



There is aggregation between Computer- CPU and Computer- GPU. Computer is the owner of both CPU and GPU. There can be only one CPU and only one GPU in computer. CPU and GPU can exist without Computer. Between CPU and ALU there is composition. CPU is the owner. ALU can not exist without CPU. There can be only one ALU in CPU. Between GPU and CUDA there is composition. GPU is the owner. CUDA can not exist without GPU. There can be only one CUDA in GPU.

For parameter visibility, In the computer class, while overloading the + operator, i sent the addresses of the GPU and the CPU to the operator+ function.

```

void Computer::operator+(GPU &name){
    // ...
}

void Computer::operator+(CPU &cpu){
    // ...
}
  
```

I attached the attachedG(C)PU pointer to these addresses, therefore computer class could see the GPU and CPU classes.