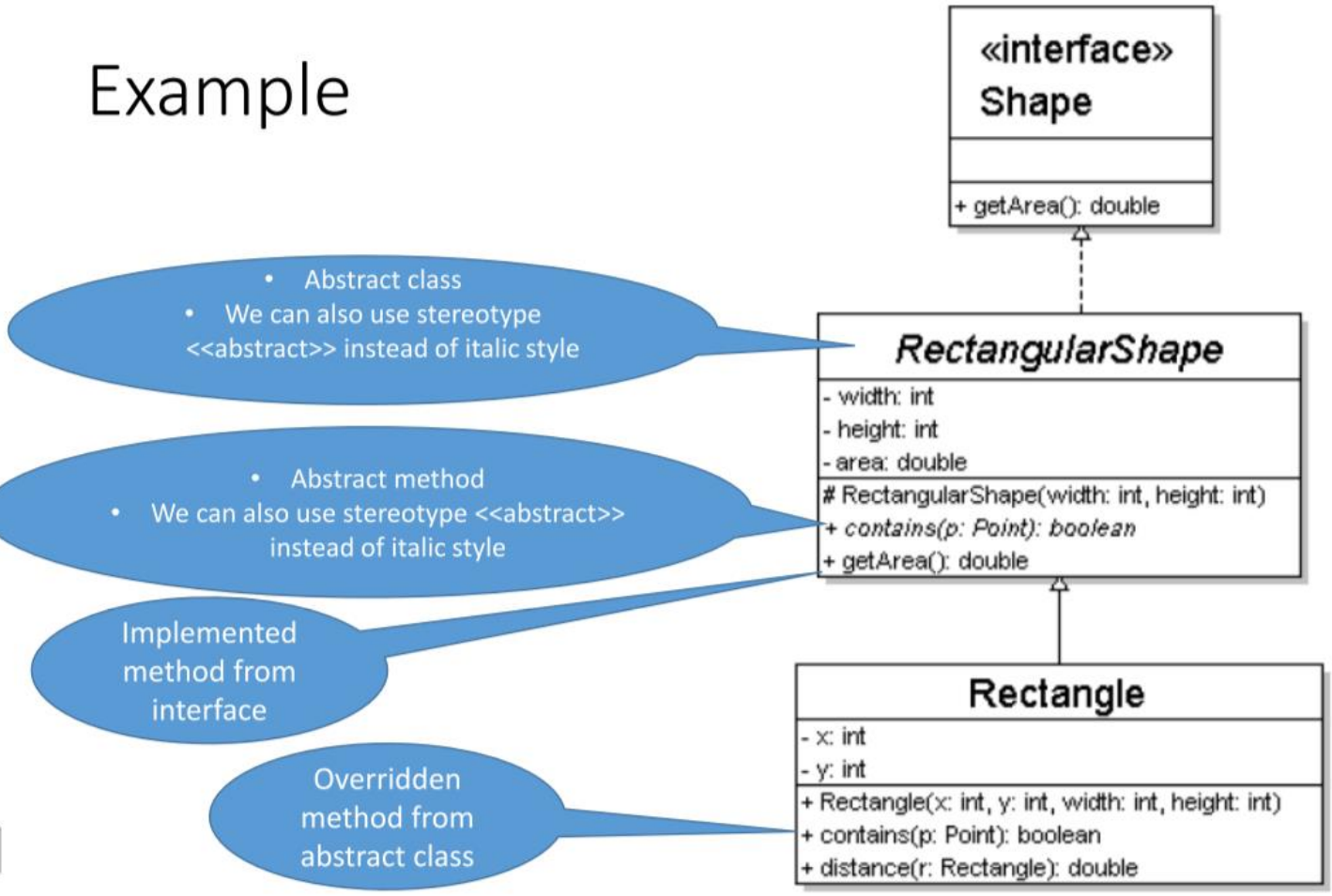
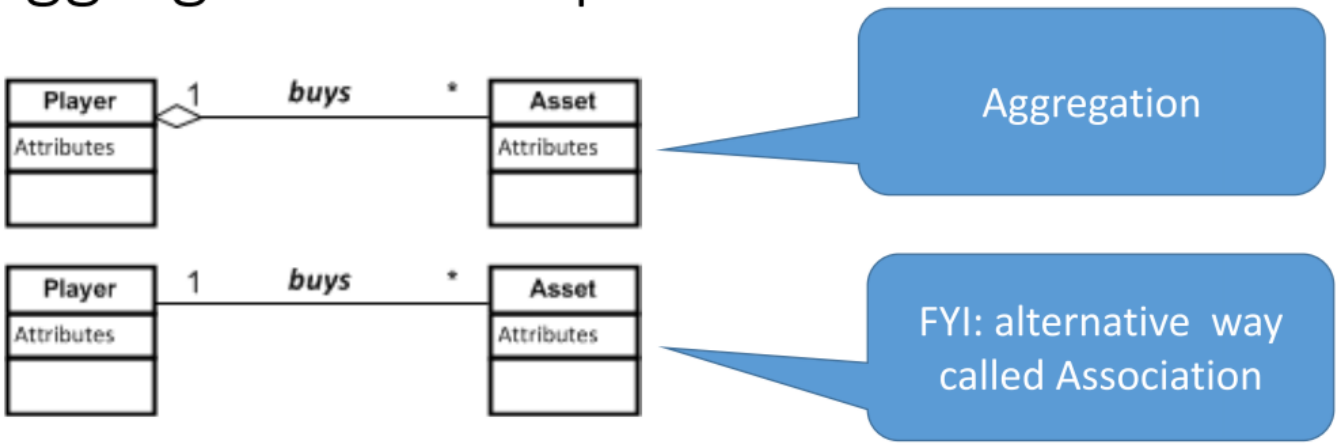
Example



