1. (A)   Overloading

   (B)   Short - Circuiting

   (C)   Type Coercion

2. (A) first   새로운 $y=3$
        second (add)

        second   새로운 $x=2$
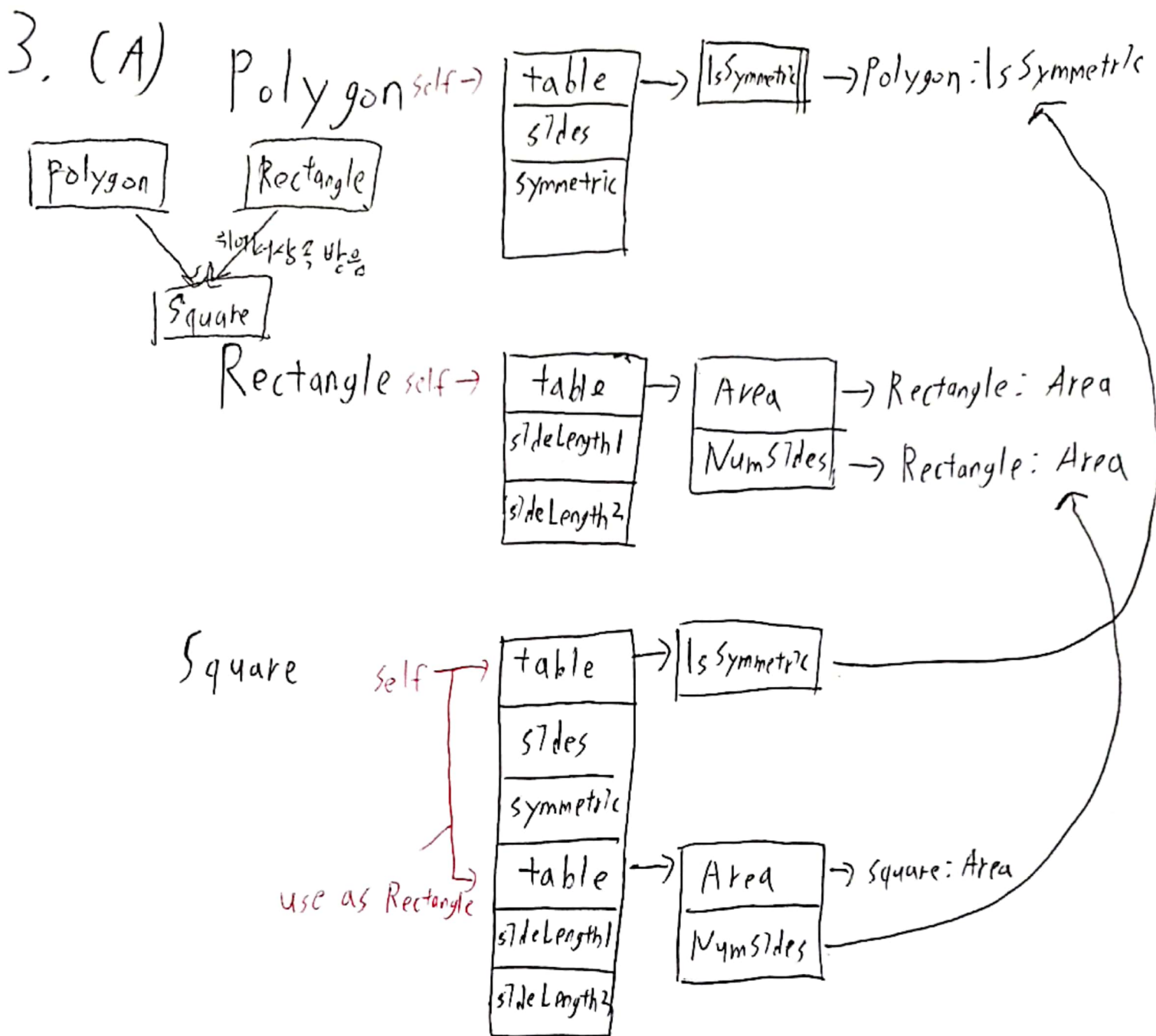   add()

        add $x = 1 + 2 = 3$ ③

   (B) first   새로운 $y=3$
               second(add)

        second   새로운 $x=2$
                 add()

        add $x = x(global) + 3 = 1+3 = 4$ ④

   (C) first   새로운 $y=3$
               second(add)

        second   새로운 $x=2$
                 add()

        add $x = 2+3 = 5$

        그런데 write-Integer(x)의 x는 global

        ∴ ①

3. (A)

Polygon self→
table
sides
Symmetric

→ |IsSymmetric| → Polygon : IsSymmetric

| Polygon | | Rectangle |

하위 class를 받음

| Square |

Rectangle self→
table
sideLength1
sideLength2

→ | Area | → Rectangle : Area
| NumSides | → Rectangle : Area

Square   self →┐
table
sides
symmetric
table
sideLength1
sideLength2

use as Rectangle

→ |Is Symmetric|

→ | Area | → Square : Area
| NumSides |

(B)

