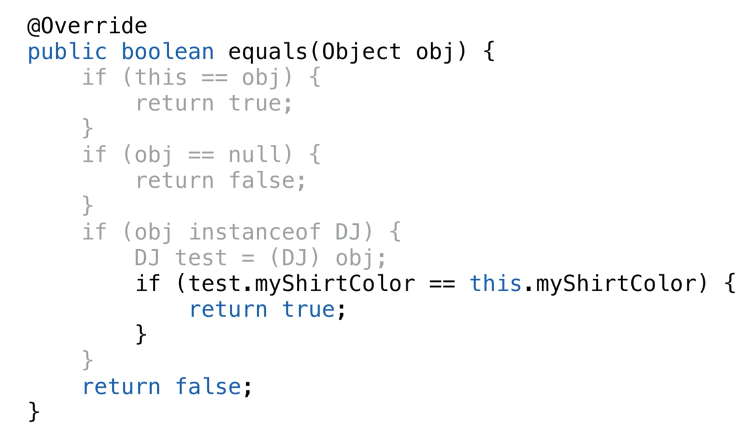


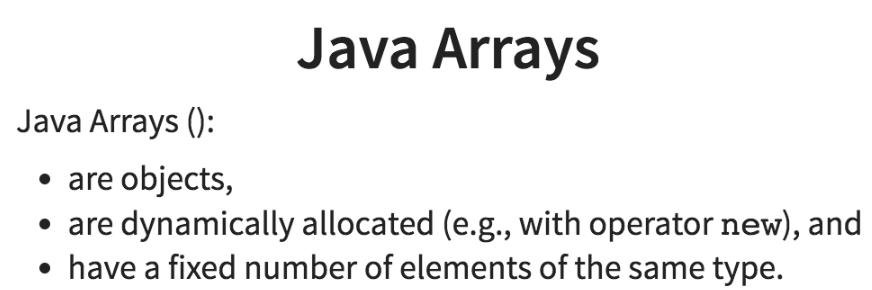


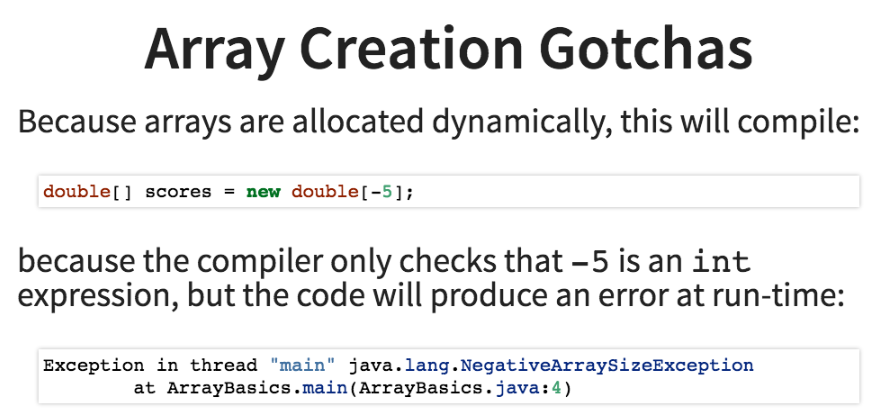


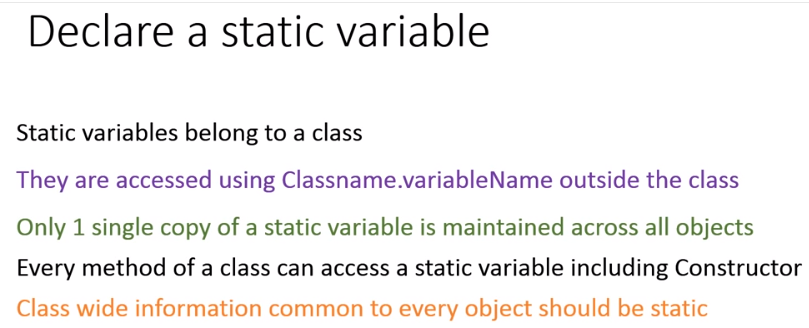
<http://www.mathcs.emory.edu/~cheung/Courses/170/Syllabus/04/mixed.html>

