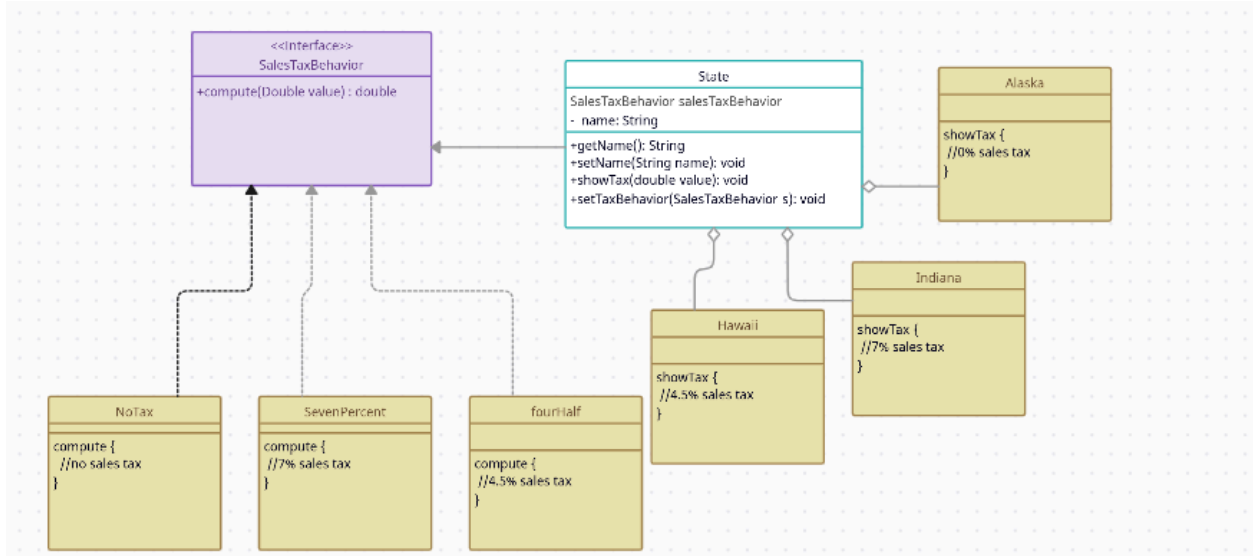Noah Sauer
Assignment 1
C322

1)

2) 1) A MallardDuck is a Duck because it inherits all of the behaviors of the Duck class.
   2) A RedheadDuck is a Duck because it inherits all of the behaviors of the Duck class.
   3) A RubberDuck is a Duck because it inherits all of the behaviors of the Duck class.
   4) A DecoyDuck is a Duck because it inherits all of the behaviors of the Duck class.
   5) A Duck has a FlyBehavior because it uses the methods in FlyBehavior.
   6) A Duck has a QuackBehavior because it uses the methods in QuackBehavior.
   7) A Quack is a QuackBehavior because it inherits all of the behaviors of the Duck class.
   8) A Squeak is a QuackBehavior because it inherits all of the behaviors of the Duck class.
   9) A MuteQuack is a QuackBehavior because it inherits all of the behaviors of the Duck class.
3)

<<Interface>>
Observer

submitBid(int)

<<Interface>>
Subject

registerObserver()
removeObserver()
notifyObserver()

PhoneBidder

- Bid: Int
- PhoneNumber: Int

- submitBit(int)
-payBid()

InPersonBidder

- Bid: Int
- Name: String

- submitBit(int)
-payBid()

Auctioneer

registerObserver()
removeObserver()
broadcastBid()

AcceptBid(int)

OnlineBidder

- Bid: Int
- UserName: String

- submitBit(int)
-payBid()