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.**