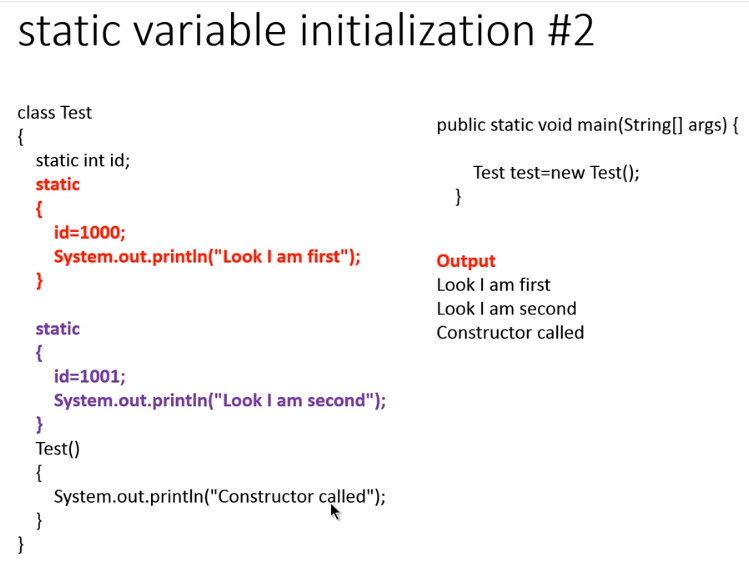


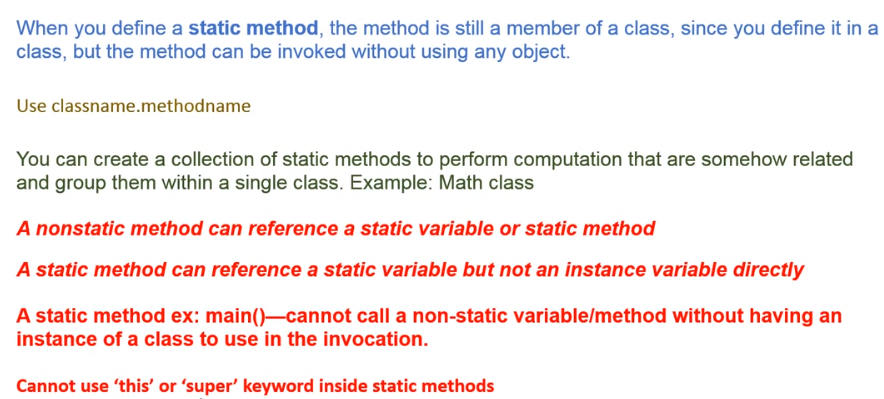


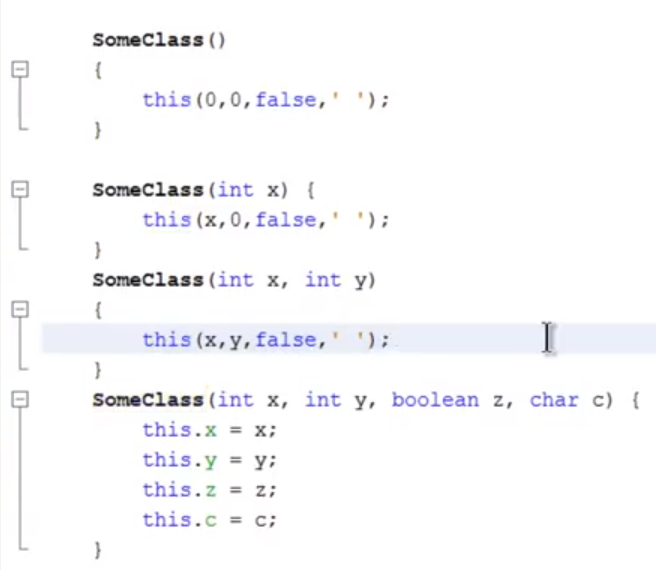




