

1. The subclasses of the DisplayObject class are those that **extend** it:
  - Sprite
  - Game
  
2. **Super** allows one to access methods in the *parent* class while **this** refers to an instance of the *current* class.
  
3. **@Override** ensures that when update is called for an object in the Sprite class, the implementation of the update method in Sprite will supercede and be called instead of the one in the parent class DisplayObject.