Livid Lizards is a computer game in which players get to fire lizards from a cannon to knock down walls. Players get to pick different types of lizards, each with qualities and special powers.

The game is coded using an object-oriented language. Below is the code for the lizard class:

class Lizard
    private speed
    private mass
    private size

    public procedure new(givenSpeed, givenMass, givenSize)
        speed=givenSpeed
        mass=givenMass
        size=givenSize
    endprocedure

    public function breakBlock(brick)
        if speed*mass>=brick.getStrength() then
            speed=(speed*mass-brick.getStrength())/mass;
            return true
        else
            return false
        endif
    endfunction

    ...
    ...
    ...
endclass

(a) Lizard is a class. Describe what is meant by a class.

(b) Identify an attribute in the Lizard class.
(c) (i) Describe what is meant by inheritance.

(ii) Explain one way the game’s developers might use inheritance for Livid Lizards.

(d) The game uses a 2D graphics library. Explain why a linker would need to be used after compilation.