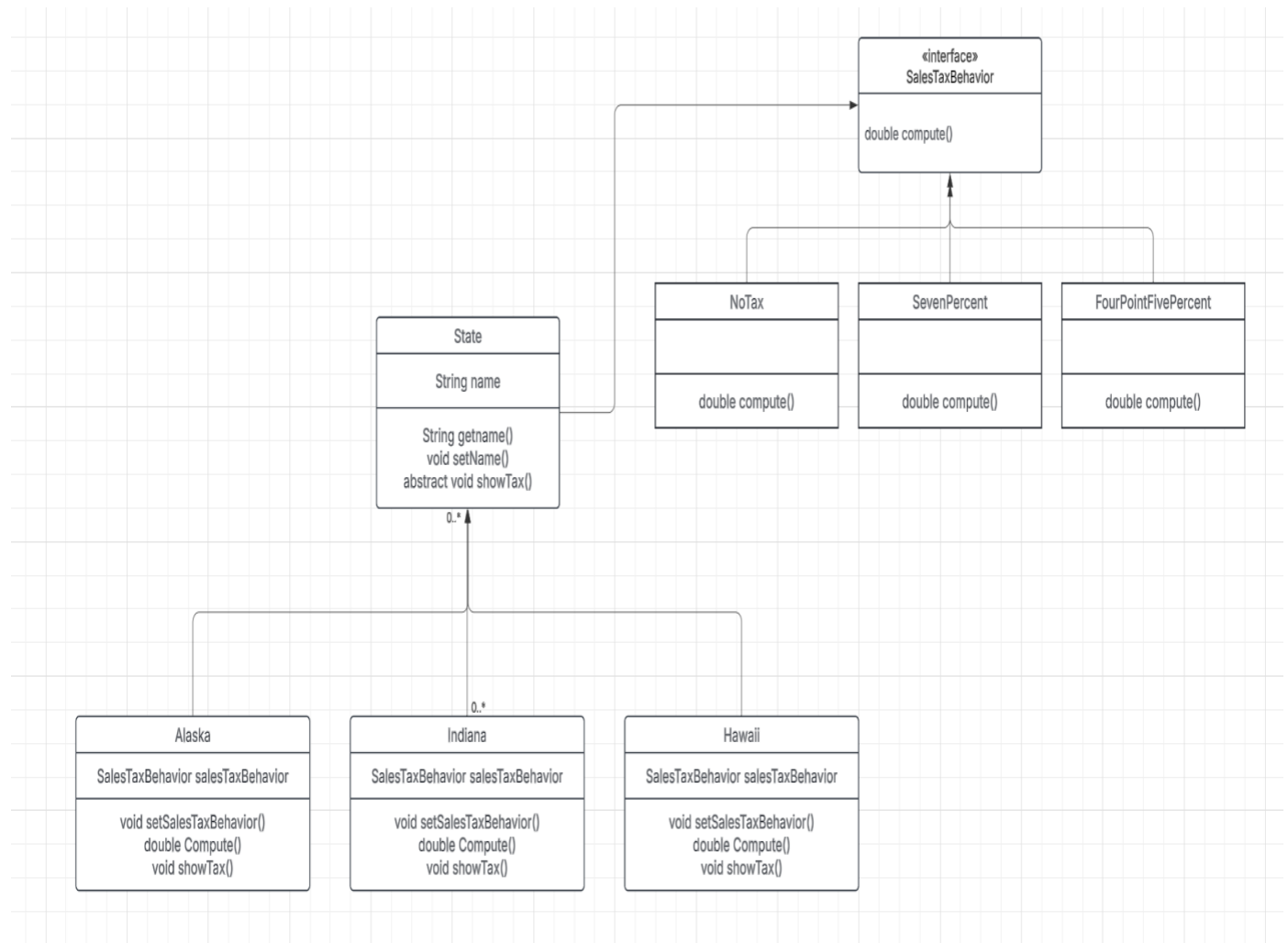


**Problem 1 Part B**

## Problem 2

1. Is-a; A mallard duck is a type of duck, meaning MallardDuck is a class of type Duck.
2. Is-a; A redhead duck is a type of duck, meaning RedheadDuck is a class of type Duck.
3. Is-a; A rubber duck is a type of duck, meaning RubberDuck is a class of type Duck.
4. Is-a; A decoy duck is a type of duck, meaning DecoyDuck is a class of type Duck.
5. Has-a; The class 'Duck' contains an instance of "FlyBehavior", meaning it has a fly behavior
6. Has-a; The class 'Duck' contains an instance of "Quackbehavior", meaning it has a quack behavior
7. Is-a; the class 'Quack' is a type of quack behavior, so 'Quack' is a class of type QuackBehavior.
8. Is-a; the class 'Squeak' is a type of fly behavior, so 'Squeak' is a class of type QuackBehavior
9. Is-a; the class 'MuteQuack' is a type of fly behavior, so 'MuteQuack' is a class of type QuackBehavior

## Problem 3

