

	(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 <code>Fireball</code> and <code>Multiball</code> subclasses automatically inherit all properties and methods defined for the <code>Ball</code> superclass with the <code>Multiball</code> class having 2 additional properties.</p>	1	<p>Award 1 mark for accurately referring the classes in the UML class diagram with superclass <code>Ball</code> with subclasses <code>Fireball</code> and <code>Multiball</code> both inheriting all the properties and methods of the <code>Ball</code> superclass.</p>
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