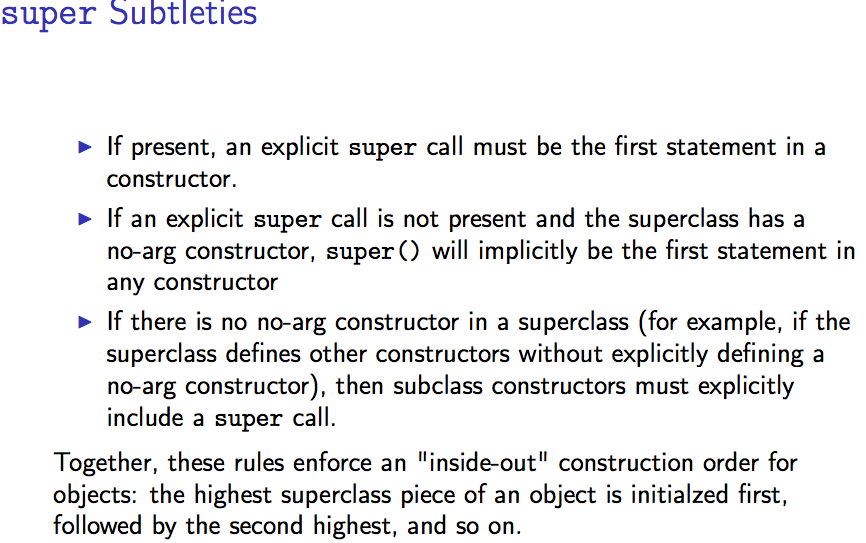


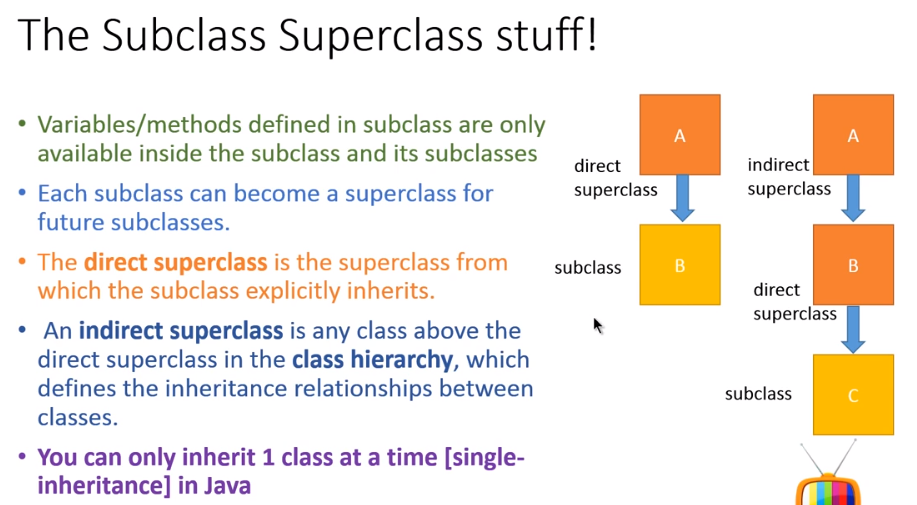


