# Iteration 3

**Multiplicities**

In the final iteration we demonstrated how to program to an interface and not an implementation by creating a list of registered members in main. We created a variable called registrationID in Registration to place hold the current RegistrationID to prevent the new object of type Registration from pointing at the same reference.

REGISTRATION

1

MEMBER

…1

1

Iteration3Tester

AccountType

List<> registrations

1