Aggregation Example




```
class Asset { … }
class Player {
List assets;
public void AddAsset(Asset newlyPurchasedAsset)
                    {
                    assets.Add(newlyPurchasedAssest);
          }
…  }
```

Composition

Composite

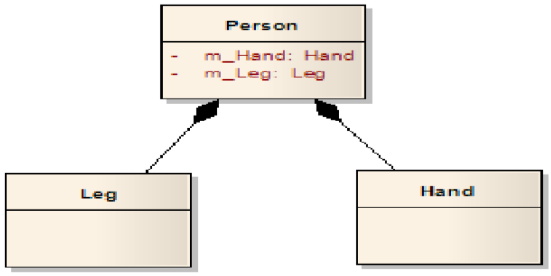
Part (Contained)

Composition

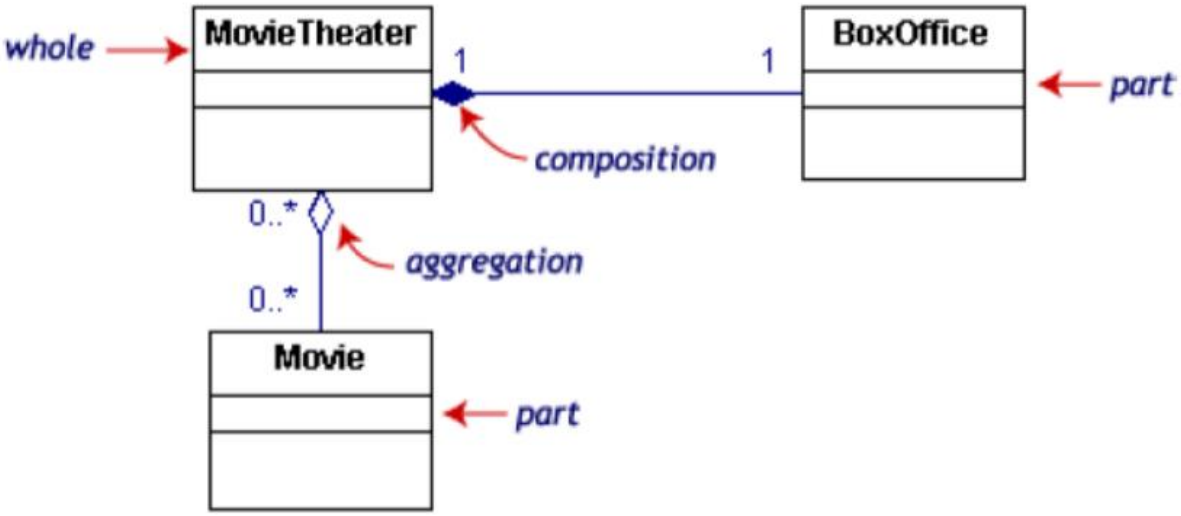

```
public class Piece { ... }
public class Player
{
Piece piece = new Piece(); /*Player owns the responsibility
of creating the Piece*/
...
}
```

