软件工程

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4.6 Association

Association

➢ **UML Notation**

| Student | takes ⟶ | Course |

| Customer | places ⟶ | Order |

Association

> **UML Notation**

| Borrower | →Borrows/returns/ renews/reserves→ | Book |

Association
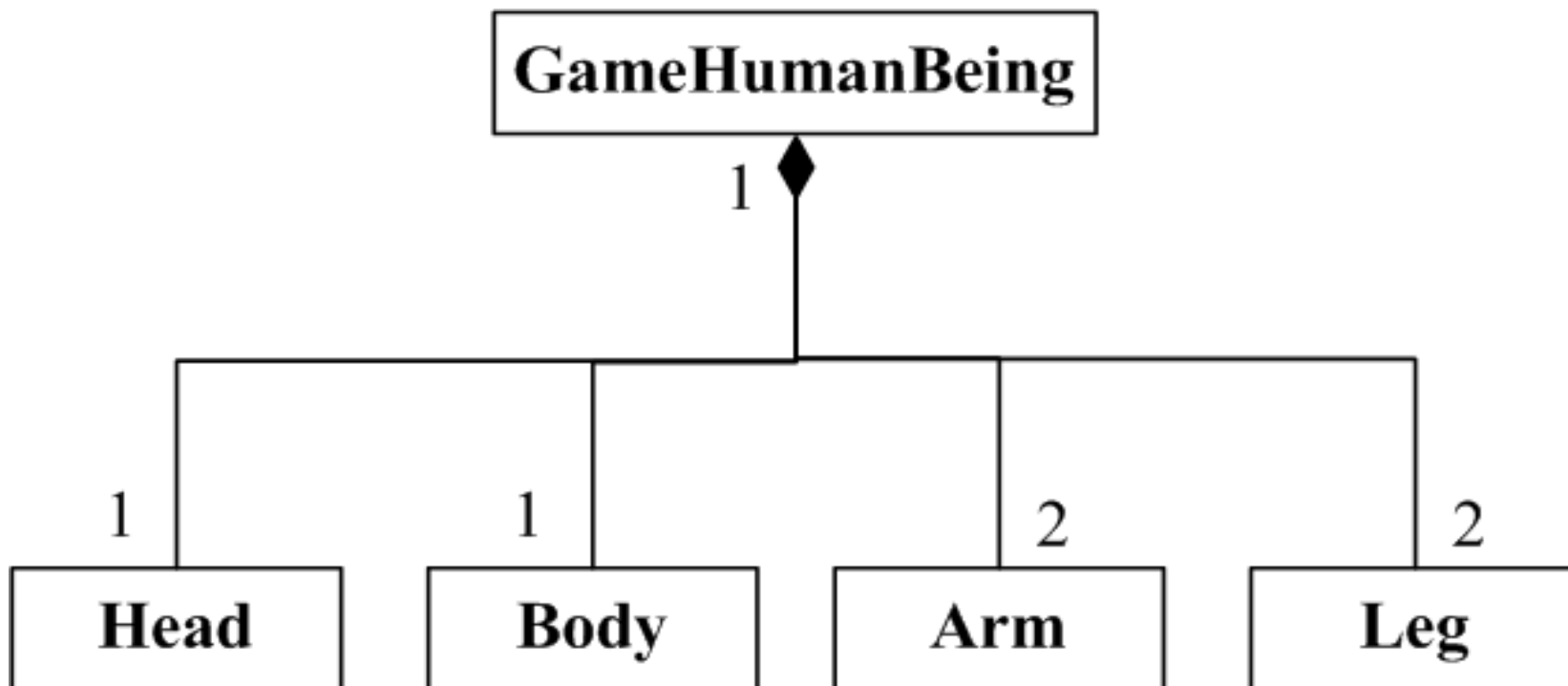
➢ **Implement in Java**

```
class A{

    method m(){

        Circle c = new Circle(2.0);

        double area = c.area();
    }
}
```

Multiplicity

Multiplicity

➢ **Every class engaged in a relationship should have a multiplicity. (*except inheritance*)**

➢ **If the multiplicity is 1, it indicates that it is 1; in order that reader know that multiplicity has been considered.**