

```
}  
  
// Driver class  
public class Company  
{  
    public static void main (String[] args)  
    {  
        Developer dev1 = new Developer(100, "Lokesh Sharma", "Pro Developer");  
        Developer dev2 = new Developer(101, "Vinay Sharma", "Developer");  
        CompanyDirectory engDirectory = new CompanyDirectory();  
        engDirectory.addEmployee(dev1);  
        engDirectory.addEmployee(dev2);  
  
        Manager man1 = new Manager(200, "Kushagra Gang", "SEO Manager");  
        Manager man2 = new Manager(201, "Vikram Sharma ", "Kushagra's Manager");  
  
        CompanyDirectory accDirectory = new CompanyDirectory();  
        accDirectory.addEmployee(man1);  
        accDirectory.addEmployee(man2);  
  
        CompanyDirectory directory = new CompanyDirectory();  
        directory.addEmployee(engDirectory);  
        directory.addEmployee(accDirectory);  
        directory.showEmployeeDetails();  
    }  
}
```

[Run on IDE](#)

Output :

```
100 Lokesh Sharma Pro Developer  
101 Vinay Sharma Developer  
200 Kushagra Gang SEO Manager  
201 Vikram Sharma  Kushagra's Manager
```

When to use Composite Design Pattern?

Composite Pattern should be used when clients need to ignore the difference between compositions of objects and individual objects. If programmers find that they are using multiple objects in the same way, and often have nearly identical code to handle each of them, then composite is a good choice, it is less complex in this situation to treat primitives and composites as homogeneous.

1. Less number of objects reduces the memory usage, and it manages to keep us away from errors related to memory like `java.lang.OutOfMemoryError`.
2. Although creating an object in Java is really fast, we can still reduce the execution time of our program by sharing objects.

When not to use Composite Design Pattern?

1. Composite Design Pattern makes it harder to restrict the type of components of a composite. So it should not be used when you don't want to represent a full or partial hierarchy of objects.
2. Composite Design Pattern can make the design overly general. It makes harder to restrict the components of a composite. Sometimes you want a composite to have only certain components.

With Composite, you can't rely on the type system to enforce those constraints for you. Instead you'll have to use run-time checks.

This article is contributed by **Saket Kumar**. If you like GeeksforGeeks and would like to contribute, you can also write an article using contribute.geeksforgeeks.org or mail your article to contribute@geeksforgeeks.org. See your article appearing on the GeeksforGeeks main page and help other Geeks.

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Design Pattern

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