

Q: Draw a suitable UML Diagram to illustrate the interaction caused by calling the generate method below.

```
class Tasklist {  
    Task generate(boolean isNew) {  
        if (isNew) {  
            return getTask();  
        } else {  
            return new Task();  
        }  
    }  
    ...  
}
```

Q: Draw the sequence diagram to illustrate the interaction caused by calling makeAnimalsTalk method.

```
abstract class Animal {  
    public abstract String speak ();  
}  
  
class Dog extends Animal {  
    ...  
    public String speak() {  
        return "woof";  
    }  
}  
  
class Cat extends Animal {  
    ...  
    public String speak() {  
        return "meow";  
    }  
}  
  
class Trainer {  
    static Animal[] animals = {  
        new Dog(),  
        new Cat()  
    };  
  
    void makeAnimalsTalk() {  
        for (Animal a : animals) {  
            a.speak();  
        }  
    }  
}
```