Composition

- Example 2: a person has a hand and a leg
- You can work and complete the human structure
  - E.g. another hand & leg, head, abdomen ...etc.



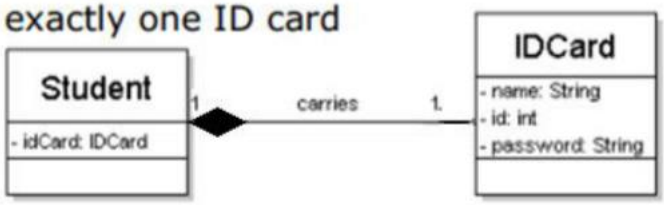
Aggregation and Composition Example



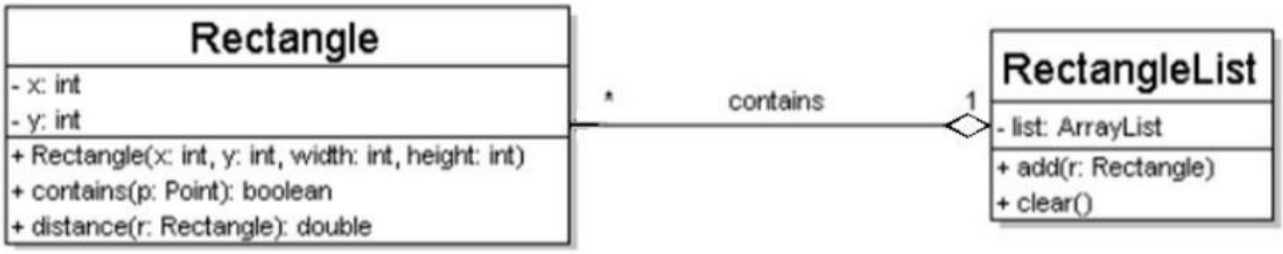
If the movie theater goes away
so does the box office => composition
but movies may still exist => aggregation

