# **Solutions**

## Exercise 2.3 - Draw a class diagram to represent a `Bird` class

**BIRD**

**+ Name : String**

**+ Color : String**

**Speak() : Void**

**Fly() : Void**

## Exercise 3.2 - Representing inheritance in class diagrams & the Unified Modelling Language (UML)

**BIRD**

**+ Name : String**

**+ Color : String**

**+Speak() : Void**

**+Fly() : Void**

**Pigeon**

**+EatPizza(): Void**

## Exercise 4.6 - Add the `Penguin` class to your UML diagram

**BIRD**

**+ Name : String**

**+ Color : String**

**+Speak() : Void**

**+Fly() : Void**

**Penguin**

**+Speak() : Void**

**+Fly() : Void**

**Pigeon**

**+EatPizza(): Void**

## Exercise 5.1 - Representing interfaces in Unified Modelling Language (UML) diagrams.

**BIRD**

**+ Name : String**

**+ Color : String**

**+Speak() : Void**

**+Fly() : Void**

**IDance *<interface>***

**+Spin(): Void**

**+DoTheCaterpillar(): Void**

**+Jump(): Void**

**Penguin**

**+Speak() : Void**

**+Fly() : Void**

**Pigeon**

**+EatPizza(): Void**