

Mother is specialisation of Person.
Every mother is a person. All mothers are a subset of all persons.

Daughter has relationship with Mother.
Every Daughter object (likely) has methods closely connected to respective Mother object
However, not every Daughter is Mother, and not all Mothers behave like Daughters.

Student is specialisation of Person
Only a small subset of Persons is Students, and every student is a Person.

Student has an attribute Student_ID.
ID is just an abstract key that allows to identify students. Every student supposedly has one.

School has a relationship with one or more Students.
They cannot be named its attributes, for they do not define school, nor they generalize or specialize the school itself.

School has a relationship with Classroom.
Same argument as for Students.

Animal is generalisation of Horse.
Every Horse is an animal. All horses are subset of all animals.

Horse has an attribute Breed.
Breed is an identifier of Horse's status, just a property.

Horse has an attribute Age.
Age is an identifier of an entity's age.

Employee has an attribute SSN
SSN is an identifier by which employees can be differentiated

Furniture is generalisation of chair.
Every chair is a furniture item.

Chair has attribute weight
Weight is an identifier of an entity's weight.

Human is generalisation of Woman
Every Woman is Human, and a subset of Humans is all Woman.

Soldier is a specialisation of Person.
Every Soldier is a Person and only a finite subset of Persons are soldiers.

Enemy Combatant is likely a specialization of Soldier, which is specialization of Person.