

# Association Class

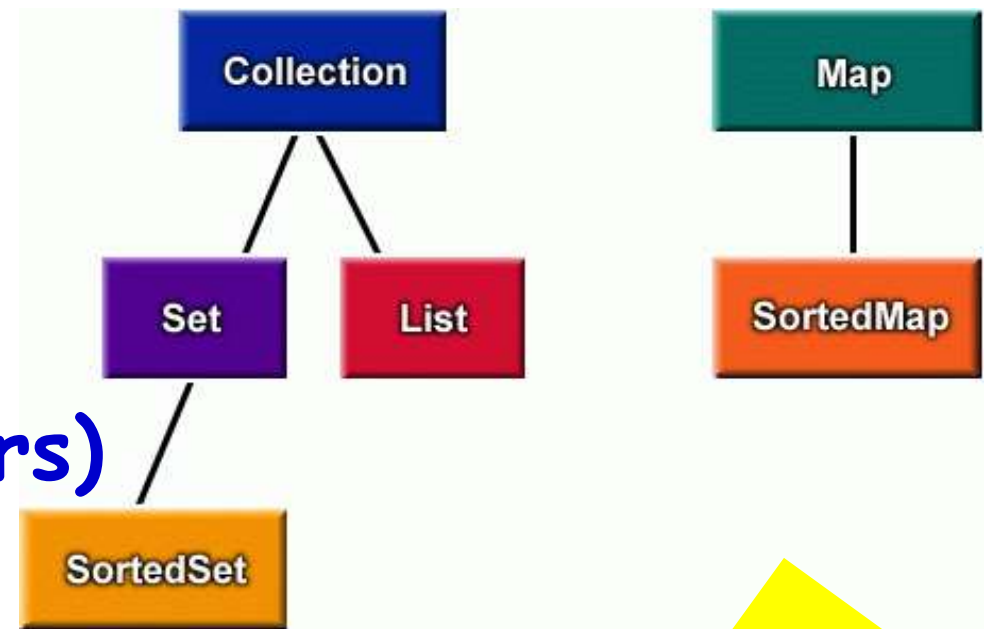
# Java Collections

- When association-end multiplicities is \*, need to use Collections.
- Collections were added to Java as part of JDK 1.2
- Operations supported:
  - Add
  - Remove
  - Access individual objects (Iterators)

# Java Collections

- Java collections are of three basic types:

- **List** (Ordered)
- **Set** (Unordered)
- **Map** (Key-value pairs)

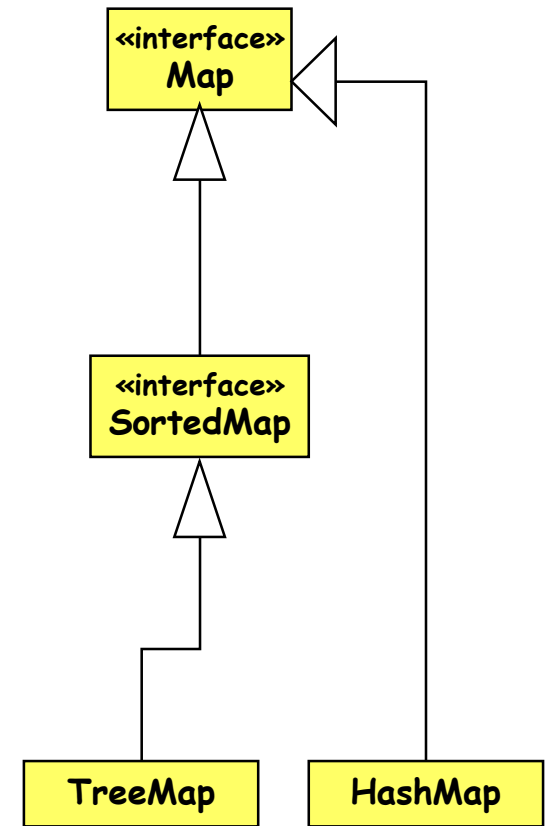
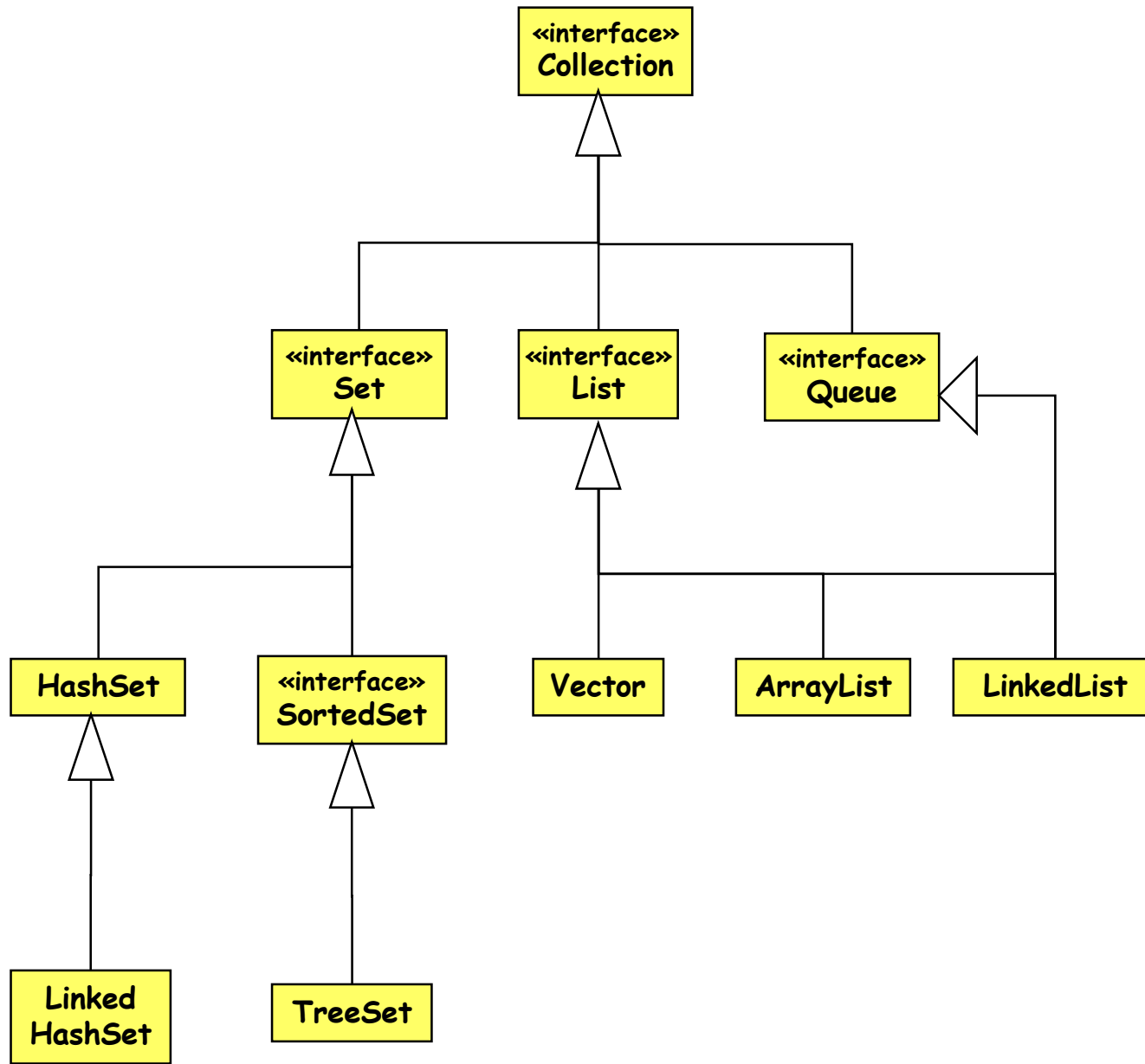


**Info**

# Bit of History...


- Pre Java SDK1.2, Java provided a handful of data structures:
  - Hashtable
  - Vector
  - Bitset
- These were for the most part good and easy to use:
  - But were not organized into a general framework.
- These legacy data structures retrofitted to new model in SDK1.2 .





Info

# Java Collections

		Implementations			
		Hash Table	Resizable Array	Balanced Tree	Linked List
Interfa ces	Set	HashSet		TreeSet	
	List		ArrayList		LinkedList
	Map	HashMap		TreeMap	

**Info**

# Three Basic Java Collections

- **List : Sequences**
  - Ordering is implicit
  - it is legitimate to ask questions like "what is the first object in the sequence?"
  - Add book as first book etc.
- **Sets: Unordered collection**
- **Maps: Qualified associations**
  - Each entry involves a pair of objects.
  - **A map is also called as a dictionary.**
  - it is legitimate to ask questions like "what value - if any - is associated with the following key?" or
  - "does this map contain the following key?".
- **For all types of Collections:**
  - Can create an **Iterator** object to access each item in the collection once.



# Which List to Use?

- **LinkedList:**
  - Good if the list changes size (grows or shrinks) frequently
  - Good for accessing either end of the list, but slower when accessing items in the middle of the list
- **ArrayList:**
  - Good if accessing elements by specific position, but slow for adds and removes.





# Vector class vs ArrayList



Info

- Vector similar to an ArrayList, but synchronized for multithreaded programming.
  - **ArrayList is faster since it is non-synchronized, while vector is thread-safe**
- Vectors retained mainly for backward-compatibility with old java.
- Used as base class for *Stack* implementation.

# Which Set to Use?

- **HashSet:**

- Good efficiency in most cases

- **TreeSet:**

- Useful when an iterator will access the elements of the set in a specific order based on their value (e.g. Strings would be kept in alphabetical order.)



# Which Map to Use?

- **HashMap:**

- Efficient in most cases

- **TreeMap:**

- An iterator obtained from the key set will access the elements of the map in key order.



