

- **Association:** When two objects can live standalone on their own. They can come together to perform a specific function but their lifetimes do not depend on one another. E.g. A manager has a swipe card to enter the office. Here:
 - Manager is one object.
 - Swipe card is another.
 - Both are not dependent on one another but can be used together to allow the manager to enter the office.
- **Aggregation:** One owner of one or many child objects. The child objects are owned by that owner but they can exist independently of that owner as well. The lifetime of the children objects is not dependent on the owner. E.g. Employees of a startup. Here:
 - Startup is one object.
 - Employees are other objects.
 - Startup owns employees but employees will not die if the startup ends operations. They'll find jobs elsewhere or continue to live anyway.
- **Composition:** The owner and the child's lifetimes are completely dependent on one another. E.g. A human's life and his soul. Here:
 - Life is one object.
 - Soul is another object.
 - If there will be no soul, the human will have no life.