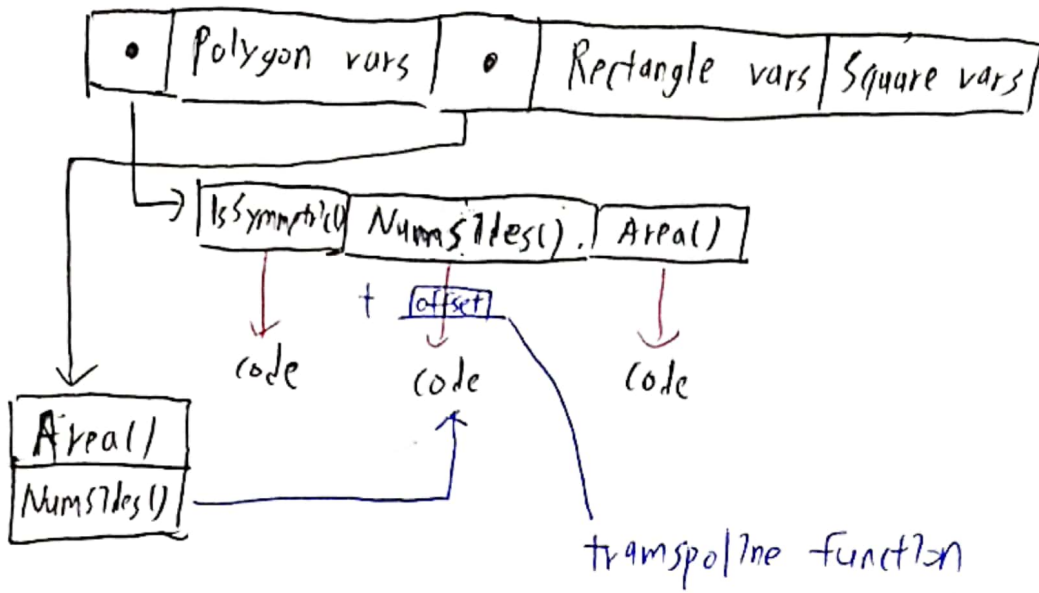| x \ y	Polygon	Rectangle	Square
Polygon		X	O
Rectangle	X		O
Square	O(△)	o(△)	

Polygon polygon = new Square;
Square square = (Square) polygon;

Rectangle rectangle = new Square;
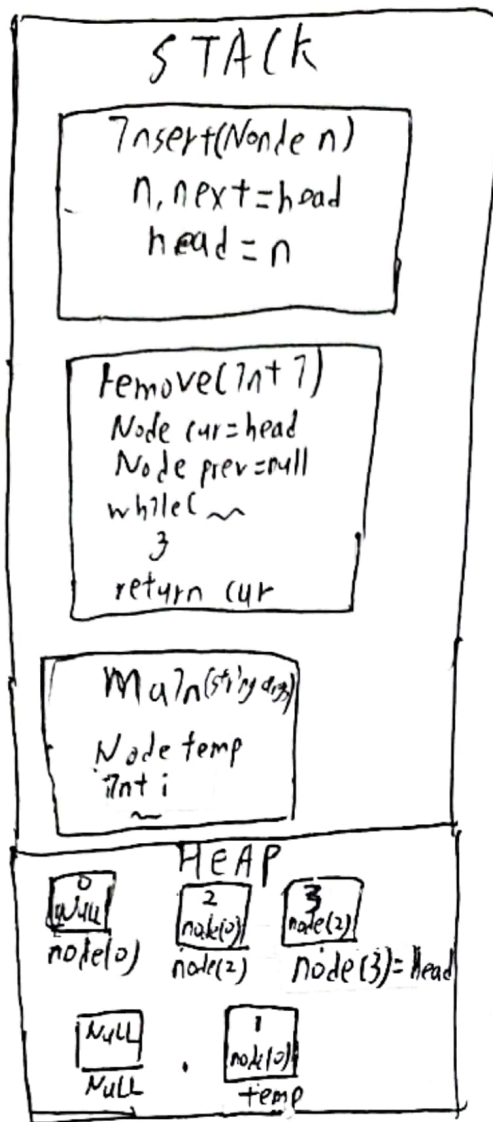Square square = (Square) rectangle;

(c)

Polygon vars • Rectangle vars | Square vars

IsSymmetric() | NumSides() . | Area()

+ [offset]

code   code   code

Area()
NumSides()

trampoline function

(d)

4. (A)

STACK

Insert(Nonde n)
n.next=head
head=n

Remove(int i)
Node cur=head
Node prev=null
while(~
)
return cur

Main(string args)

Node temp
int i
~

HEAP

0	2	3
Null	node(0)	node(2)
node(0)	node(2)	Node(3)=head

Null		1
Null		node(0)
Null	.	temp

(B)

STACK

HEAP

0	2	3
Null	node(0)	node(2)
node(0)	node(2)	node(3)=head

| Null |
| Null |