public class objectQuiz extends Applet {

 Airplane a;

 Boat b;

 Vehicle v;

 Scooter s;

 public objectQuiz() {

 a = new Airplane();

 a.setPlace(200,200);

 b = new Boat();

 a.setPlace(300,100);

 addKeyListener(this);

 s = new Scooter(4,5,Color.red);

 v = a; **// Question 2 refers**

 **// here**

 a = v; // **Question 3 refers**

 **// here**

 }

 public void paint(Graphics g) {

 s.draw(g);

 a.draw(g);

 b.draw(g);

 }

}

class Vehicle {

 int x,y;

 double size;

 public Vehicle(int \_x, int \_y, double \_s) {

 x = \_x;

 y = \_y;

 size = \_s;

 }

 public void setPlace(int \_x, int \_y) {

 x = \_x;

 y = \_y;

 }

}

class Airplane extends Vehicle {

 public Airplane(int \_x, int \_y) {

 **# Question 1 refers here**

 super(\_x, \_y, 20);

 }

 public void draw(Graphics g) {

 g.fillOval(x, y, size, size);

 }

}

class Boat extends Vehicle {

 public Boat(int \_x, int \_y) {

 super(\_x, \_y, 50);

 }

 public void draw(Graphics g) {

 g.fillOval(x, y, size, size);

 }

}

1) What runs when you call super(\_x, \_y, 20)? See the line marked "question 1 refers here".

2) (Yes/No) Is the line marked 'question 2 refers here' a legal assignment?

3) (Yes/No) Is the line marked 'question 3 refers here' a legal assignment?

4) Name any two constructor in the program above.

5-10) Make me a class called Scooter. It should be a Vehicle.

It should work with the code above. It can draw a rectangle or circle if you want. Use the **BACK PAGE.**