Info

# Collection: Basic operations

int size( );

```
ArrayList<Integer> numbers = new ArrayList<>();  
ListIterator<Integer> iterate = numbers.listIterator();  
    while(iterate.hasNext()) {  
        System.out.print(iterate.next() + ", ");  
    }
```

boolean isEmpty( );

boolean contains(Object element);

boolean add(Object element); // Optional

boolean remove(Object element); // Optional

Iterator iterator( );

Info

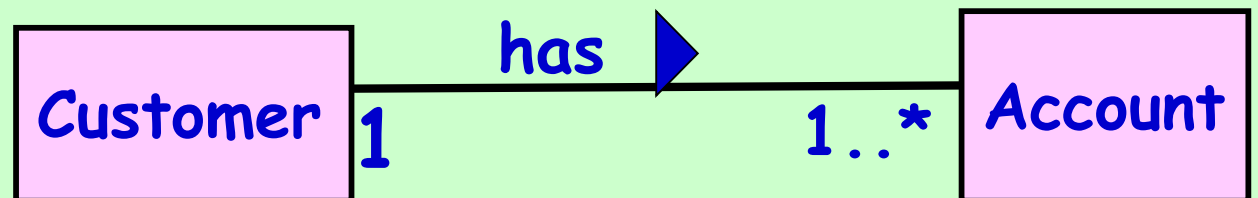
# Collection: Iterator

```
public interface Iterator {  
    boolean hasNext( );  
        // true if there is another element  
  
    Object next( );  
        // returns the next element (advances the  
        // iterator)  
  
    void remove( );  
        // removes the element returned by next  
}
```

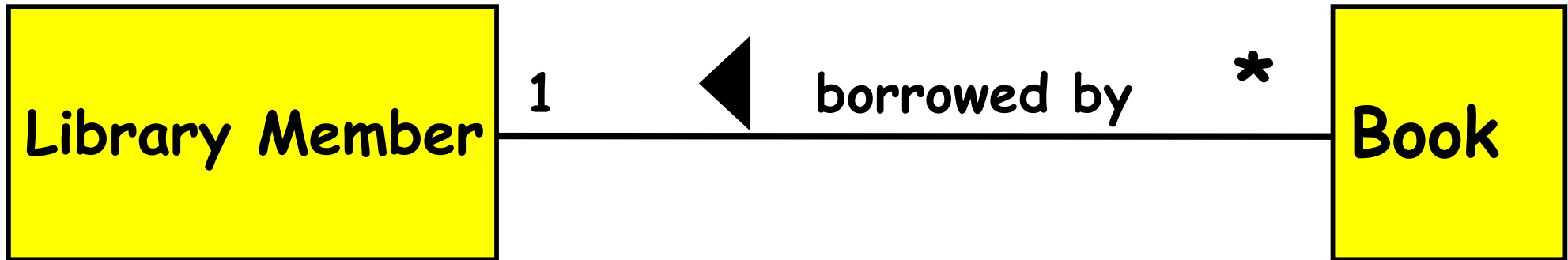
Info

# Code for Association Multiplicity

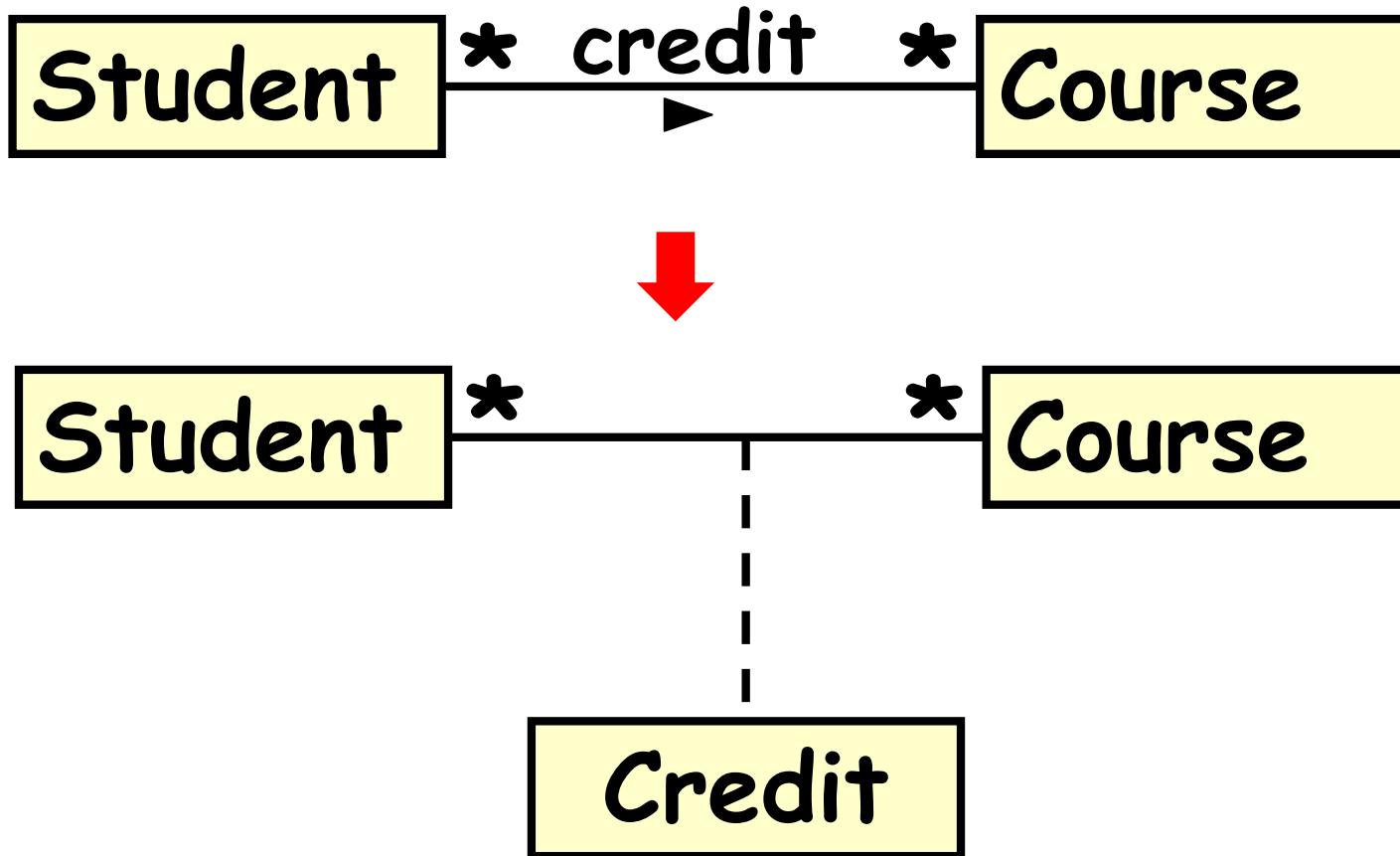
```
class Customer{  
    private ArrayList <Account> accounts =  
        new ArrayList<Account>();  
    public Customer() {  
        Account defaultAccount = new Account();  
        accounts.add(defaultAccount);  
    }  
}
```