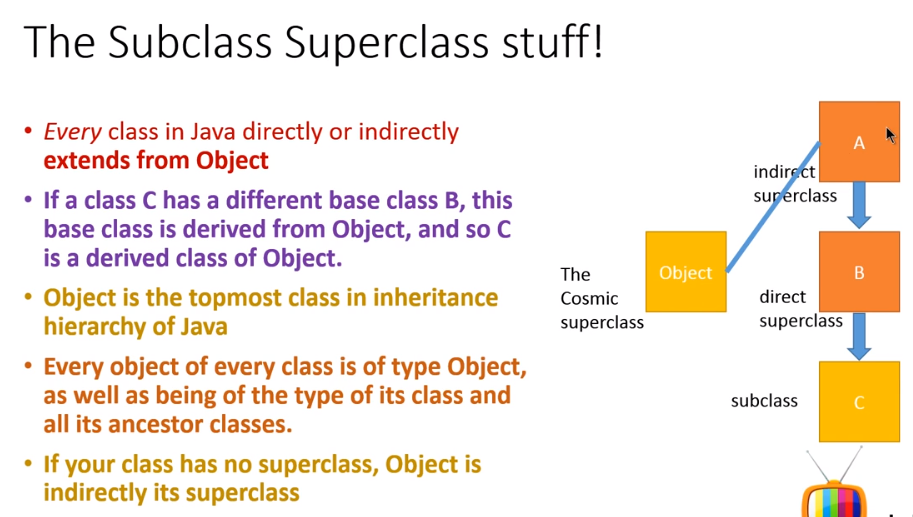




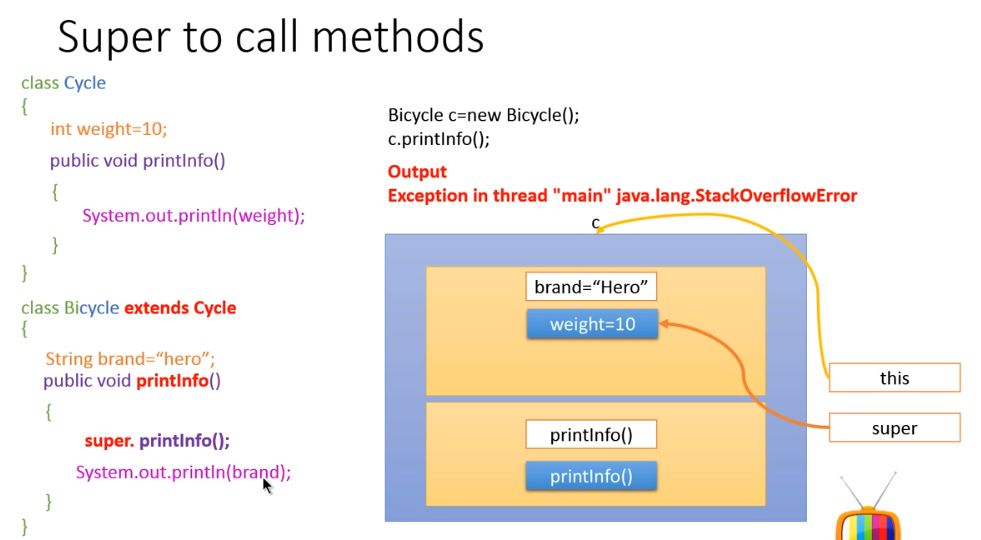
this also must be the first thing called

