____ Has-a/ is a

1. is a. Because a mallardduck IS A type of duck and extends Duck
2. Is a. Because it extends duck and IS a type of duck.
3. Is a, this is because it extends the duck class and is a type of duck.
4. Is a, extends the duck class and is a type of duck.
5. Has a, this is because its an independent class that has is a variables that effect other places.
6. Has a, this is because its an independent class and has classes that change subclasses in duck
7. Is a, extends the interface quackbehavior, and is an action.
8. Is a, extends the interface QuackBehavior and is an action the duck can take
9. Is a, extends the interface Quackbehavior, this is an action the duck can take and is used as an action the duck can take.

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Observer-Design Pattern

Auctioneer

-minimumBid: Double
-bidders: List<Bidder>

+registerBidder(b:Bidder)
+removeBidder(b:Bidder)
+notifyBidders()
+acceptBid(amount: double, b: Bidder)

Bidder
<<interface>>

+update(bidAmount: double)
+placeBid(amount:double)
+paybid()

InPersonBidder

+update(bidAmount: double)
+placeBid(amount: double)
+payBid()

OnlineBidder

+update(bidAmount: double)
+placeBid(amount: double)
+payBid()

PhoneBidder

+update(bidAmount: double)
+placeBid(amount: double)
+payBid()