

	(d)	(i)	<p>Inheritance is when a hierarchy of classes that share core properties and methods can be defined. The parent or superclass becomes the blueprint for all related subclasses. In this situation, the Fireball and Multiball subclasses automatically inherit all properties and methods defined for the Ball superclass with the Multiball class having 2 additional properties.</p>	1	<p>Award 1 mark for accurately referring the classes in the UML class diagram with superclass Ball with subclasses Fireball and Multiball both inheriting all the properties and methods of the Ball superclass.</p>
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