



Associations Between the Classes:

1. CPU has a composition relationship with ALU (one-to-one relationship). The CPU class contains an ALU object as a private member.
2. GPU has a composition relationship with CUDA (one-to-one relationship). The GPU class contains a CUDA object as a private member.
3. Computer has an aggregation relationship with CPU (one-to-zero-or-one relationship). The Computer class contains a pointer to a CPU object as a private member.
4. Computer has an aggregation relationship with GPU (one-to-zero-or-one relationship). The Computer class contains a pointer to a GPU object as a private member.

Parameter of Visibility:

- **Attribute Visibility:** ALU is a attribute of CPU, CUDA is a attribute of GPU, CPU and GPU are attributes of Computer.
- **Parameter Visibility:** CPU and GPU are parameters of a method (which is operator+) Computer.
- **Local Visibility:** ALU is a local object in the CPU's constructor, getALU, executeCPU methods in CPU. CUDA is a local object in the GPU's constructor, getCUDA, executeGPU methods in GPU. CPU and GPU are local objects in Computer (Constructor, getAttachedCPU, getAttachedGPU, operator+).
- There are no Global visibility in this code.