Multiplicity

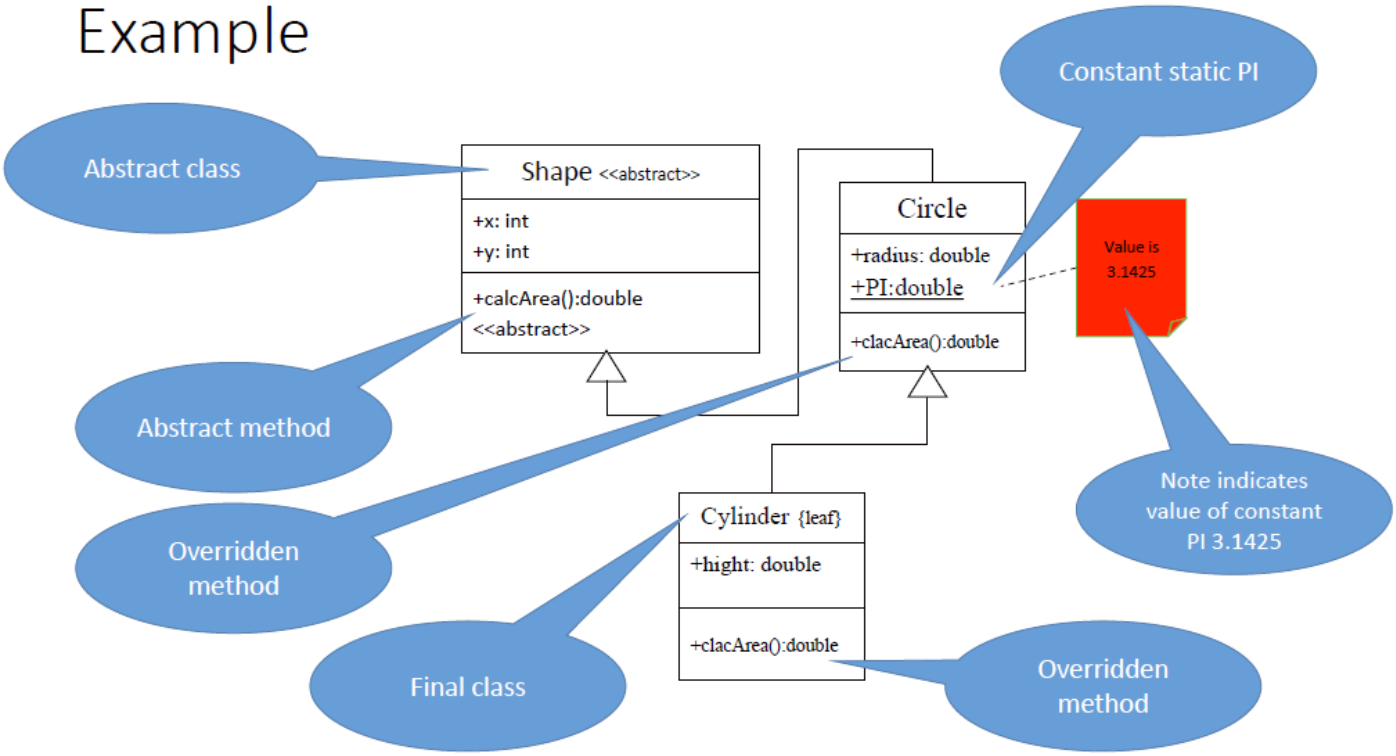
- one-to-one
  - each student must carry exactly one ID card



