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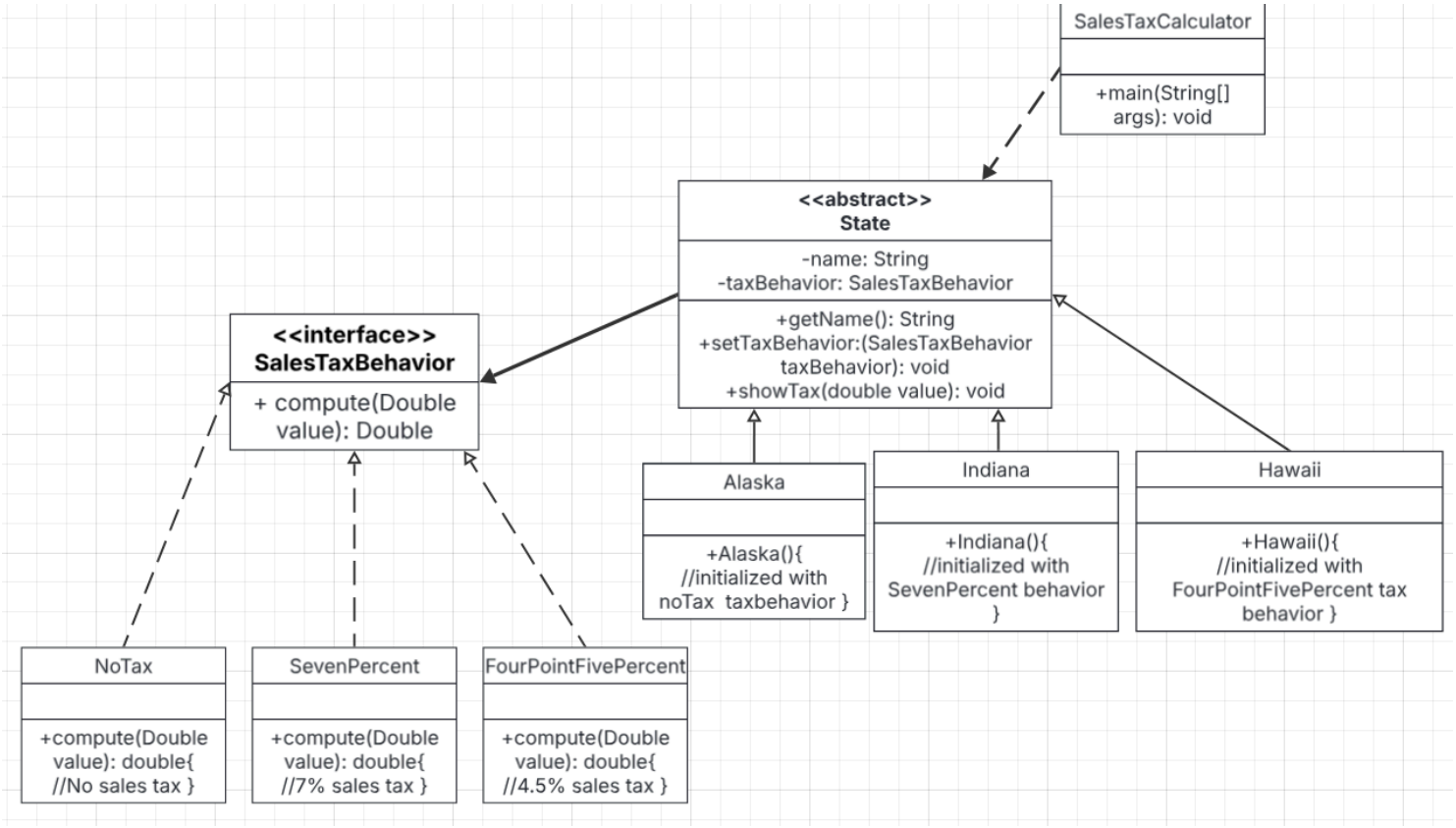
Problem 1 Part B



Problem 2

1. IS-A. A mallard duck is a specific type of duck that inherits the properties and behaviors of the Duck class.
2. IS-A. A redhead duck is also a specific type of duck that inherits the properties and behavior of the Duck class.
3. IS-A. A rubber duck is also a specific type of duck that inherits the properties and behavior of the Duck class even though it has unique behaviors than a mallard and redhead duck.
4. IS-A. A decoy duck is also a specific type of duck that inherits the properties and behavior of the Duck class even though it has unique behaviors than a mallard and redhead duck.
5. HAS-A. The duck class references fly behavior with its peformFly and setFlyBehavior methods which allows each duck to have a FlyBehavior instead of directly inheriting a specific fly behavior.
6. HAS-A. The duck class references quack behavior with its performQuack and setQuackBehavior methods which means that each duck can have a different quack behavior instead of directly inheriting a specific one.

7. IS-A. The quack class is implementing the QuackBehavior interface meaning that quack is a type of QuackBehavior.
8. IS-A. Squeak class is also implementing the QuackBehavior and is a type of QuackBehavior.
9. IS-A. Quack mute is also implementing the QuackBehavior and is a type of QuackBehavior.

Problem 3