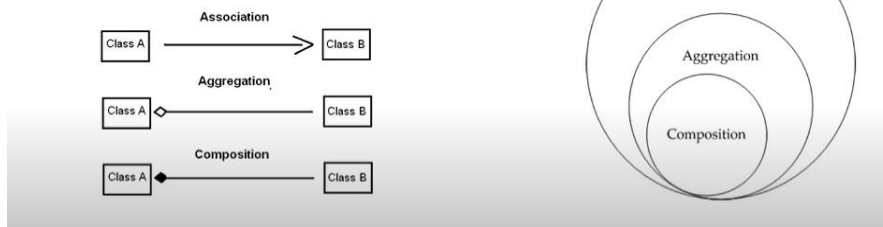


UML NOTATIONS:



Association(By value): I have a relationship with an object. Foo uses Bar.

```
class Bar {};  
class Foo {  
    void fun (Bar b)  
};
```

Aggregation(By reference): Type of association. I have an object which I have borrowed from someone else.

Independent. One object will carry reference of another object. One object destroy, other will not destroy. weak relationship.

Example: Person object has reference of Car object. If person object is destroyed, Car object will not be destroyed.

```
class Car  
{  
    int model;  
    string name;  
    public:  
    Car(string name, int model): name(name), model(model){}  
    void printCarInfo()  
    {  
        cout<<model<<name<<endl;  
    }  
};  
class Person  
{  
    string name;  
    Car *mycar;  
    public:  
    Person() = default;  
    Person(string name, Car* mycar):name(name), mycar(mycar)  
    {  
    }  
};
```

```

int main()
{
    Car c ("BMW", 134);
    Person *p = new Person("Ankit", &c);
    delete p;
    c.printCarInfo();
    return 0;
}

```

Composition(composed inside other class): Type of association. Dependent. One object will carry another object as a value. One object destroy, other will also destroy. Strong relationship.

Example: Car object has Engine object. If Car object is destroyed, Engine object will be destroyed.

```

#include <iostream>

#include <string>

using namespace std;

class Engine
{
    int power;

    public:
    Engine(int power):power(power)
    {
        cout<<"Engine object is created"<<endl;
    }

    ~Engine()
    {
        cout<<"Engine object is destroyed"<<endl;
    }
};

class Car
{
    int model;
    string name;
    Engine eng;

    public:
    Car(string name, int model, Engine eng): name(name), model(model), eng(eng)
    {
        cout<<"Car object is created"<<endl;
    }
}

```

```
    }  
    ~Car()  
    {  
        cout<<"Car object is destroyed"<<endl;  
    }  
};  
int main()  
{  
    Engine e(10);  
    Car *c = new Car ("BMW", 134, e);  
    delete c;  
    return 0;  
}
```

Composition is has-a relationship while Inheritance is is-a relationship.