Athletes

Suppose we have the Person, Athlete, and SoccerPlayer classes defined below.

```
class Person {
        void speakTo(Person other) { System.out.println("kudos"); }
        void watch(SoccerPlayer other) { System.out.println("wow"); }
    }
    class Athlete extends Person {
        void speakTo(Athlete other) { System.out.println("take notes"); }
        void watch(Athlete other) { System.out.println("game on"); }
    }
9
10
    class SoccerPlayer extends Athlete {
11
        void speakTo(Athlete other) { System.out.println("respect"); }
12
        void speakTo(Person other) { System.out.println("hmph"); }
    }
14
    (a) For each line below, write what, if anything, is printed after its execution.
        Write CE if there is a compiler error and RE if there is a runtime error. If a
        line errors, continue executing the rest of the lines.
        Person itai = new Person();
        SoccerPlayer shivani = new Person();
    3
     5
        Athlete sohum = new SoccerPlayer();
     6
        Person jack = new Athlete();
     9
        Athlete anjali = new Athlete();
    10
        SoccerPlayer chirasree = new SoccerPlayer();
    11
    12
        itai.watch(chirasree);
    13
    14
        jack.watch(sohum);
    15
    16
        itai.speakTo(sohum);
    17
    18
        jack.speakTo(anjali);
    19
    20
    21
        anjali.speakTo(chirasree);
    22
    23
        sohum.speakTo(itai);
    24
        chirasree.speakTo((SoccerPlayer) sohum);
```

```
26
27    sohum.watch(itai);
28
29    sohum.watch((Athlete) itai);
30
31    ((Athlete) jack).speakTo(anjali);
32
33    ((SoccerPlayer) jack).speakTo(chirasree);
34
35    ((Person) chirasree).speakTo(itai);
```

(b) You may have noticed that <code>jack.watch(sohum)</code> produces a compile error. Interestingly, we can resolve this error by adding casting! List two fixes that would resolve this error. The first fix should print wow. The second fix should print game on. Each fix may cast either <code>jack</code> or sohum.

1.

2.

(c) Now let's try resolving as many of the remaining errors from above by **adding or removing casting!** For each error that can be resolved with casting, write the modified function call below. Note that you cannot resolve a compile error by creating a runtime error! Also note that not all, or any, of the errors may be resolved.