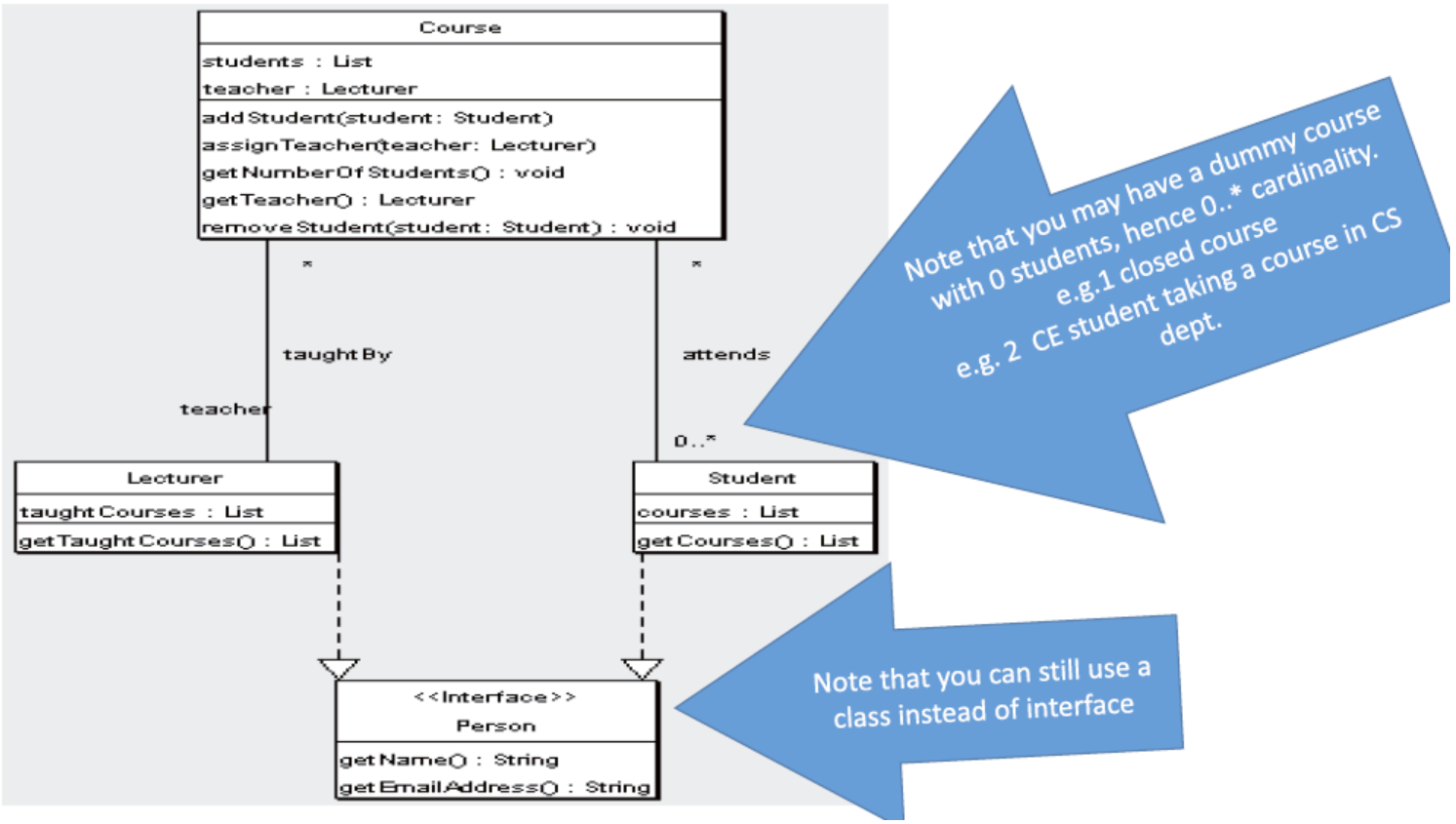
- one-to-many
  - one rectangle list can contain many rectangles