# HW: Write Code for Example Association Relationships

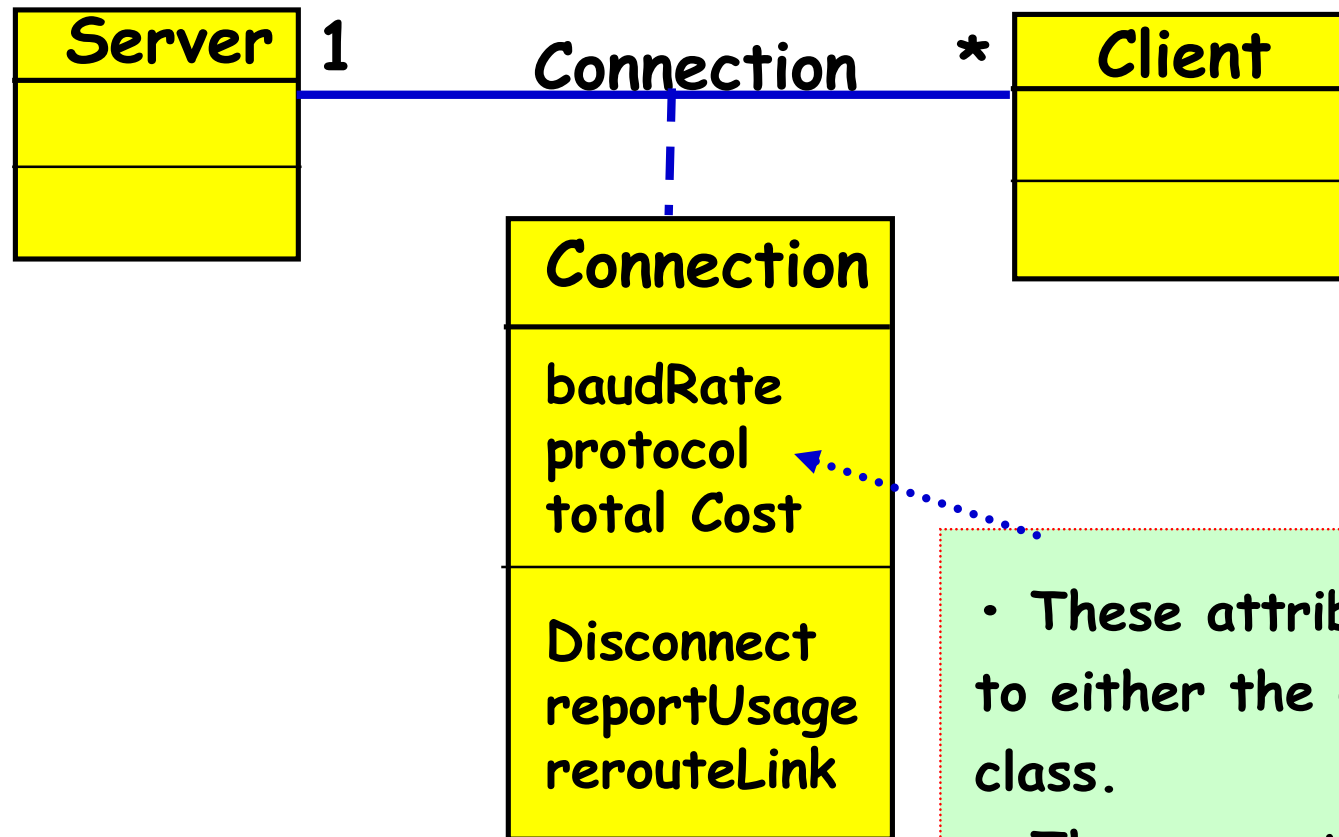


# Association Class





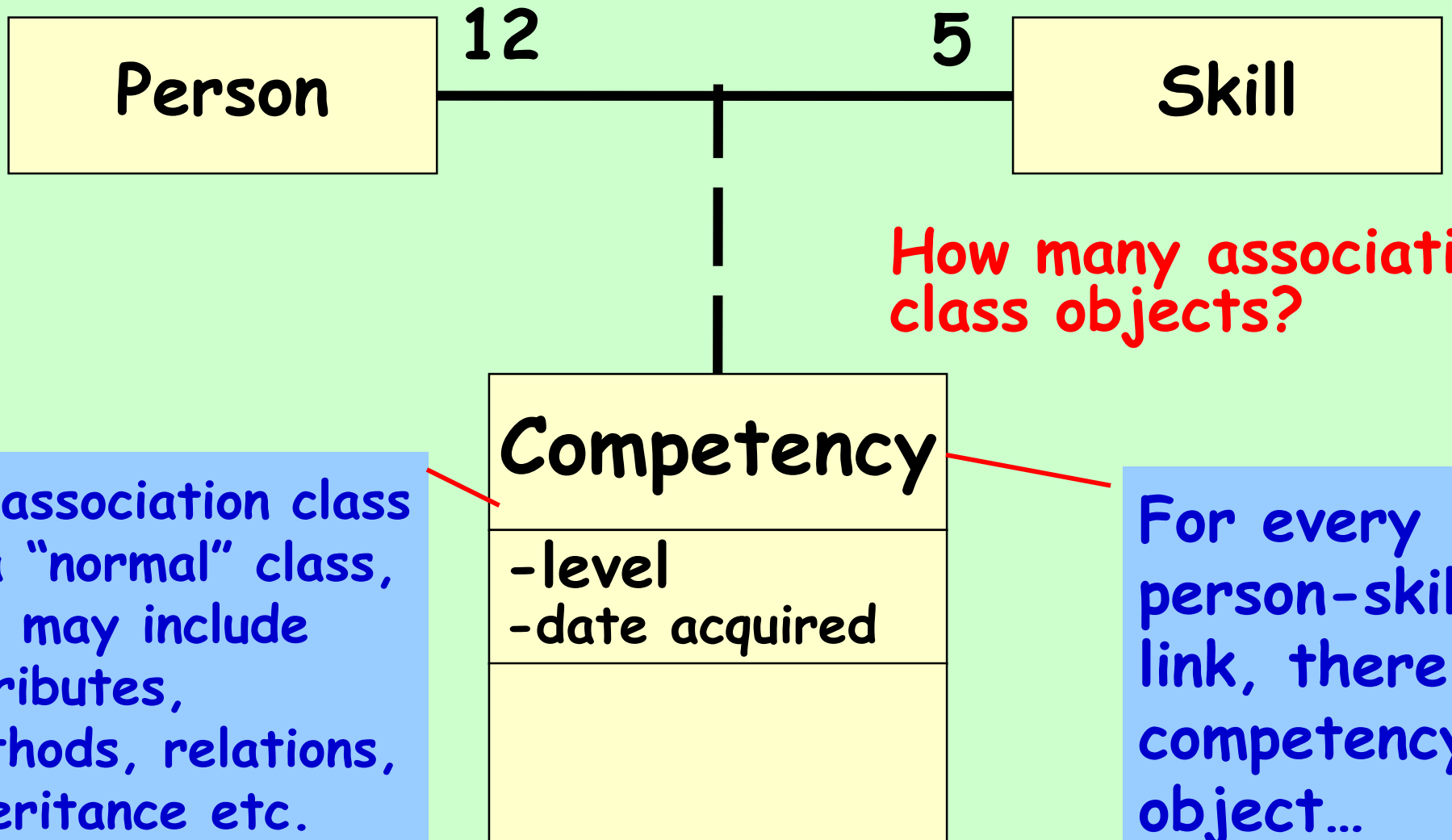
# Association Class: Example 1



- These attributes don't belong to either the Client or Server class.
- They are attributes of the connection itself.

- An association class can have methods as well as attributes.

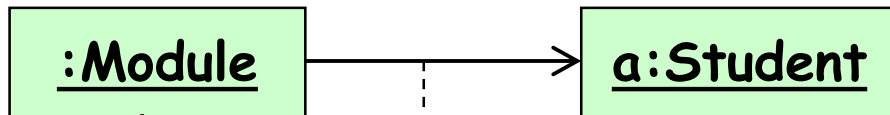
# Association Class: Example 2



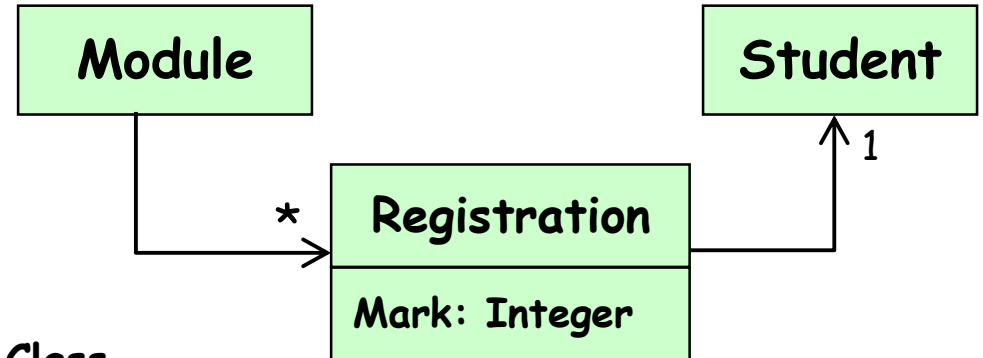
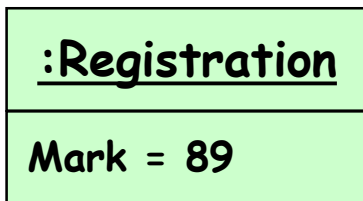
# Implementing Association Class



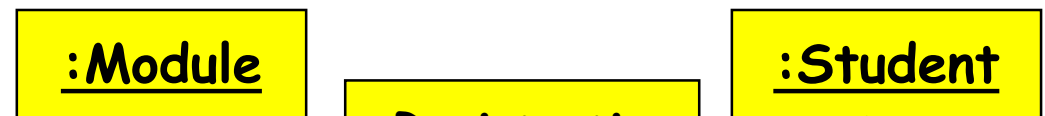
Class Diagram



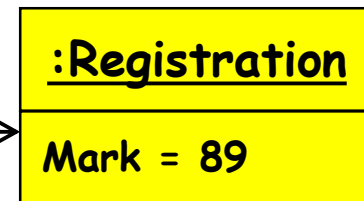
Object Diagram



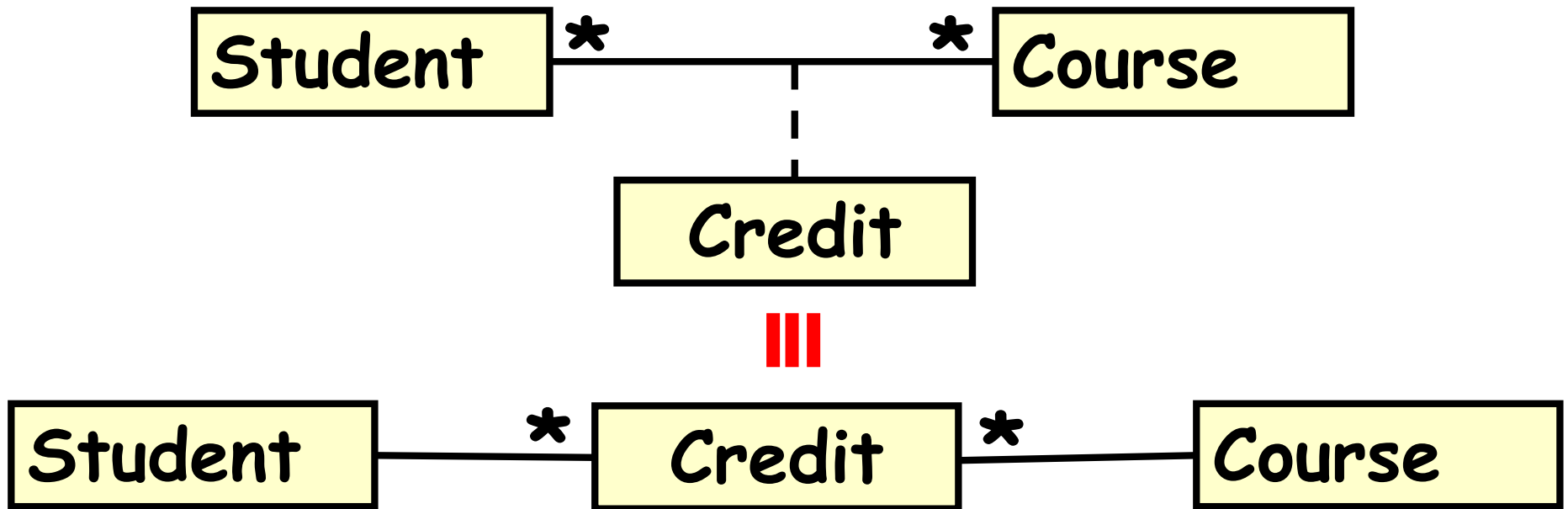
Class Diagram



Object Diagram



# Reification



- *Reification* means "Replacing an association class with a normal Class".
- **Dictionary:** Reification is when you treat something abstract as a physical thing.

