**1. Produce a UML class diagram that shows the classes (and interfaces) in your program and the relationship(s) between them.**

**2. Comment on your use of Inheritance and Polymorphism and how you arrived at the particular Inheritance/Polymorphic relationships you used in your program.**

**3. How easy will it be to alter your program to cater for a production line with a different topology – e.g. one with 4 stations or 10 stations, or one that has stations S3a/b/c rather than just S3a/b?**

**4. How easy will it be to alter your program to cater for a production line that is more complicated than the “straight line” item processing that your program does – e.g. one that involves taking two different types of items and assembling them to make a new type of item? Would you design your program differently if you had known that this might be a possibility? E.g. the following production line?**