## CS 417/505 Design Patterns

**UML Modeling part 3** 

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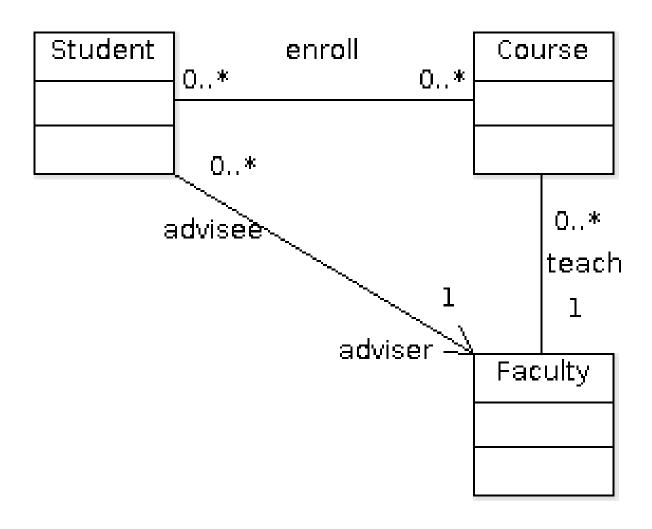
## **Topics**

- Association
- Aggregation
- Composition
- Dependency

#### Association

- Represents a relationship between classes
  - Role name between classes
  - Multiplicity of relationship between classes
  - Navigability of relationship

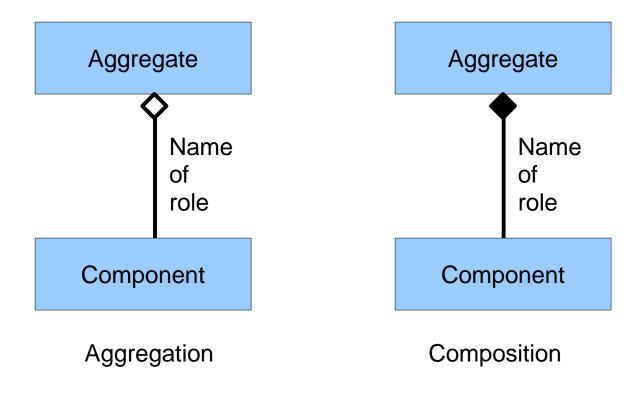
#### Sample association



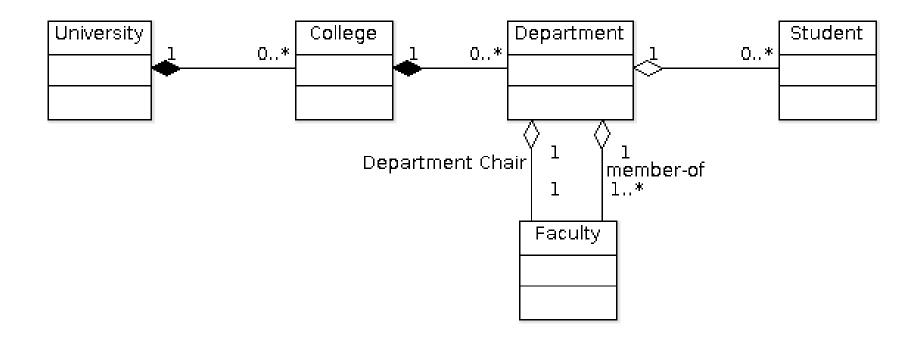
### Aggregation and composition

- Aggregation special form of association
  - Has-a or part-whole
  - Component class form parts of aggregate class
- Composition stronger form of aggregation
  - The lifetime of the component class is contained by the aggregate class

## Graphical representation



# Aggregation example

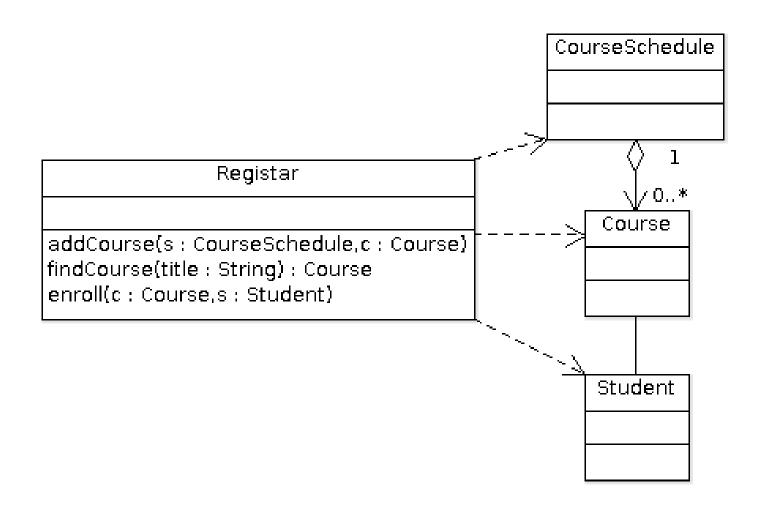


### Dependency

- Represents proper operation of one class dependent on another class
- Common form is class being used as parameter or local variable



## Dependency example



#### Group work

- Create an object model of a company
  - Multiple departments each with multiple workers
  - A worker can be either an employee or an intern, where the employee and intern classes are mutually exclusive (i.e. Worker should be an interface)
  - Head of each department is a manager
  - Manager is specialization of an employee
  - Employee has 0 or more addresses and the employee has a link to address but not vice versa
  - HumanResources class has operations to create employees and managers and assign them to departments. It also maintains a list of all employees
- Draw the following where applicable:
  - Inheritance, realization, association/aggregation/composition, dependency, numerocity