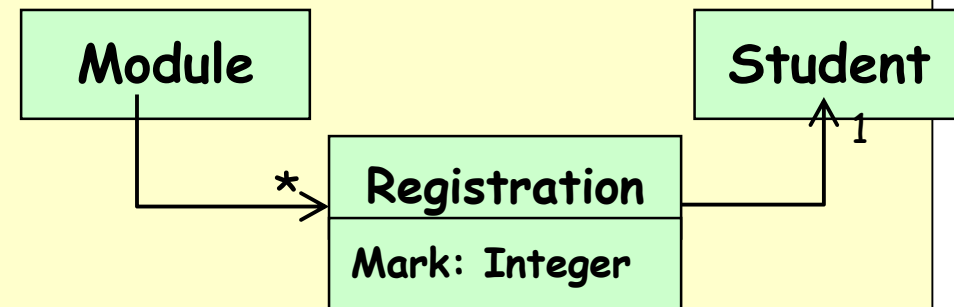
# Association Class: Java Code

Pass the Student to Registration.

```
public class Module {  
    private Vector <Registration> reg=new Vector<Registration>();  
    public void enrol(Student st) {  
        reg.addElement( new Registration(st) );  
    }  
    ...  
}
```

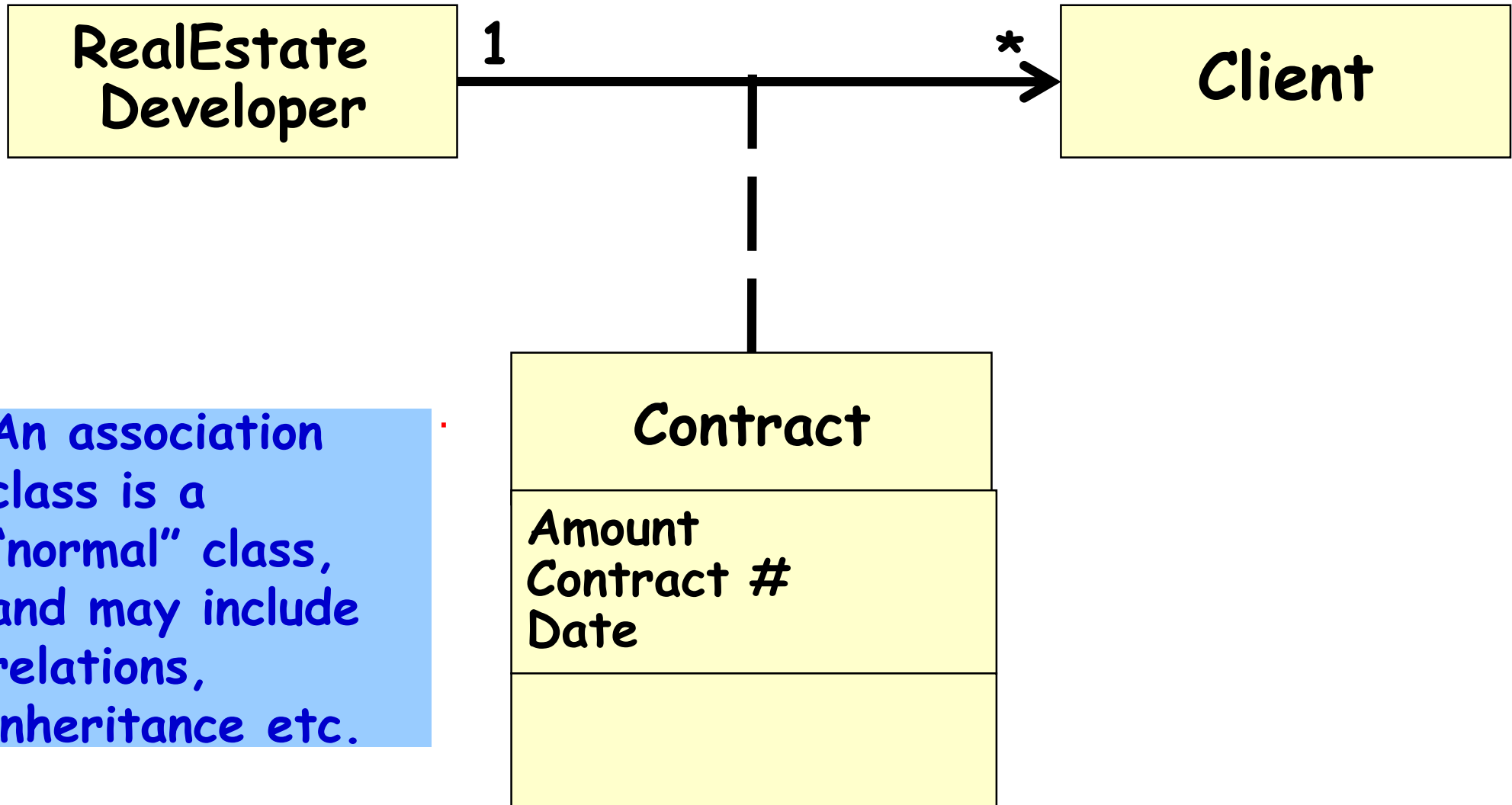
Maintain the link to Registration

```
class Registration {  
    private Student student;  
    private int mark;  
  
    Registration(Student st) {  
        student = st; mark = 0;  
    }  
    ...  
}
```



Keep track of the Student reference.

# Association Class: Example 3



An association class is a "normal" class, and may include relations, inheritance etc.

```

public class RealEstateDeveloper{
    private Vector <Contract> contracts= new Vector
    <Contract>();
    public void buy(Client c){contracts.add(new Contract(c))};
}

```

```

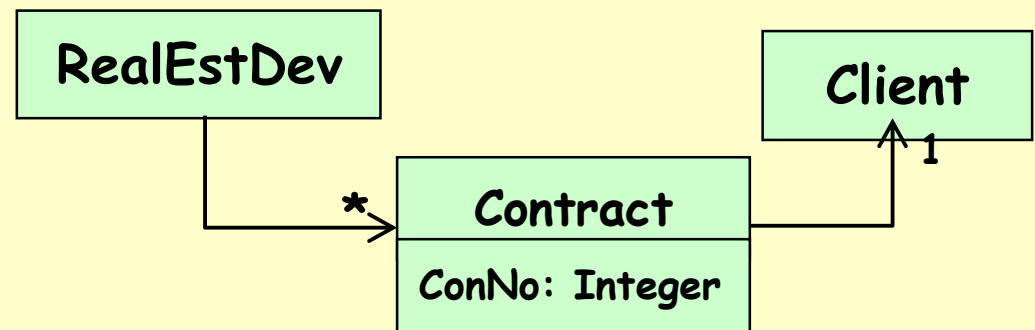
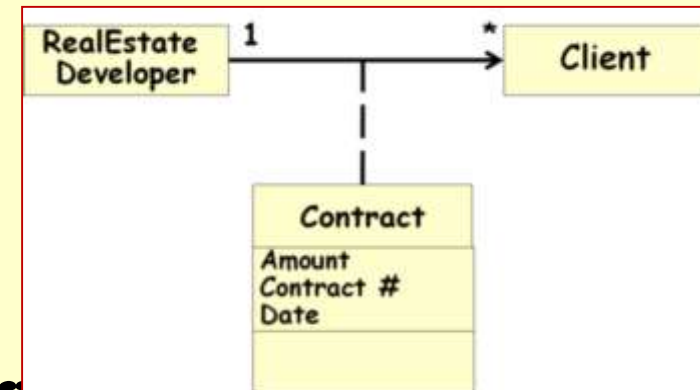
public class Client{
    private Address address;
    public Address getCurrentAddress(){
}

```

```

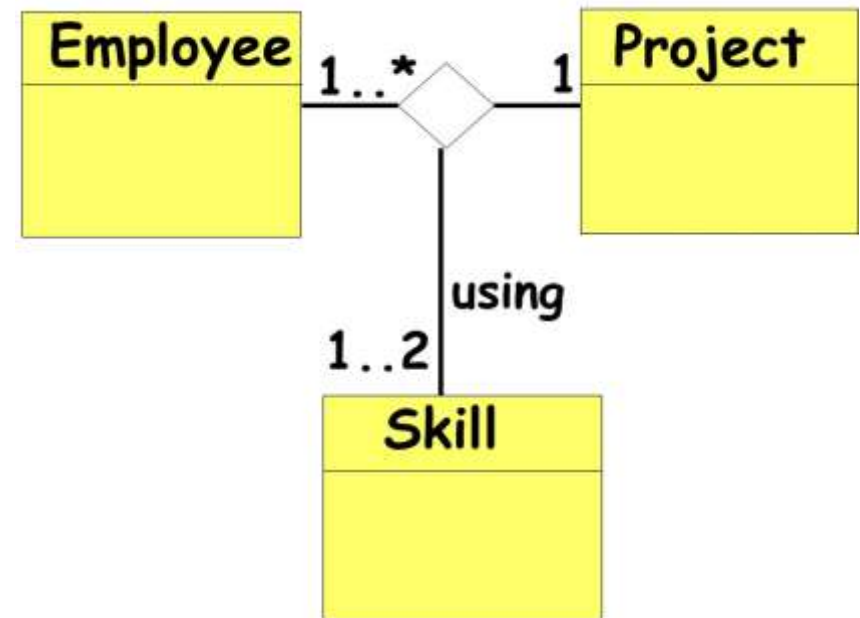
public class Contract{
    private Client client;
    private int contractNo;
    public Contract(Client c){ client=c;}
}

