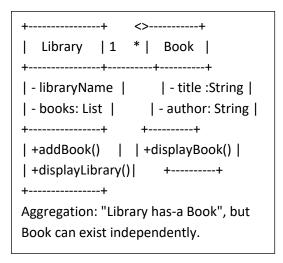
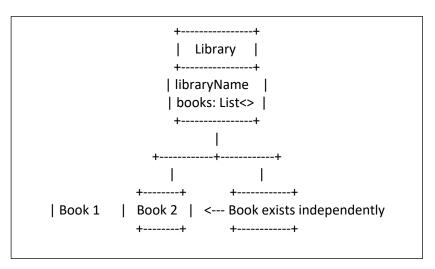
Problem 1: Library and Books (Aggregation)

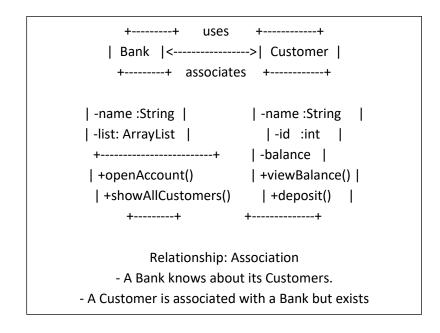
- **Description**: Create a Library class that contains multiple Book objects. Model the relationship such that a library can have many books, but a book can exist independently (outside of a specific library).
- Tasks:
 - o Define a Library class with an ArrayList of Book objects.
 - o Define a Book class with attributes such as title and author.
 - Demonstrate the aggregation relationship by creating books and adding them to different libraries.
- **Goal**: Understand aggregation by modeling a real-world relationship where the Library aggregates Book objects.





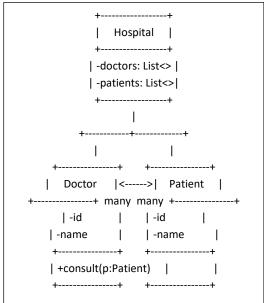
Problem 2: Bank and Account Holders (Association)

- **Description**: Model a relationship where a Bank has Customer objects associated with it. A Customer can have multiple bank accounts, and each account is linked to a Bank.
- Tasks:
 - o Define a Bank class and a Customer class.
 - Use an association relationship to show that each customer has an account in a bank.
 - Implement methods that enable communication, such as openAccount() in the Bank class and viewBalance() in the Customer class.
- Goal: Illustrate association by setting up a relationship between customers and the bank.



Problem 3: Hospital, Doctors, and Patients (Association and Communication)

- **Description**: Model a Hospital where Doctor and Patient objects interact through consultations. A doctor can see multiple patients, and each patient can consult multiple doctors.
- Tasks:
 - o Define a Hospital class containing Doctor and Patient classes.
 - o Create a method consult() in the Doctor class to show communication, which would display the consultation between a doctor and a patient.
 - Model an association between doctors and patients to show that doctors and patients can have multiple relationships.
- **Goal**: Practice creating an association with communication between objects by modeling doctor-patient consultations.



Problem 4: E-commerce Platform with Orders, Customers, and Products

- Description: Design an e-commerce platform with Order, Customer, and Product classes. Model relationships where a Customer places an Order, and each Order contains multiple Product objects.
- **Goal**: Show communication and object relationships by designing a system where customers communicate through orders, and orders aggregate products.

Problem 5: University Management System

- **Description**: Model a university system with Student, Professor, and Course classes. Students enroll in courses, and professors teach courses. Ensure students and professors can communicate through methods like enrollCourse() and assignProfessor().
- **Goal**: Use association and aggregation to create a university system that emphasizes relationships and interactions among students, professors, and courses.

++ ++
Student Professor
++
-studentId -professorId
-name
++ ++
+enrollCourse()
++
\ /
\ /
\ enrolls / teaches
\ /
v v
++
Course
++
-courseld
-title
++
+addStudent()
+setProfessor()
++