Question 1
Draw a single UML class diagram that describes the following situation. Make your diagram as precise as possible.

1. Interface `I` defines method `f`.
2. Interface `J` defines method `g`.
3. Class `C` implements `I` and `J`; `C` implements `f`; `C` does *not* implement `g`.
4. Class `D` extends `C` and implements `g`.
5. Each instance of class `X` maintains references to between zero and twenty instances of `I`.