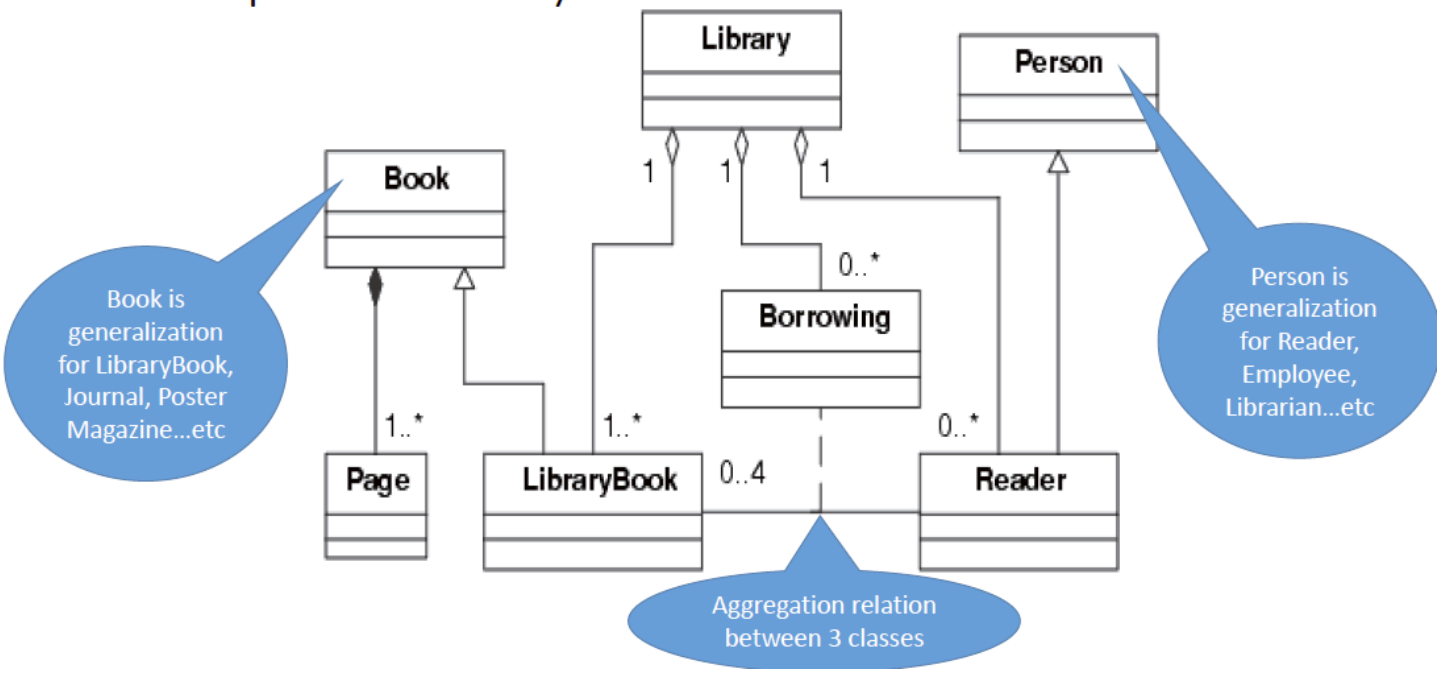
Example



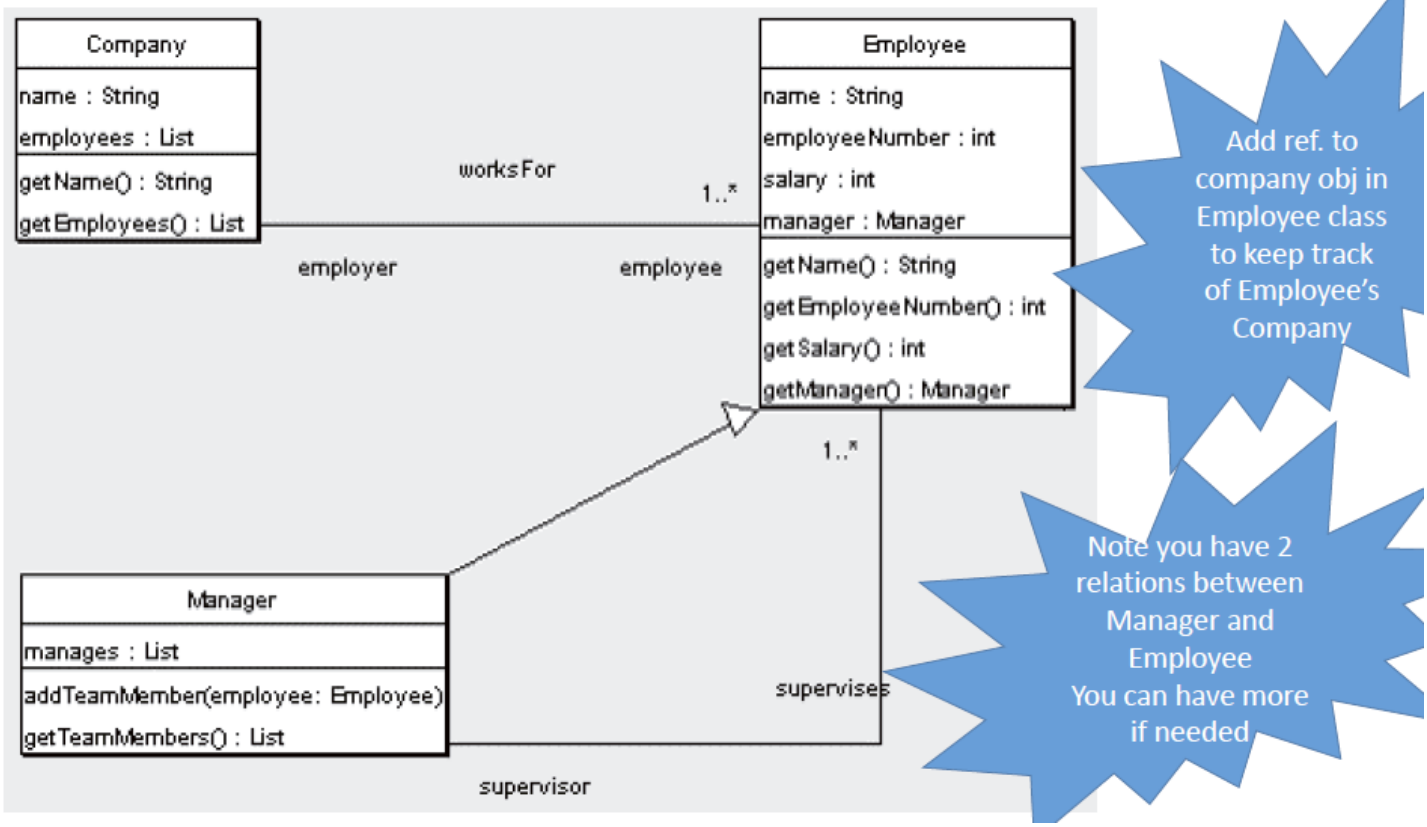
Example: Students, Lecturers & Courses



Example: a library

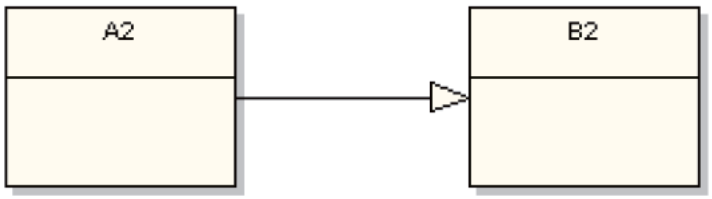


Example: Company, Employee & Manager



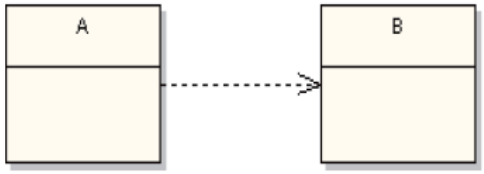
Generalization

```
class A2 extends B2{
.....
```

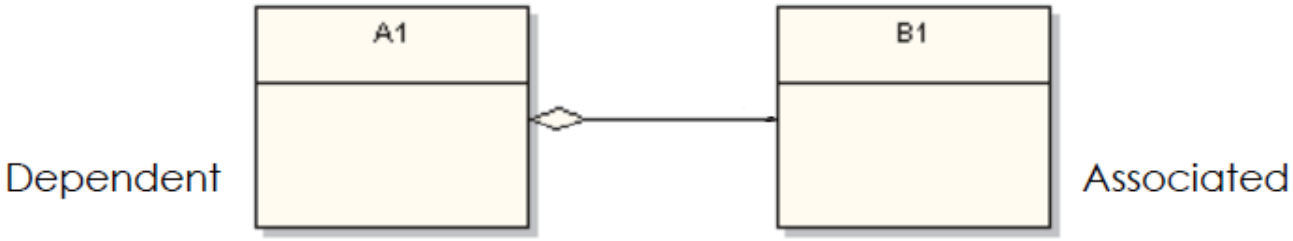


