1.

a)

| String s: A100 | → | @A100: Kinga |

| String d: A200 | → | @A200: David |

b)

int y ⊠ 4

Person p ⇒ @A100: Person

String Name: A200 → @A200: Sally

int age 19

c)

Integer i ⟶ ✕ @A100: Integer

int x ✕ 44

@200: Integer

int x 46
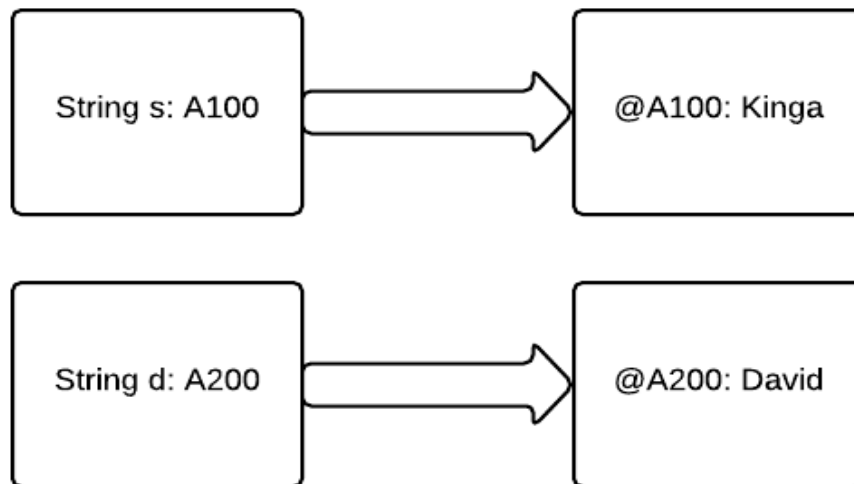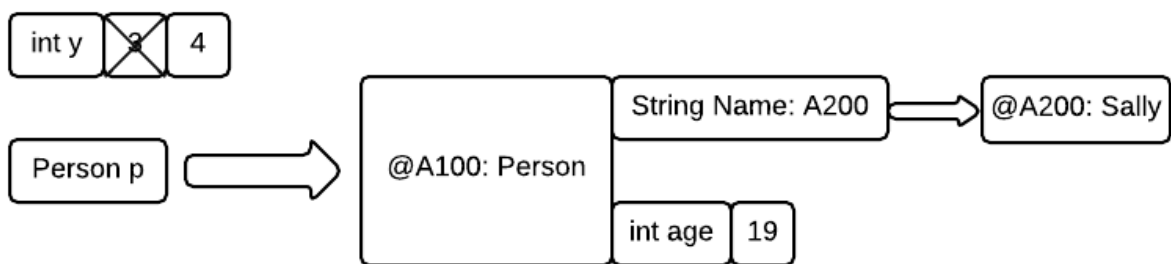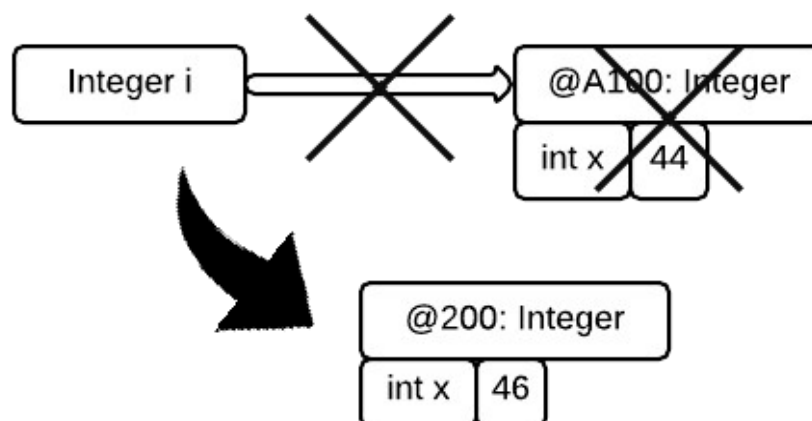
2.

```java
public class Animal{
    // Part a
    String species;
    int weight;

    // Part b
    public Animal(){
        this.species = "Arbitrary animal"; // Values in compliance to d
        this.weight = 1;
    }

    // Part c
    public void setSpecies(String newAlien){
        // In compliance to d
        if(newAlien.length >= 1 && newAlien.length < 20){
            this.species = newAlien;
        }
    }
    // Notice there isn't any error checking for weight
    // Since specs don't specify other ways to change weight--
    // You never -have- to worry about it
}
```