Chryzor Baltazard
2/4/25

1. **(IS-A) Mallard Duck → Duck**
   Mallard Duck **IS-A** Duck because it inherits from the Duck class.
2. **(IS-A) RedheadDuck → Duck**
   Redhead Duck **IS-A** Duck because it extends the Duck class.
3. **(IS-A) RubberDuck → Duck**
   RubberDucks **IS-A** Duck because it is a subclass of Duck.
4. **(IS-A) Decoy Duck → Duck**
   Decoy Duck **IS-A** Duck since it is a subclass of Duck.
5. **(HAS-A) Duck → FlyBehavior**
   A Duck **HAS-A** FlyBehavior because it contains a reference to a FlyBehavior object.
6. **(HAS-A) Duck → QuackBehavior**
   A Duck **HAS-A** QuackBehavior since it holds a reference to a QuackBehavior object.
7. **(IS-A) Quack → QuackBehavior**
   Quack **IS-A** QuackBehavior as it implements the QuackBehavior interface.
8. **(IS-A) Squeak → QuackBehavior**
   Squeak **IS-A** QuackBehavior because it implements the QuackBehavior interface.
9. **(IS-A) MuteQuack → QuackBehavior**
   MuteQuack **IS-A** QuackBehavior as it implements the QuackBehavior interface.