```



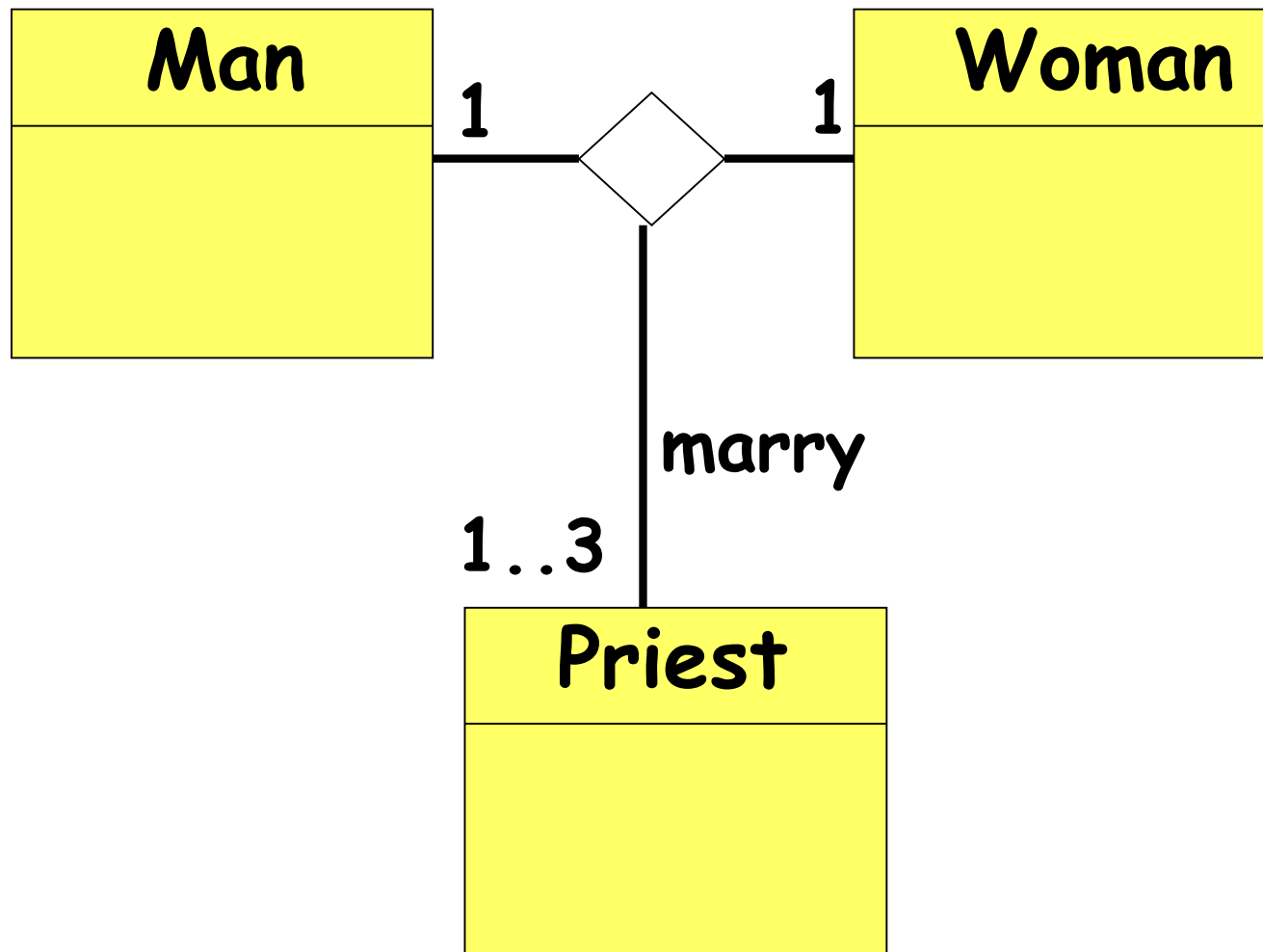
# Ternary Association

- Some times three (or more) classes may be associated.
- An object of an association class:
  - Stores the details for the two associated classes.





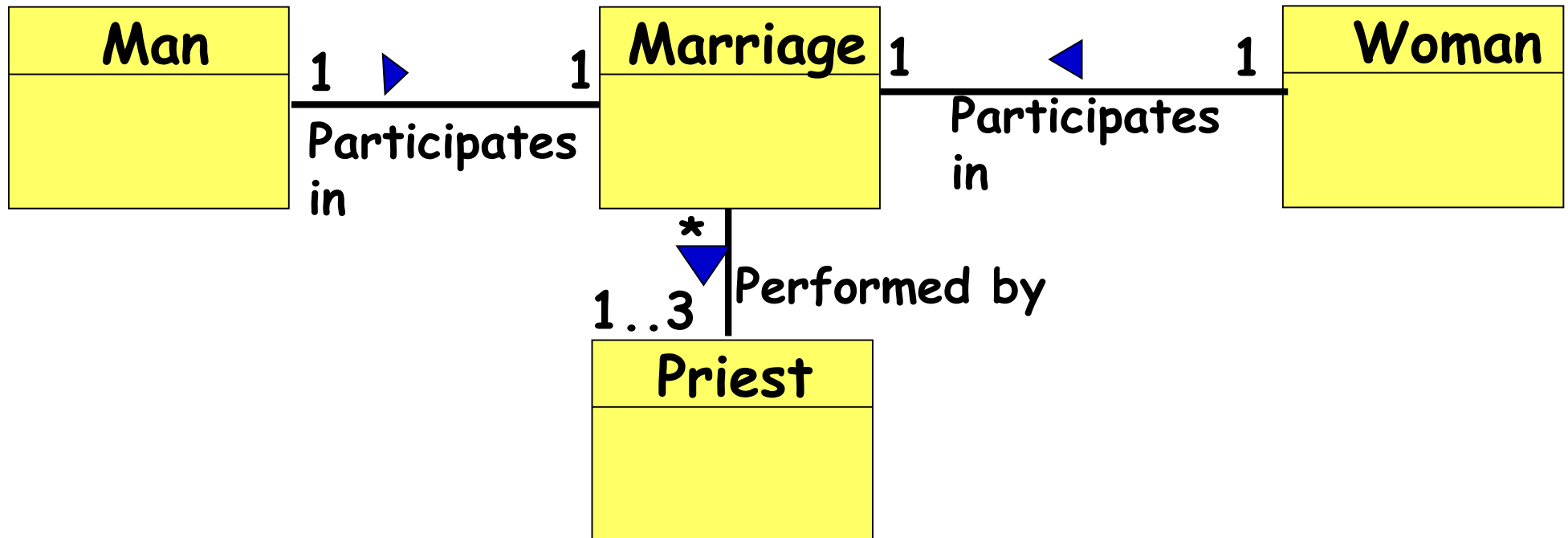
# Ternary Association

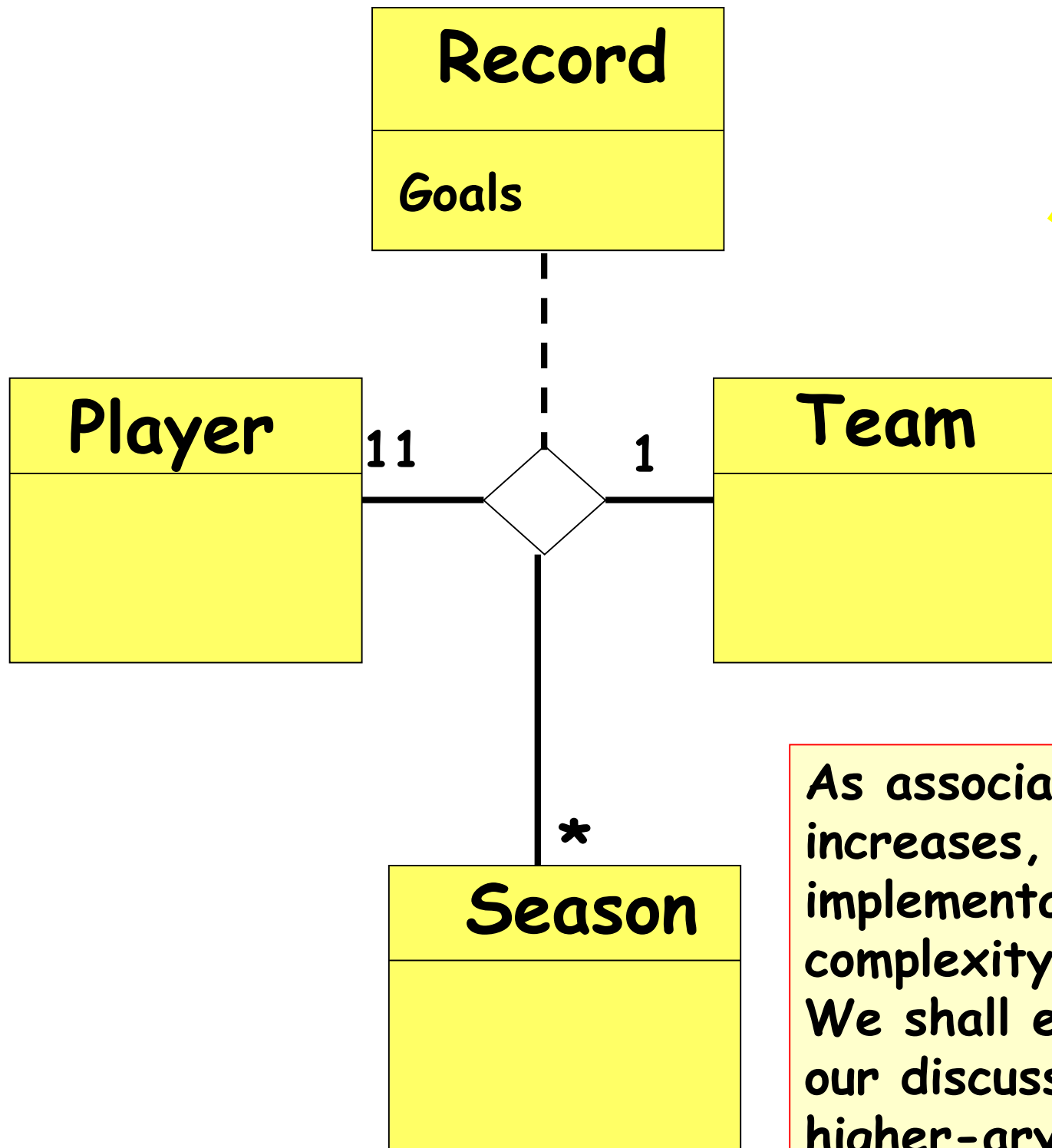


and we can add more classes to the diamond...

# Implementation of Ternary Association

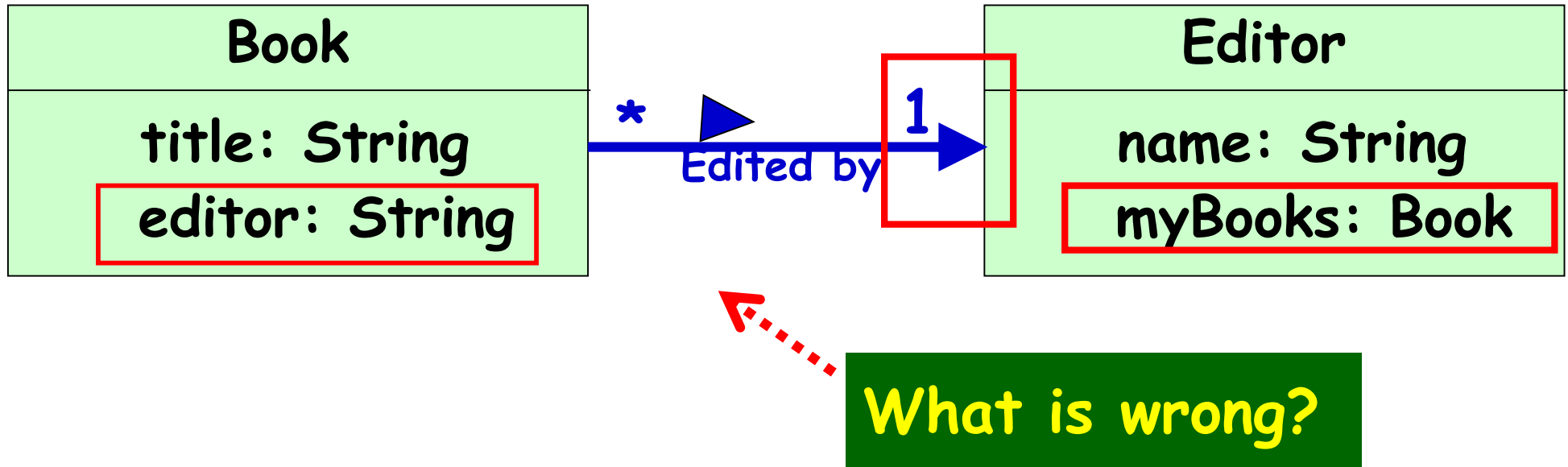
- There are several ways in which ternary association can be implemented.
  - One is to decompose it into a set of binary associations.





