Notes for Quiz 1

1) In the context of the Critter example described in class, consider the following code snippets, and answer the following questions.
   a. Does the code compile? If not, explain why.
   b. Does the code execute? If not, explain why.
   c. If the code compiles and executes, what is printed?

```
// Snippet 1
Critter c = new Poodle();
System.out.println(c instanceof Trainable);
System.out.println( ((Trainable)c).getClass());
```

```
// Snippet 2
Critter c = new Buffalo();
Bovine b = c;
System.out.println(c.getClass());
```

```
// Snippet 3
Critter c = new Cow();
Trainable t = (Trainable) c;
System.out.println(c instanceof Bovine);
```

```
// Snippet 4
Bovine b = new Buffalo();
Critter c = (Buffalo) b;
System.out.println(c.getClass());
```

2) Review the GulpBitDrinkSip example from PracticeIt.

   Practice with other inheritance examples from PracticeIt.

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