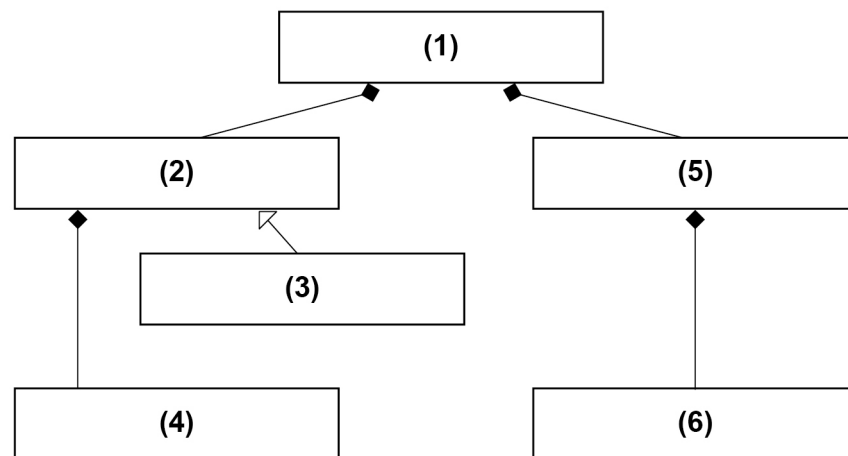


0	1
---	---

Figure 4 shows a partially completed class diagram that describes the relationships between some of the classes used in the Skeleton Program.

Figure 4



0	1	1
---	---	---

Aggregation, composition and inheritance are three different types of relationship that can exist between classes.

Which of these three types of relationship is **not** shown in **Figure 4**?

[1 mark]

0	2
---	---

This question is about the different types of piece in the game.

0	2	.	1
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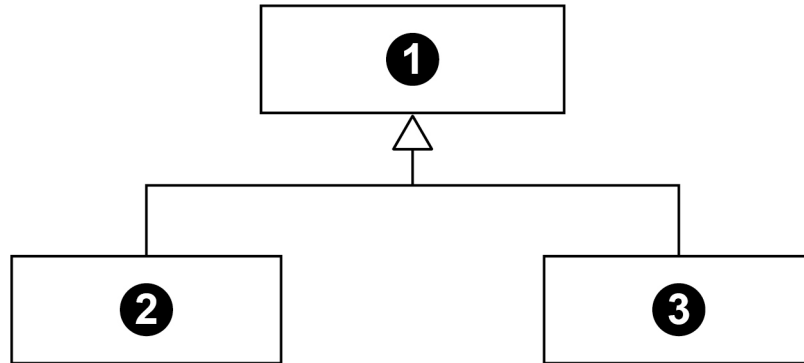
In object-oriented programming, what is meant by polymorphism?

[1 mark]

0	3
---	---

An incomplete class diagram of the user-defined classes for part of the Skeleton Program is shown in **Figure 8**.

Figure 8



0 3 . 1 State the type of relationship the diagram in **Figure 8** shows between the class indicated by **1** and the class indicated by **2**.

[1 mark]

0 3 . 2 Explain the difference between an attribute that has a public specifier and an attribute that has a protected specifier.

[2 marks]

0 3 . 3 In object-oriented programming, what is meant by overriding?

[1 mark]

0	4
---	---

When a derived class overrides a method from the base class, the base class method could be either a virtual method or an abstract method.

Describe **two** differences between a virtual method and an abstract method.

[2 marks]