



```
Animal a = new Dog()  
Declared Type Actual Type
```

```
((Dog) a).fetchBall()  
Cast Type
```

Compile Time:

```
if (method call is casted) {  
    compiler error if the cast type doesn't have  
    the method listed  
} else {  
    compiler error if the declared type doesn't  
    have the method listed  
}
```

Runtime:

```
if (method call is casted) {  
    runtime error if the actual type isn't a  
    suitable replacement for the cast type  
}
```

If no errors were thrown, we call the method on the actual type, polymorphically