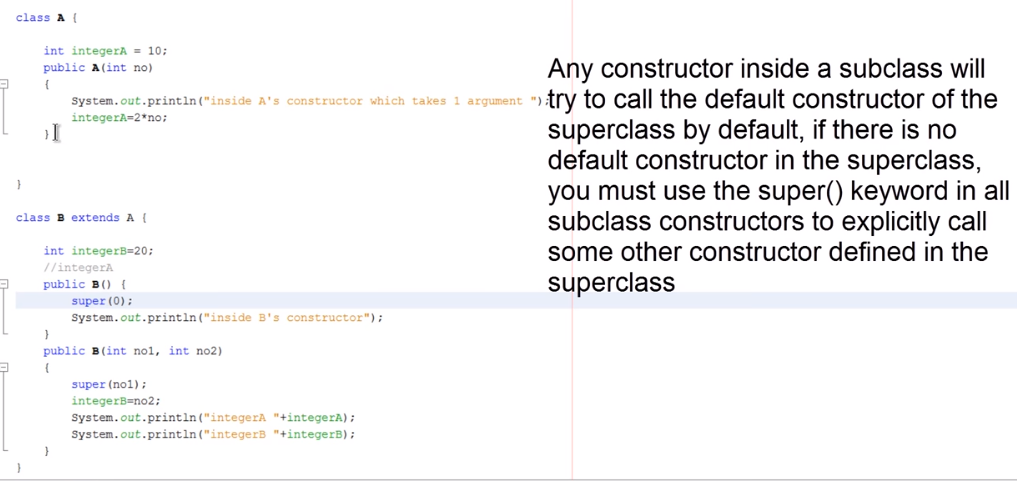


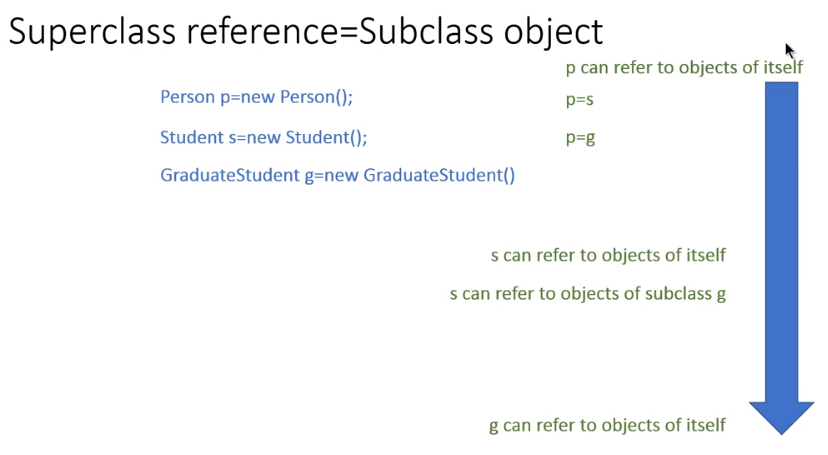




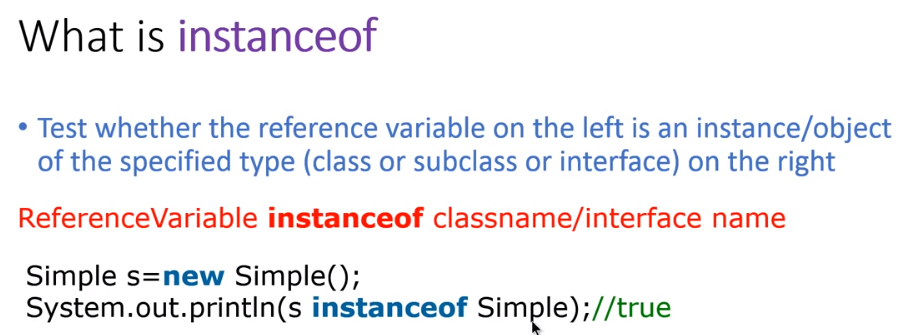




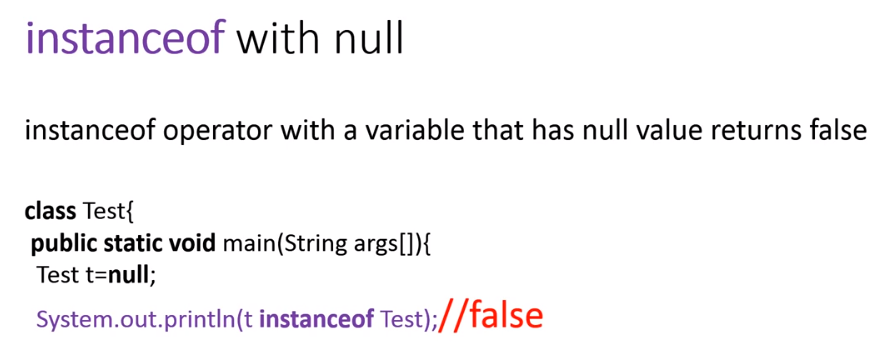