As association arity increases, implementation complexity increases... We shall exclude from our discussions 3ary and higher-ary associations...

# Association Quiz



1. **Association denoted by symbol not attributes.**
  - Implementation (pointers, arrays, vectors, ids etc) is left to the detailed design phase.
2. **Wrong arrow type**

CATBERT, THE EVIL DIRECTOR  
OF HUMAN RESOURCES



WALLY, IT'S TIME  
FOR YOUR MANDATORY  
BLOOD TEST.

I  
DON'T  
TAKE  
DRUGS.

I'M TESTING TO  
SEE IF YOU'RE  
STEALING TIME  
FROM THE  
COMPANY.

TIME?  
HOW CAN  
YOU TEST  
FOR THAT?

WE TEST YOUR  
GENERAL HEALTH.  
IF IT'S GOOD,  
YOU'RE NOT  
WORKING  
ENOUGH HOURS.

YOU  
THIEF.

S. Adams E-mail: SCOTTADAMS@aol.com

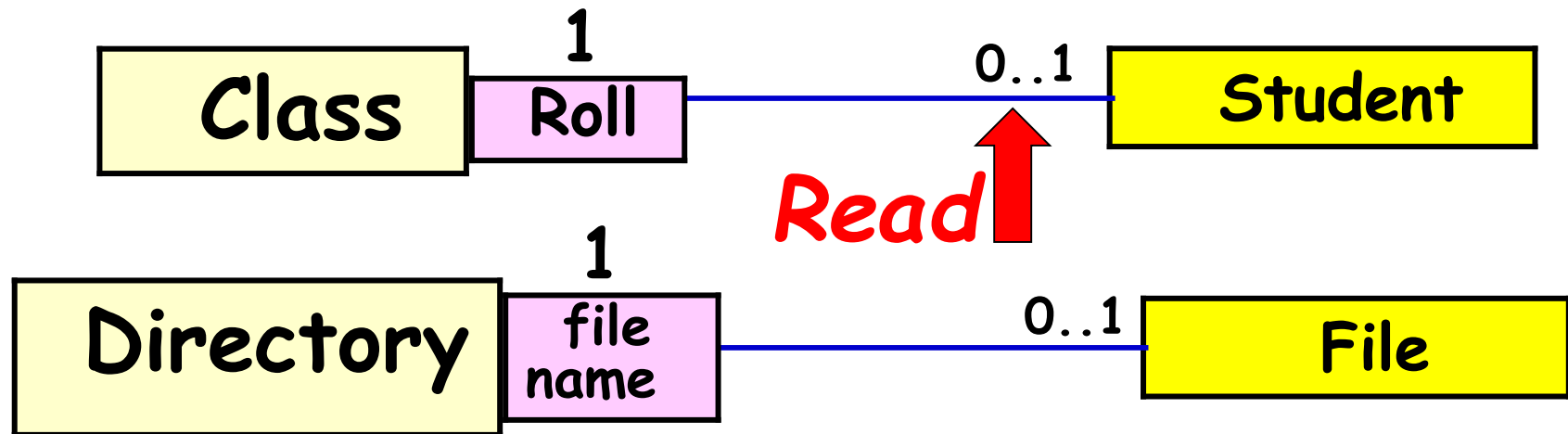
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# Qualified Association

# Qualified Association

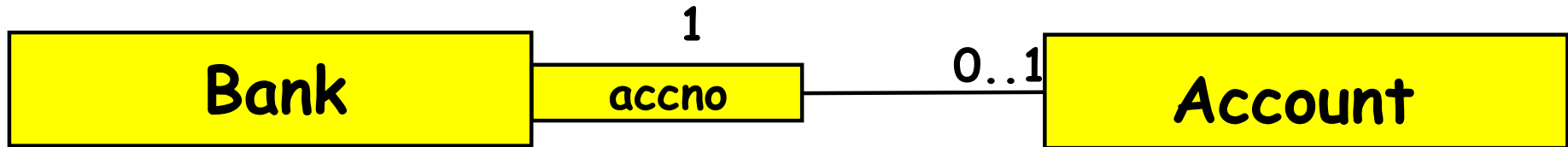
- Allows us to express uniqueness...

- Implemented by hash tables, maps, dictionaries.



- How to read?
- There exists upto one file for each instance of filename in the directory .

# Qualified Association



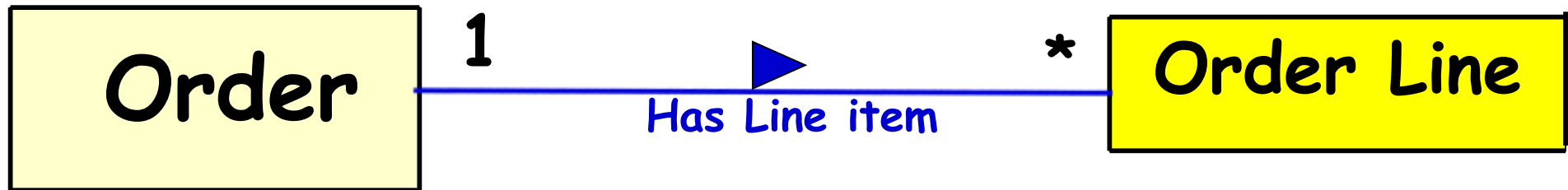
- Qualifier hints at setting up efficient access to linked objects:
  - For example, access accounts based only on the account number;
  - Implement to avoid a linear search through all accounts.



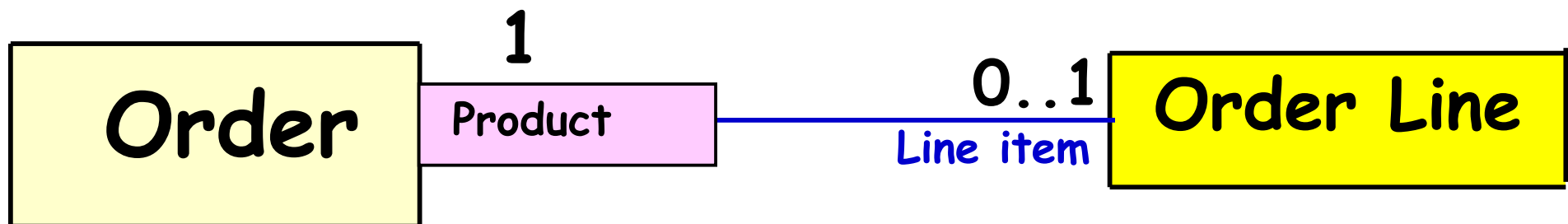
# Setting up Qualified Association -- An Example

- An order has of many Order lines.

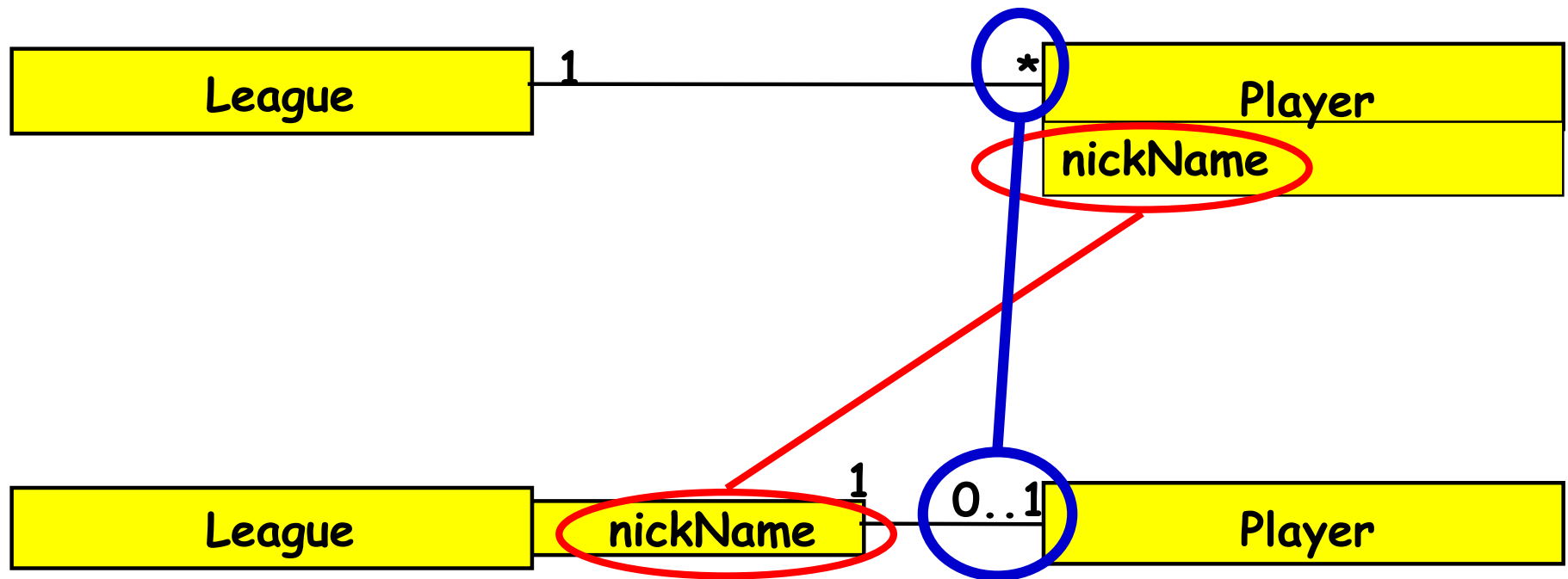
PURCHASE ORDER																					
<div> <div> Company Name Address City State Zip Phone Fax E-Mail </div> <div> Customer Name Address City State Zip Phone Fax E-Mail </div> </div>																					
<table border="1"> <thead> <tr> <th>Code</th> <th>Product Description</th> <th>Quantity</th> <th>Unit Price</th> <th>Amount</th> </tr> </thead> <tbody> <tr> <td>301-0002</td> <td>Stake Drive, Pits &amp; Calpers</td> <td>4</td> <td>111.00</td> <td>444.00</td> </tr> <tr> <td>301-0001</td> <td>Control Arm</td> <td>2</td> <td>60.00</td> <td>120.00</td> </tr> <tr> <td>301-0003</td> <td>Suspension L &amp; R</td> <td>2</td> <td>390.00</td> <td>780.00</td> </tr> </tbody> </table>		Code	Product Description	Quantity	Unit Price	Amount	301-0002	Stake Drive, Pits & Calpers	4	111.00	444.00	301-0001	Control Arm	2	60.00	120.00	301-0003	Suspension L & R	2	390.00	780.00
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- How do you represent: There is at most one Order Line in the Order for each instance of Product.

