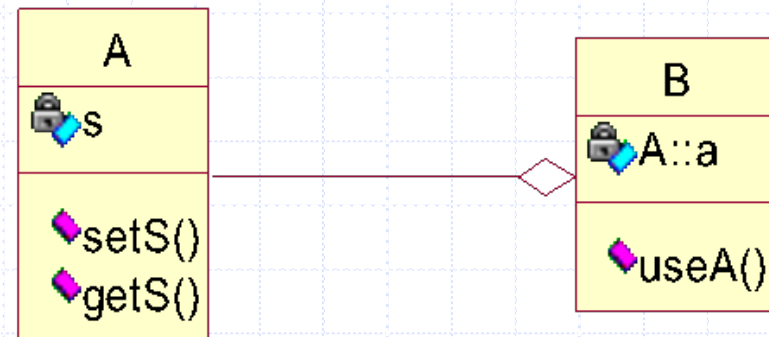


# UML: Aggregazione

```
class A {  
    int s;  
    public void setS(int){...};  
    public int getS() {...};  
}  
class B {A ob;  
    public void useA() {...};  
}
```

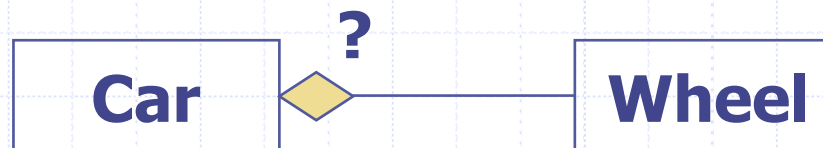
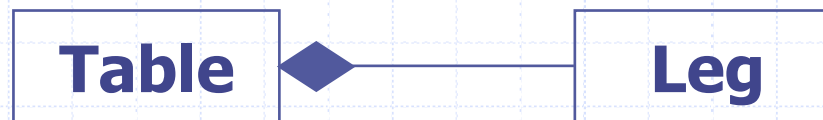


# Aggregation - Composition

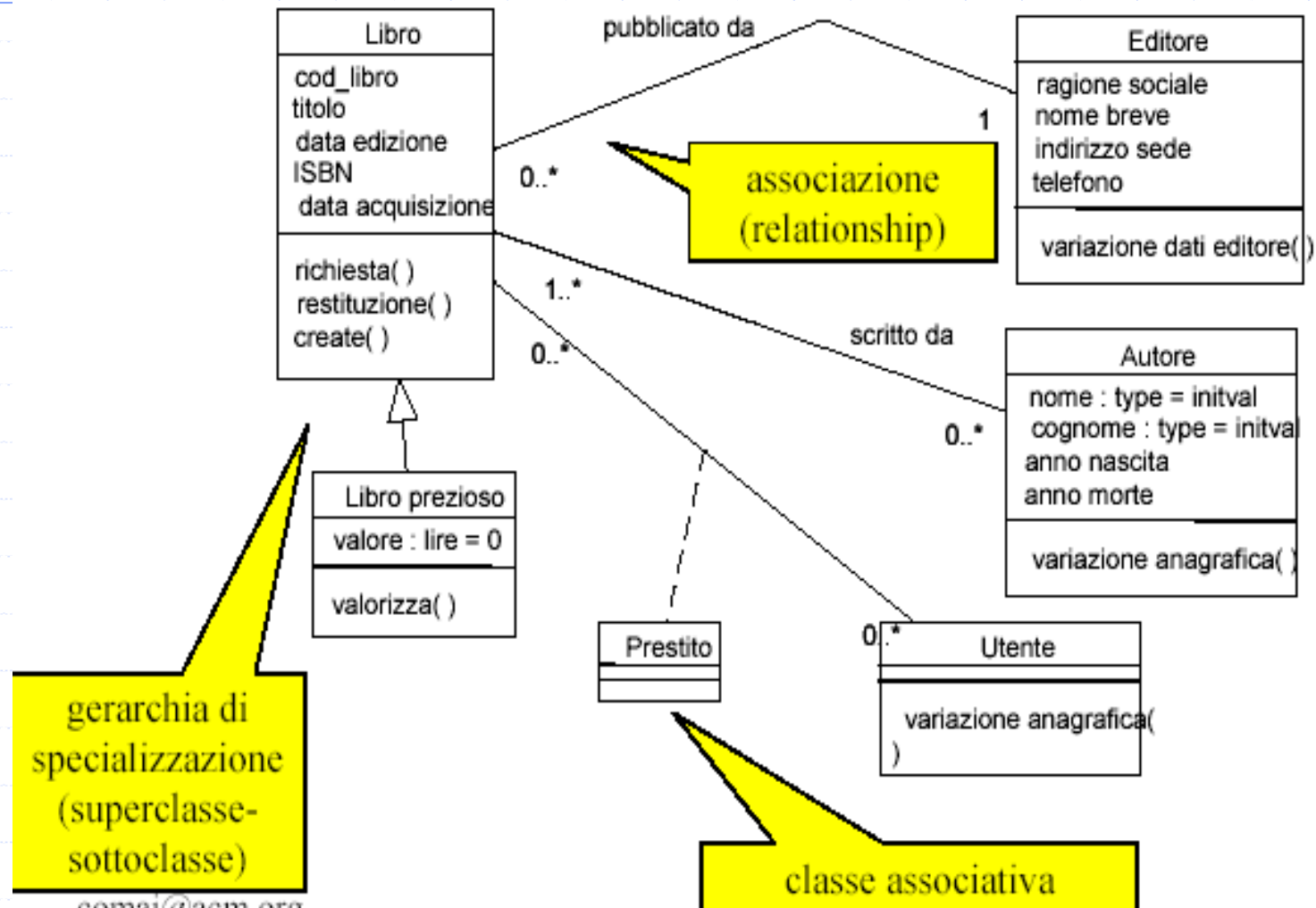
Use *aggregation (has-a)* when the lifecycle of the participating elements is different (one can exist without the other).



Use *composition (part-of)* when the *container* cannot be conceived without the *contained*.



# UML – Class Diagram



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Java

# Generics

# Uso di Generics nelle API di Java

// Removes 4-letter words from c. **Elements must be strings**

```
static void expurgate(Collection c) {  
    for (Iterator i = c.iterator(); i.hasNext(); )  
        if (((String) i.next()).length() == 4)  
            i.remove();  
}
```

## Problemi?

# Uso di Generics nelle API di Java

// Removes 4-letter words from c. **Elements must be strings**

```
static void expurgate(Collection c) {  
    for (Iterator i = c.iterator(); i.hasNext(); )  
        if (((String) i.next()).length() == 4)  
            i.remove();  
}
```

Here is the same example modified to use generics:

```
// Removes the 4-letter words from c  
static void expurgate(Collection<String> c) {  
    for (Iterator<String> i = c.iterator(); i.hasNext(); )  
        if (i.next().length() == 4)  
            i.remove();  
}
```

**A partire da  
Java 5  
molte classi  
sono state  
riscritte  
usando i  
generics**

7

# Vantaggi

No cast

Fail quick!

# Uso semplice delle Collections

```
Collection insieme<Point>=new LinkedList<Point>t();
```

```
Point a=new Point(1,2); insieme.add(a);
```

```
Point b=new Point(3,4); insieme.add(b);
```

```
for (Point k:insieme) {  
    System.out.println(k);  
}
```