```cpp
class Cell : public entity_system::EntityBase{

};

class Pin : public entity_system::EntityBase{

};

EntitySystem<Cell> cells;
EntitySystem<Pin> pins;
Composition<Cell, Pin> composition(cells, pins);

Cell a = cells.add();
Pin p3 = pins.add();
Pin p5 = pins.add();

composition.addAssociation(a, p3);
composition.addAssociation(a, p5);
```