ECE 3574: Applied Software Design

Composition

Project 1 Final Due Date is Friday 3/3 at 5 PM

- Project 1 beta grading is finished.
- You each have a zip file with feedback.zip (use the latest one) on Canvas.
- The same grading script will be used for final grading (except for bug fixes).

Project 2 will be released before spring break.

Today we will learn how to build up complex concepts and models from simple parts.

- Composition models "has-a"
- Examples
- Composition and the Law of Demeter
- Composition and Qt
- Exercise

Composition is a major way of modeling has-a relationships

A composite type has member variables that correspond to its components.

```
class Foo
{
   ComponentType component;
}
```

Classic Example: People, Employees, and Customers

A Person has-a

- name
- age
- address

An Employee is-a Person and has-a

- ▶ id
- ▶ role
- salary

Classic Example: People, Employees, and Customers

A Person has-a

- name (first/last?)
- age (possibly unknown?)
- address (format?)

An Employee is-a Person and has-a

- ▶ id (unique?)
- role (static or dynamic?)
- salary (currency?)

Is a customer always a person?

Prefer Composition to Inheritance

Inheritance is overused and leads to tight coupling. Composition

- gives the most flexibility with least coupling
- shorter compile times, a member can be a pointer, thus only declared
- less error prone, no private/protected/public

Use inheritance only when you need to implement is-a relationships that require polymorphism.

Sometimes has-a is just as good as is-a

Consider the Employee is-a Person. A Person could also have-a Job.

Ontology

Ontology is the name used for defining objects and their relationships.

Composition and Inheritance in C++ gives us the primary means to model the world.

Each problem domains have their own ontologies

Composition is very useful in GUI design

For example, a window has-a

- menu
- controls
- view

A menu has-a ...

A control has-a ...

A view has-a ...

Exercise

See website

Next Actions and Reminders

Read about Qt Event System