

- (1) IS-A – **MallardDuck** IS-A **Duck** because it extends the **Duck** class.
- (2) IS-A – **RedheadDuck** IS-A **Duck** because it extends the **Duck** class.
- (3) IS-A – **RubberDuck** IS-A **Duck** because it extends the **Duck** class.
- (4) IS-A – **DecoyDuck** IS-A **Duck** because it extends the **Duck** class.
- (5) HAS-A – **Duck** HAS-A **FlyBehavior** because it contains a reference to the **FlyBehavior** interface, allowing it to delegate flying behavior dynamically.
- (6) HAS-A – **Duck** HAS-A **QuackBehavior** because it contains a reference to the **QuackBehavior** interface, allowing it to delegate quacking behavior dynamically.
- (7) IS-A – **Quack** IS-A **QuackBehavior** because it implements the **QuackBehavior** interface.
- (8) IS-A – **Squeak** IS-A **QuackBehavior** because it implements the **QuackBehavior** interface.
- (9) IS-A – **MuteQuack** IS-A **QuackBehavior** because it implements the **QuackBehavior** interface.