**Answer for question 2d**

implements

implements

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| --- |
| *SeaVessel*  <<interface>> |
|  |
| *launch() : void* |

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| Frigate |
|  |
| launch() : void  fireGun() : void |

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| --- |
| Hovercraft |
| isInLand : boolean |
| drive() : void  launch() : void  enterLand() : void  enterSea() : void |

implements

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| --- |
| Jeep |
|  |
| drive() : void  soundHorn() : void |

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| --- |
| *LandVehicle*  <<interface>> |
|  |
| *drive() : void* |

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| --- |
| Vehicle |
| maxPassengers : int  name : String  maxSpeed : double  numWheels : int  displacement : double |
|  |

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| --- |
| PoliceCar |
| unitNumber : int |
| PoliceCar()  drive() : void  soundHorn() : void  soundSiren() : void  requestBackup() : void |

implements

implements

implements

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| --- |
| *IsEmergency*  <<interface>> |
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| *soundSiren() : void* |