- MallardDuck to Duck: This is an IS-A relationship because MallardDuck inherits from Duck (shown by the arrow with empty triangle), meaning a MallardDuck is a type of Duck.
- RedheadDuck to Duck: This is an IS-A relationship because RedheadDuck inherits from Duck, meaning a RedheadDuck is a type of Duck.
- RubberDuck to Duck: This is an IS-A relationship because RubberDuck inherits from Duck, meaning a RubberDuck is a type of Duck.
- DecoyDuck to Duck: This is an IS-A relationship because DecoyDuck inherits from Duck, meaning a DecoyDuck is a type of Duck.
- Duck to FlyBehavior: This is a HAS-A relationship because Duck has a FlyBehavior instance variable (shown by the regular arrow), meaning Duck has a flying behavior.
- Duck to QuackBehavior: This is a HAS-A relationship because Duck has a QuackBehavior instance variable, meaning Duck has a quacking behavior.
- Quack to QuackBehavior: This is an IS-A relationship because Quack implements the QuackBehavior interface (shown by the dotted line with triangle), meaning Quack is a type of QuackBehavior.
- Squeak to QuackBehavior: This is an IS-A relationship because Squeak implements the QuackBehavior interface, meaning Squeak is a type of QuackBehavior.
- MuteQuack to QuackBehavior: This is an IS-A relationship because MuteQuack implements the QuackBehavior interface, meaning MuteQuack is a type of QuackBehavior.