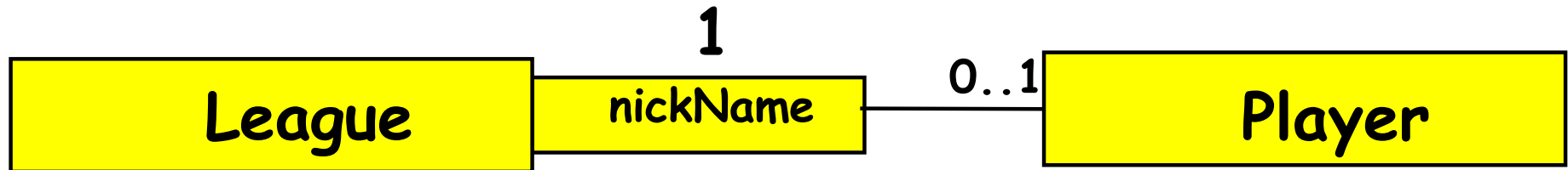


# Qualified Association...



- The second conveys more information...
- Hints on implementation...
- Effectively reduces multiplicity...

# Qualified Association: Implementation

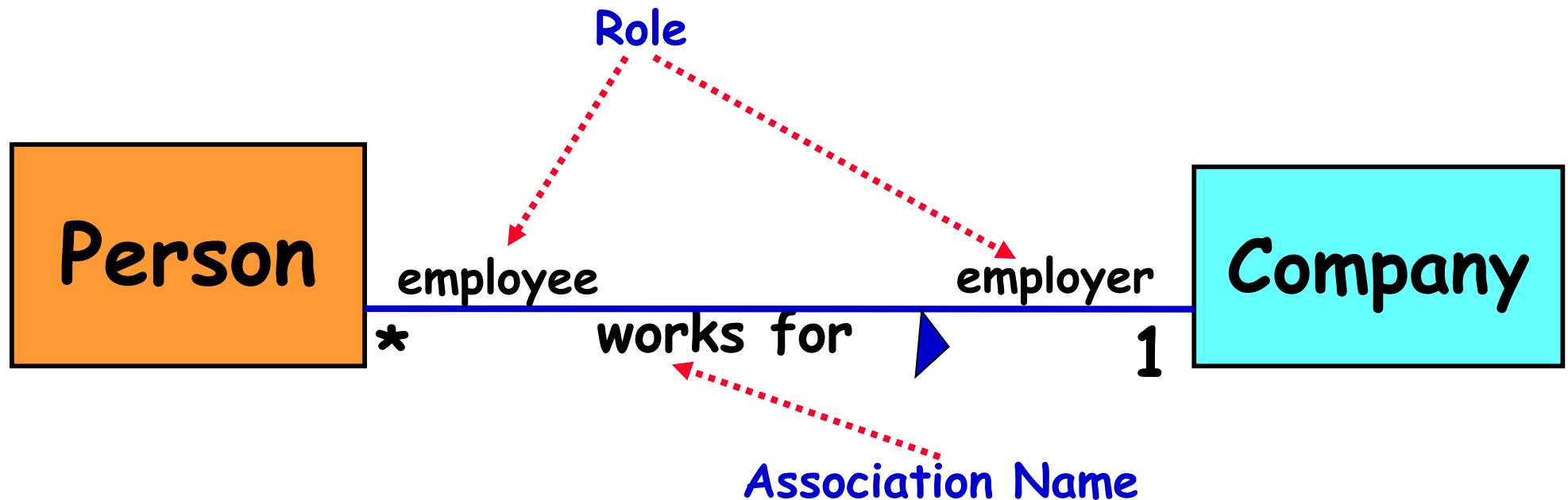


```
public class League {
    private Map players=new HashMap;

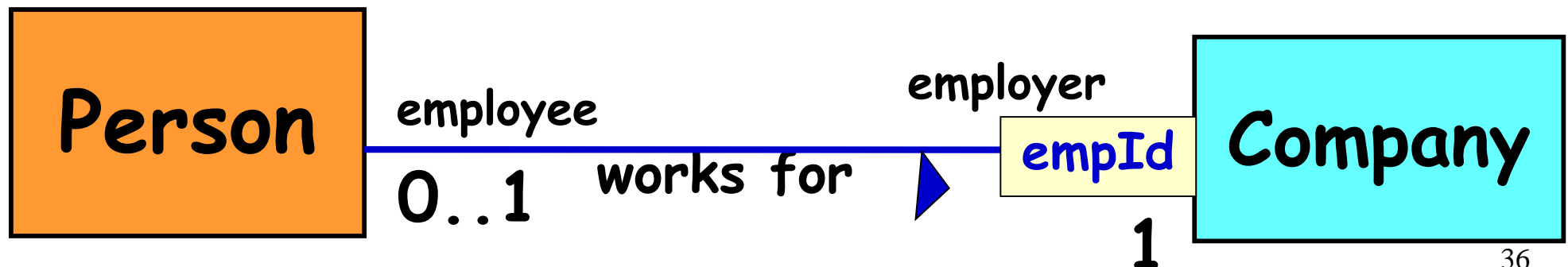
    public void addPlayer
    (String nickName, Player p) {
        if(!players.containsKey(nickName))
            players.put(nickName, p);
    }
}
```

```
public class Player
{
    private League
        league;
}
```

# Converting to Qualified Association

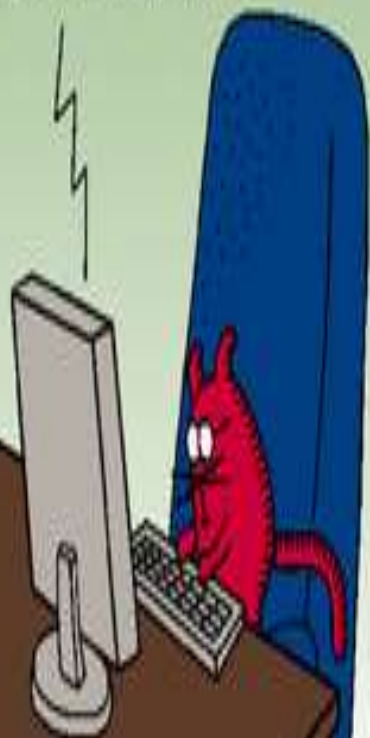


Assume company assigns each employee a unique empId.  
Give qualified association representation...



CATBERT, THE EVIL  
DIRECTOR OF HUMAN  
RESOURCES, POSTS A  
JOB OPENING.

REQUIREMENTS:



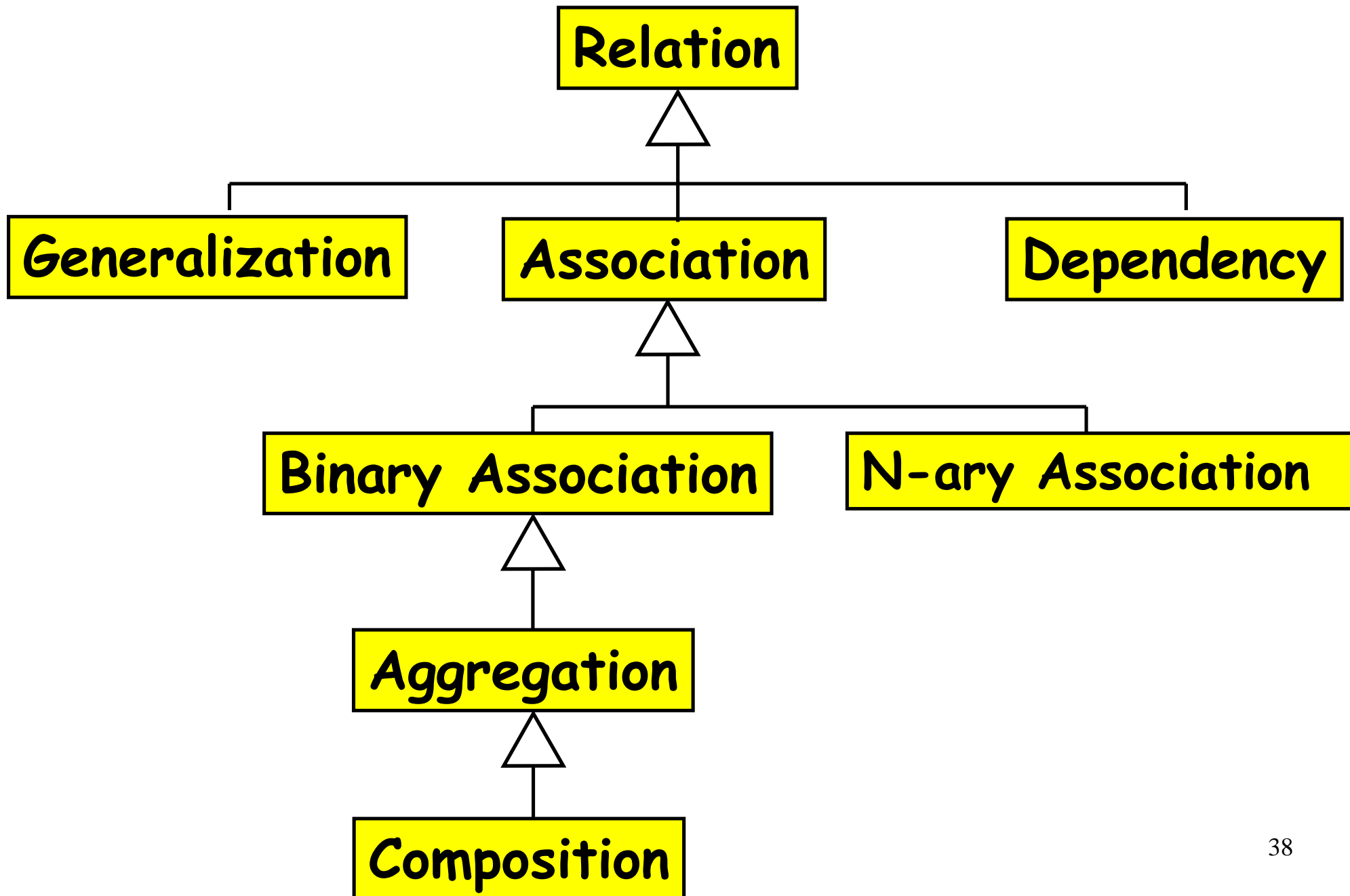
CANDIDATE MUST  
HAVE AN I.Q. OF 300,  
TWO CENTURIES OF  
UNIX EXPERIENCE AND  
A TRACK RECORD OF  
WINNING NOBEL PRIZES.



