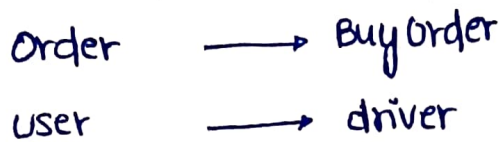
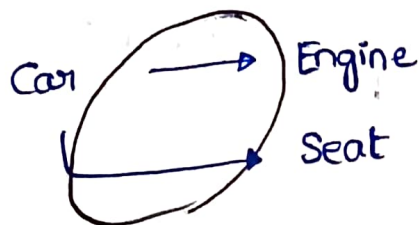
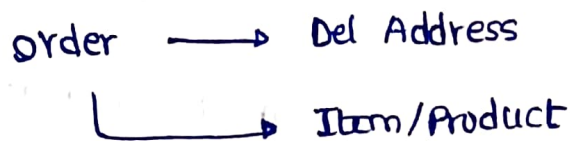


## LLD Day-02 :

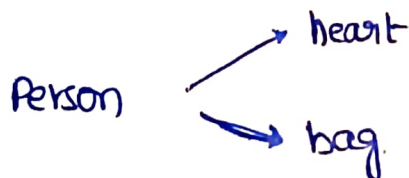
- Relationship b/w the classes.
- Inheritance ("is-a")



- ("has-a")



- ① engine cannot exist without a car.
- ② seat can be used some other place, not necessary to be in car.



Restuarant

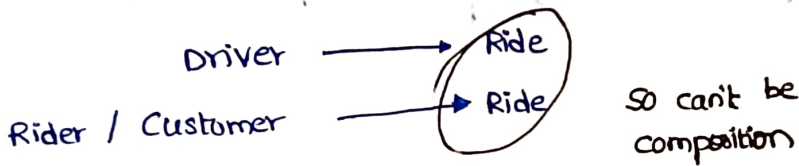
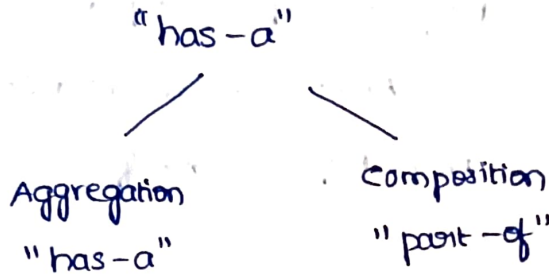


Menu



Food Items

Menu can't be there without  
Restuarant [part-of]



### UML Diagram :

A B      A "is a" B

A B      A "has a" B

A B      A "part of" B

A B      Association

A & B Can Call Each Other (Bi-directional).

A B      Unidirectional Association

A Can Call B, B can't Call A.

A -----> B

Implements

Q. Draw a UML Chart Diagram for a Use Case.

Alternative For SOLID:

- ① KISS — Keep it simple, stupid
- ② YAGNI — You Arent Gonna Need It
- ③ DRY — Dont Repeat Yourself

Design Patterns : (3 Types) Explore Before Next

Video

- (i) Creational Design Patterns: Deal with object creation mechanism — making the system independent of how it's objects are created, composed & represented.
- (ii) Structural Design Patterns: Concerned how classes & objects are composed to form larger structures while keeping them flexible & efficient.
- (iii) Behavioral Design Patterns: Deals with communication between objects, how they interact and distribute responsibilities.