Dependency

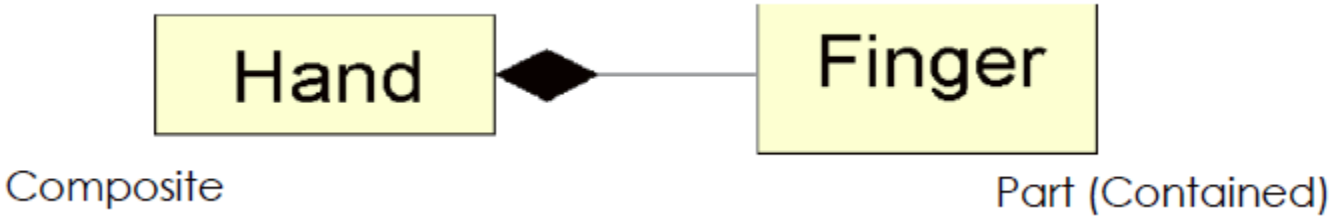
```
import B;
public class A {
                public void method1(B b) { // . . . }

}
```

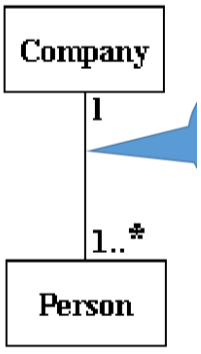


Aggregation



Composition





Indicator	Meaning
0..1	Zero or one
1	One only
0..*	0 or more
1..* *	1 or more
n	Only n (where n > 1)
0..n	Zero to n (where n >1)
1..n	One to n (where n > 1)