**AGGREGATION & COMPOSITION**

**DEFINITION (MY WORDS) & THEIR DIFFERENCES**

Some points I learned while coding demos of aggregation and composition

* Aggregation/composition is another method of relating classes. It allows for classes to use objects of other classes that are not related by inheritance.
* Aggregation occurs when an object is instantiated in outside of the class that wants to use it. It exists on its own. It’s lifespan does not depend on the class that wants to use it. This happens by having the class pass in the object via the constructor’s parameters.
* Composition occurs when the class invokes the constructor of another class and creates that object within itself (wrapping). This creates a dependency because if the class that created the instance of that object goes away, so does the object.

**OTHER DEFINITIONS**

<https://www.javatpoint.com/c-sharp-aggregation>

C# Aggregation (HAS-A Relationship)

In C#, aggregation is a process in which one class defines another class as any entity reference. It is another way to reuse the class. It is a form of association that represents HAS-A relationship.

* I liked how they used the word reference. It helps further illustrate the fact that the object exists outside of the class.

<https://www.c-sharpcorner.com/article/difference-between-composition-and-aggregation/>

I liked the code examples provided in this article.