90% OF MY JOB  
IS CONVINCING  
PEOPLE THEY DON'T  
DESERVE THEIRS.

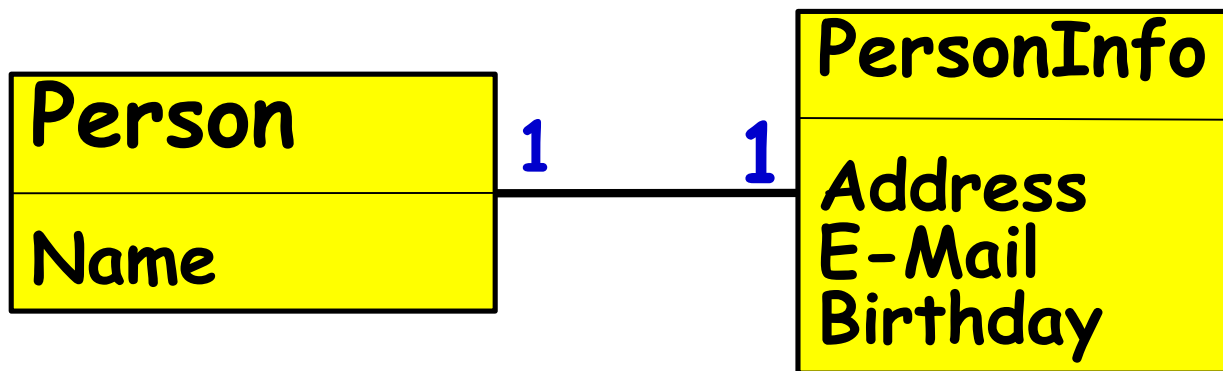


# Types of Class Relationships

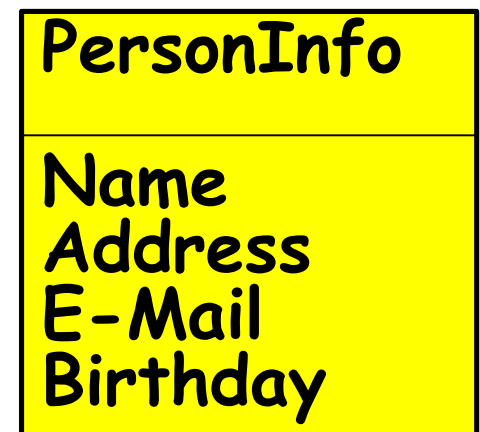


# Overdoing Associations

- Avoid unnecessary Associations



Avoid This...



Do This

# "Or" Association

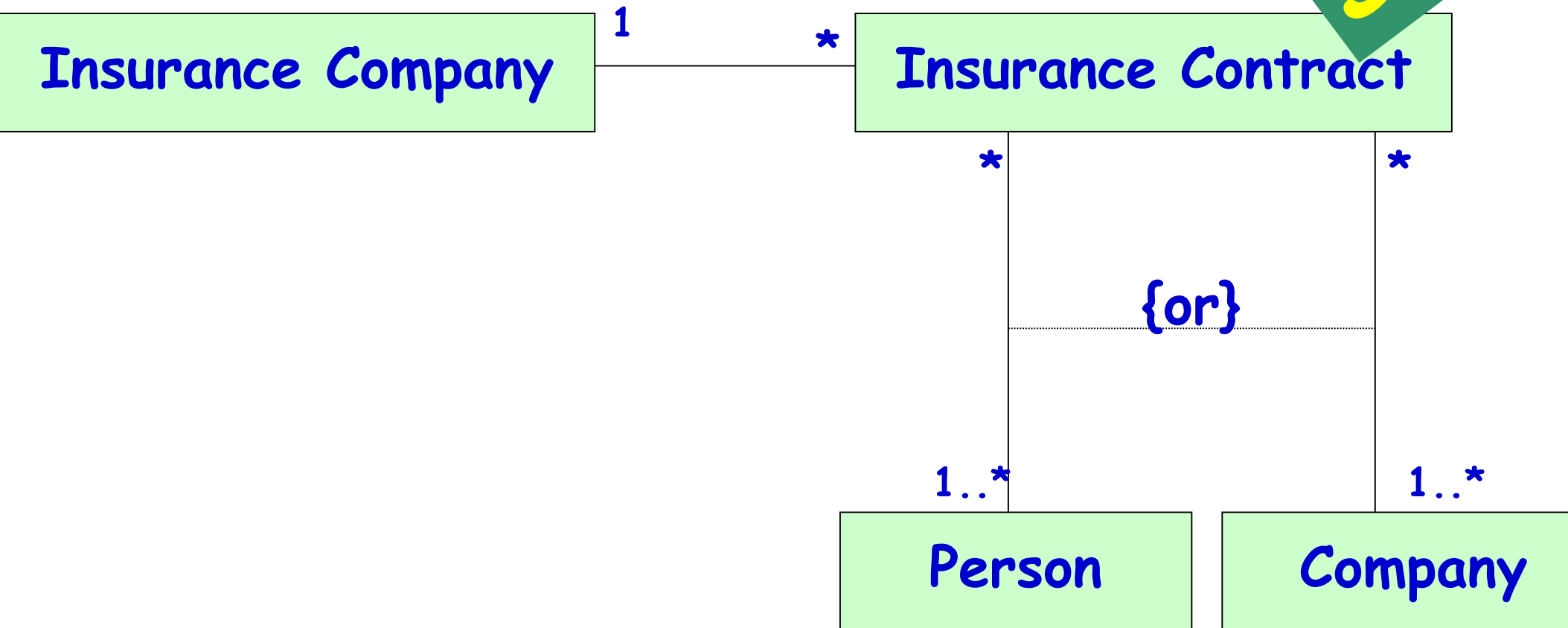
- Used when all association combinations in a class model are not valid.
- Example:
  - A person can have an insurance contract with an insurance company
  - Also a company can have an insurance contract with an insurance company
  - A person and a company CANNOT have the same insurance contract with an insurance company.





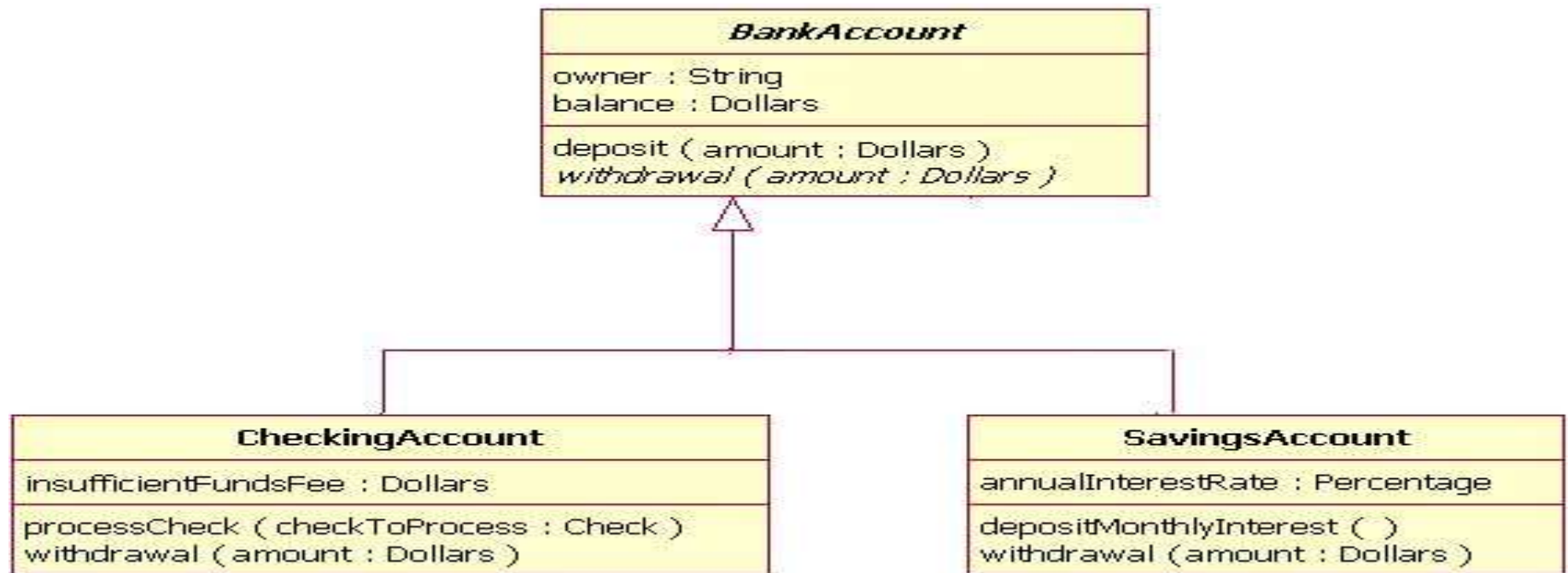
# "Or" Association Example

Skip



# Summary of Implementation of Association

- **1-to-1 association:**
  - Role names become attributes
- **1-to-many association:**
  - Translate into a Vector or ArrayList
- **Qualified association:**
  - Translate into a Map or Hash table



Which sentences are true?

- a) CheckingAccount implements BankAccount **X**
- b) CheckingAccount and SavingAccount are BankAccount **✓**
- c) CheckingAccount and SavingAccount are associated **X**
- d) BankAccount is associated to CheckingAccount **X**
- e) SavingAccount can processCheck **X**
- f) CheckingAccount has a balance **✓**