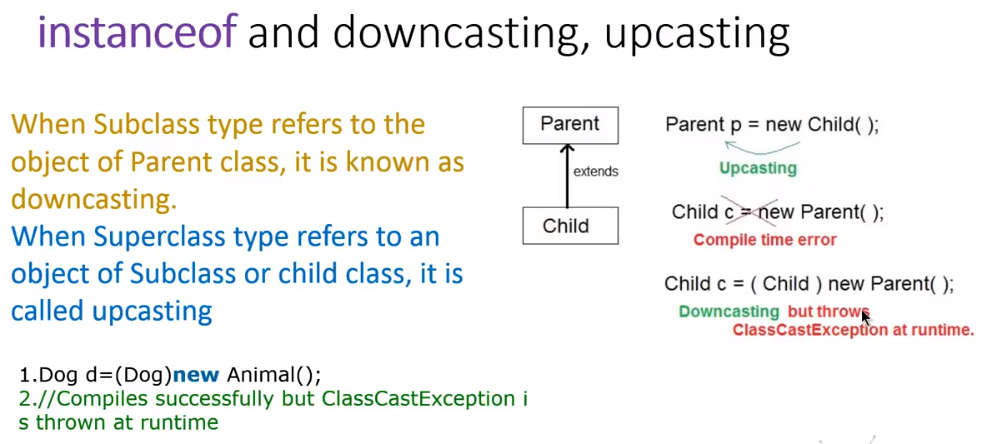


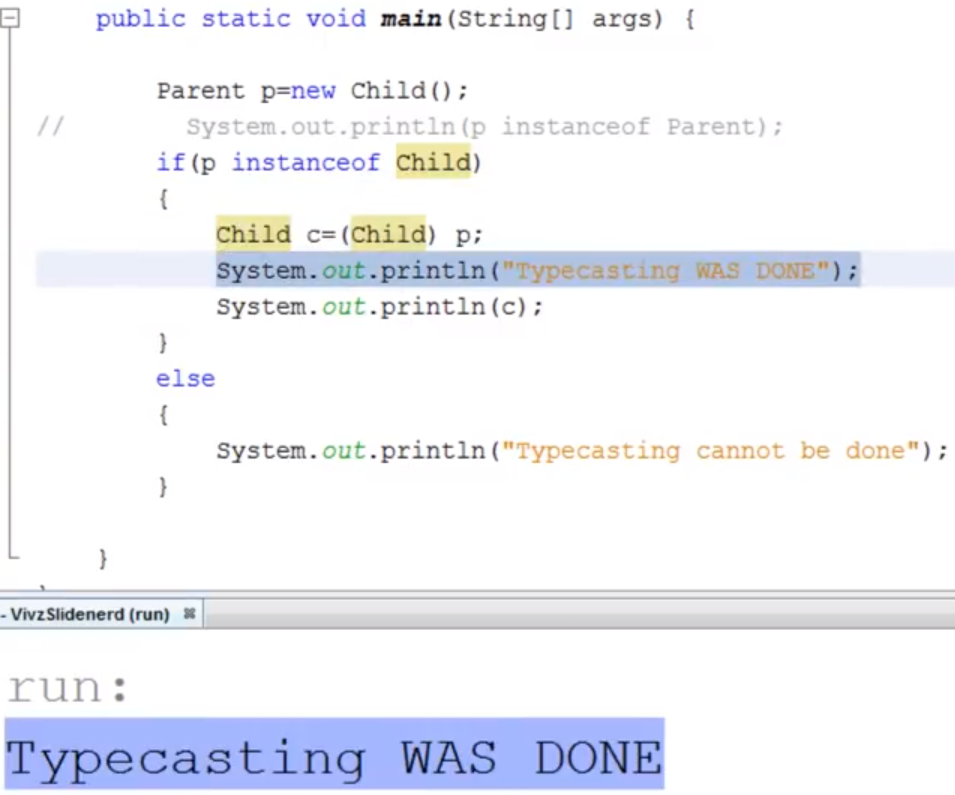
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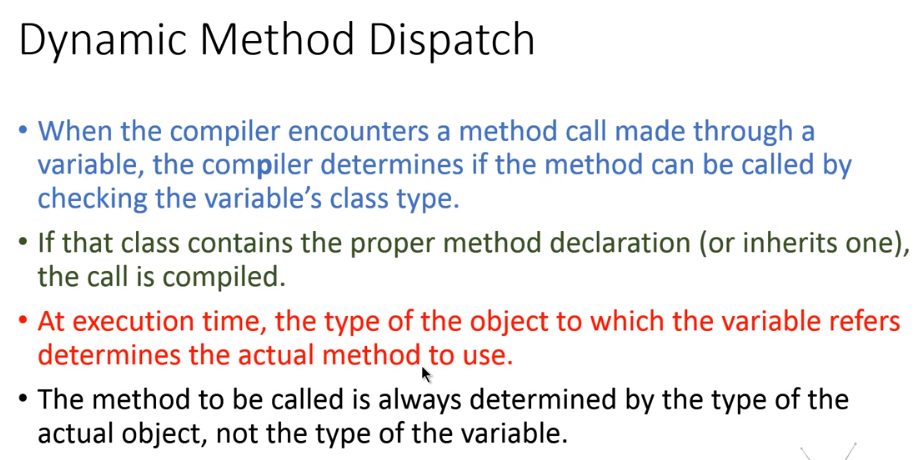


