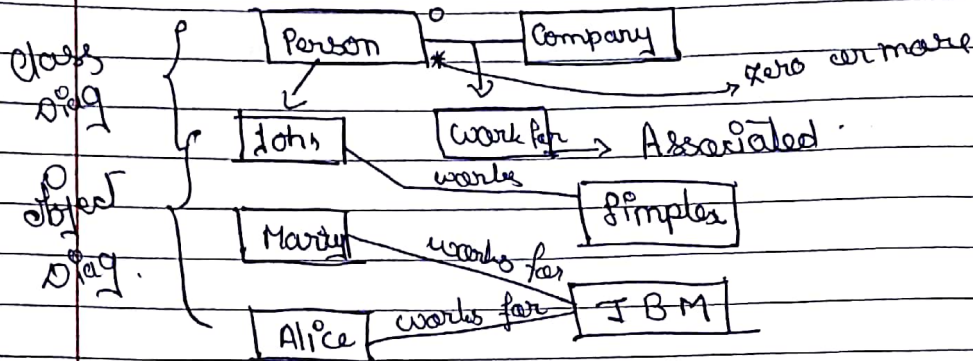


# Unit Relationship between classes

Date         



one to one

one - Many

Many - One

Many - Many

Multiplicity 0 -

→ Class Rela

It describes how class within a prog interact with each other

These are imp in object-oriented design bcoz they help us understand how programming is organized

There are 4 kind of relat<sup>n</sup> b/w class

i. Inheritance

ii. Association

iii. Aggregation

iv. Composition

Date

2 classes

→ zero or more

related.

]

within a prog

related design  
and how

between class

Date

- It is most used rela<sup>n</sup> b/w object
- It is a group of link with common structure & symmetries

eg :- A person works for Company.

association can be one to one, one to many, many to one & many to many.

→ Multiplicity :-

It specifies the no of instance of one class that may relate to single instance of a associated class.

Multip contains the no of related object

It limits the no of object of class that can be involved in a particular relationship at any point of time

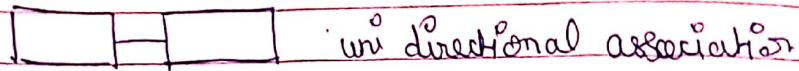
Multip It is specify as a comma separated list of interval each interval is in the form min...max, min & max may be integers or any expression that yields an integer result



Date

- 0 1  $\rightarrow$  None or 1
- 1  $\rightarrow$  Exactly 1
- 0 \*  $\rightarrow$  Zero or more
- \*  $\rightarrow$  Zero or more
- 1 \*  $\rightarrow$  1 or more
- 1 6  $\rightarrow$  1 to 6
- 1 3, 7 10, 15 19  $\rightarrow$  1 to 3 or 7 to 10 or 15 to 19

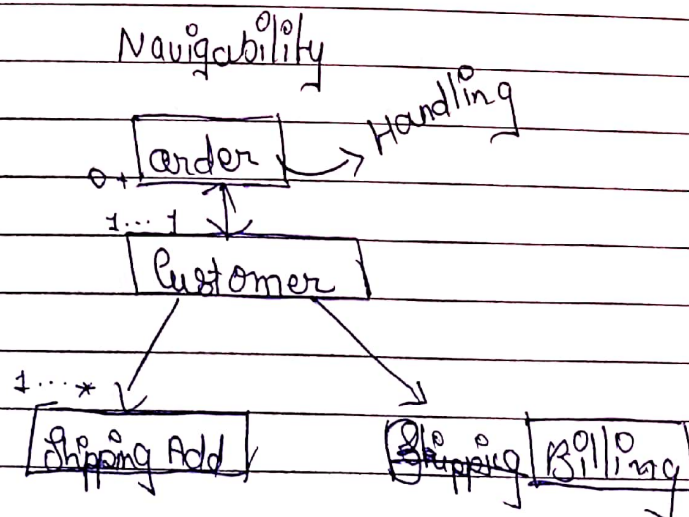
$\rightarrow$  Aggregation  $\circ$  - [ has a relationship ]



manager has employees

Navigability  $\circ$   $\rightarrow$

It indicates that it is possible to navigate from a class to target class using association. Navigability is indicated by an open arrow which is placed on target class. default value of navigability property is true.



The assoc<sup>n</sup> b/w order & customer is navigable in both the dir<sup>n</sup> & order must know which customer placed the order & the customer must know which order it has placed

→ When no arrow heads show assoc<sup>n</sup> assumed to be navigable in both the dir<sup>n</sup>

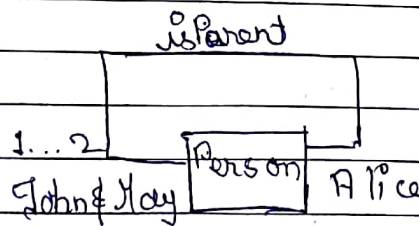
→ assoc<sup>n</sup> b/w customer & address here the customer must know its address but add<sup>n</sup> have no knowledge which customer associated with address

Types of association :-

- 1.] Unary
- 2.] Binary
- 3.] Ternary

→ Unary :-

Assoc<sup>n</sup> b/w two object belonging to same type it is also known as reflexive assoc<sup>n</sup> or recursive assoc<sup>n</sup>.





→ Binary :-  
Ass<sup>n</sup> b/w two diff type of object or thing  
eg:- Person & Company


→ Ternary :-

Seller                      Buyer  
                                        agent

→ Aggregation :-

Directional ass<sup>n</sup> b/w object is known as  
aggreg<sup>n</sup>. it is unidirectional one way  
relat<sup>n</sup> b/w class also called has a  
relationship.

When an object has another object direction  
b/w them specify which object contains  
the other object

Sign =>  hollow ~~line~~.

wallet has Money.

Money  wallet

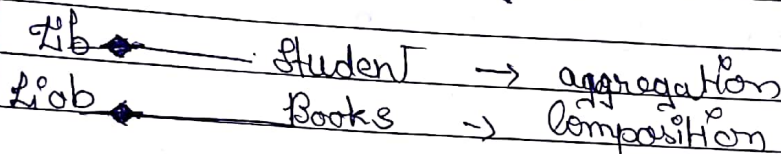
→ Composition :-

Restricted aggregation is called Composition

→ When an object contains another object & if the contained object can not exist without the existence of container object it is represented by a filled diamond.

It is also called ~~the~~ whole / Part relationship.

eg:- Human & heart



Properties of Agg<sup>n</sup> :-

1. Transitivity
2. Anti Sym
3. Propagation

1. → if A is a part of B  
→ B is a part of C  
→ then A is a part of C

2. → A is a part of B  
then B is not part of A



3] → Kitchen is a part of house  
than house is not a part of kitchen.

→ Propagation <sup>o</sup>-  
Environment of part is same as that of assembly.

Types of Aggr<sup>o</sup>

- 1] Fixed
- 2] Variable
- 3] Recursive

→ Fixed <sup>o</sup>-

Particular no & types of component or parts are predefined  
eg <sup>o</sup>- Car has Engine, 4 wheels & steering wheel

→ Variable <sup>o</sup>-

No of levels of aggr<sup>o</sup> is fixed but no's of sub parts may vary  
eg <sup>o</sup>- Train coaches.

→ Recursive <sup>o</sup>-

Object contain components of its own type  
eg <sup>o</sup>- Kund ko find karna.

