1. What are some fields you would want in a *Professor* class?

2. Which methods (if any) would you override from the *Person* class?

3. What output is produced by the following code snippet?
   ```java
   Person[] p = new Person[3];
   p[0] = new Student( "Harry", "Potter" );
   p[1] = new Professor( "Severus", "Snake" );
   p[2] = new Person( "J.K.", "Rowling" );
   for( int i=0; i < p.length; i++ ) {
      System.out.println( p[i] );
   }
   ```

4. Given the code from question 3, what output does the following code produce?
   ```java
   for( int i=0; i < p.length; i++ ) {
      System.out.println( p[i] instanceof Person );
   }
   for( int i=0; i < p.length; i++ ) {
      System.out.println( p[i] instanceof Student );
   }
   for( int i=0; i < p.length; i++ ) {
      System.out.println( p[i] instanceof Professor );
   }
   ```

5. Which of the following expressions are valid?
   a) `Person p = new Student( "Edward", "Cullen" );`
   b) `Student s = new Person( "Bella", "Swan" );`