1. What will be printed?

```
----jGRASP exec: java Lab1Stage2
Meow. I am a cat. My name is Kurre and I am 6 years old.
Woof. I am a dog. My name is Vilma and I am 3 years old.

----jGRASP: operation complete.
```

- 2. Explain how it is that the instance variable age of Animal can be used in Cat and Dog when it is declared in Animal.
- = Its s because Cat and dog is the subclass of Animal.
- 3. What actually consists an instance of?
- =Formally, "instance" is synonymous with "object" as they are each a particular value (realization), and these may be called an instance object; "instance" emphasizes the distinct identity of the object. The creation of an instance is called instantiation.
- 4. And what consists a class of?
- =A class contains data field descriptions (or properties, fields, data members, or attributes). These are usually field types and names that will be associated with state variables at program run time; these state variables either belong to the class or specific instances of the class.
- 5. What is the difference between a class and an instance?
- =A class is a blueprint which you use to create objects. An object is an instance of a class it's a concrete 'thing' that you made using a specific class. So, 'object' and 'instance' are the same thing, but the word 'instance' indicates the relationship of an object to its class.
- 6. Change the declaration of the instance variable age of Animal to a class variable using static, in this way: public static int age;

What is the result of the output now? Why?

```
Meow. I am a cat. My name is Kurre and I am 3 years old.
Woof. I am a dog. My name is Vilma and I am 3 years old.

----jGRASP: operation complete.
```

It is because the variable will shared by all instances of the class after changed it to static.

- 7. Where is the value of an instance variable stored?
- =The value of an instance variable stored in heap.
- 8. Where is the value of a class variable stored?
- =The value of class variable is stored in heap
- 9. What refers the variable this to?
- =The current class belong to the variable this