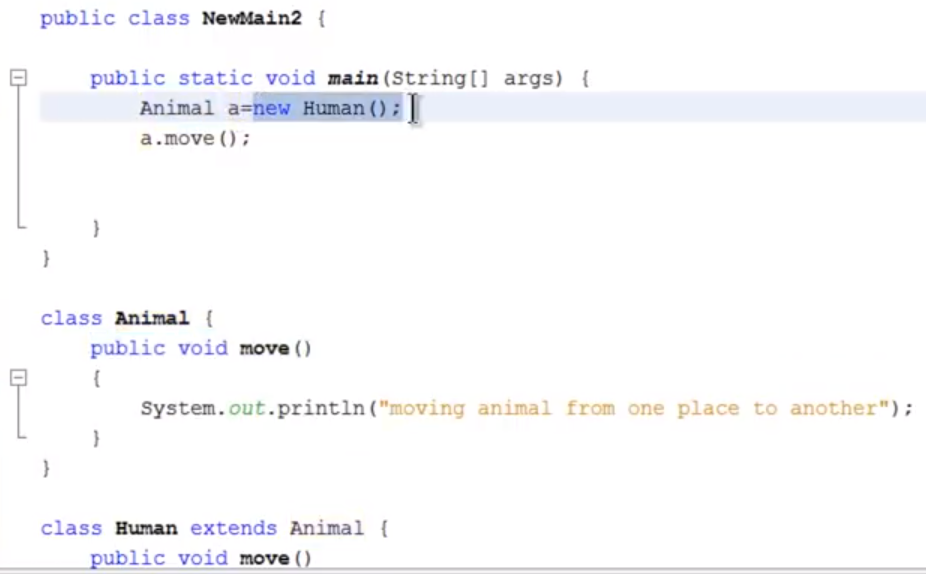






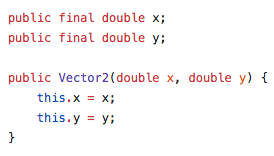


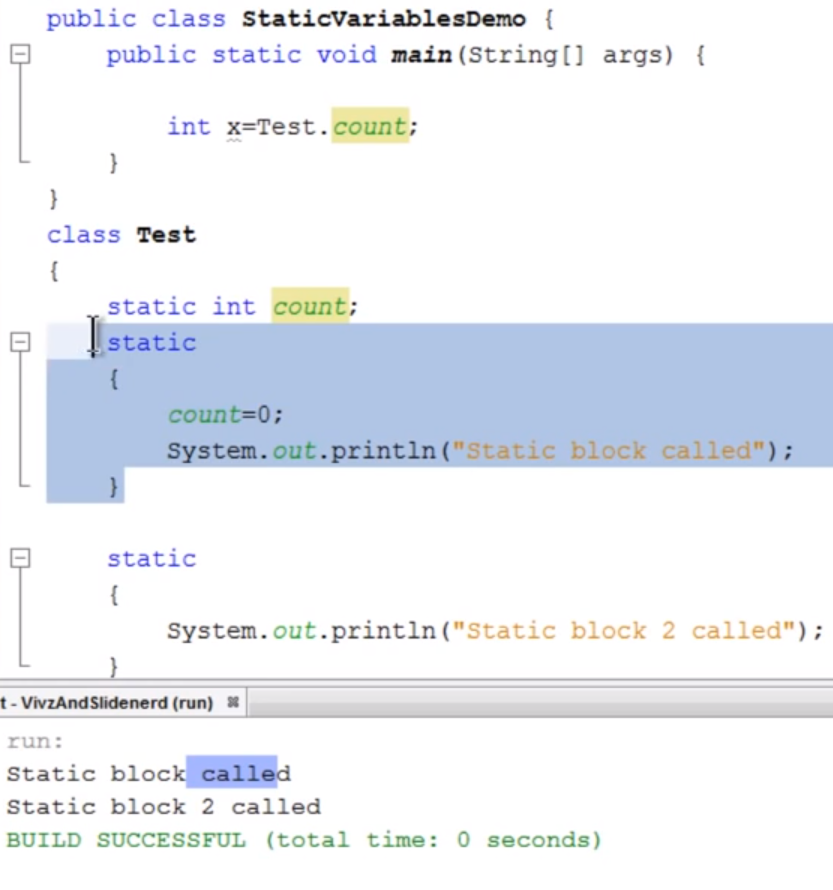




At compile time, it is going to check if Animal class has a method called move.

At run time, it is going to run Human class move method.





Notice how no objects were created but the static blocks were still called. This is because it sees that it uses count, so it runs the static method.