2 goals



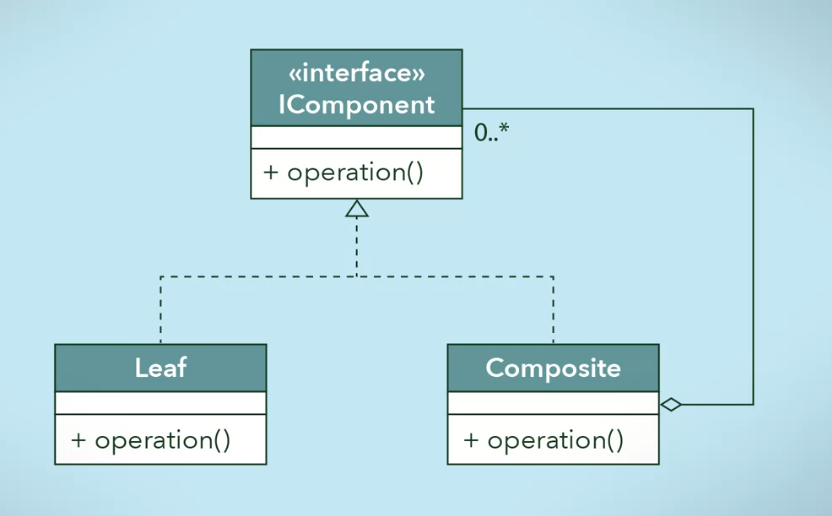
Supertype



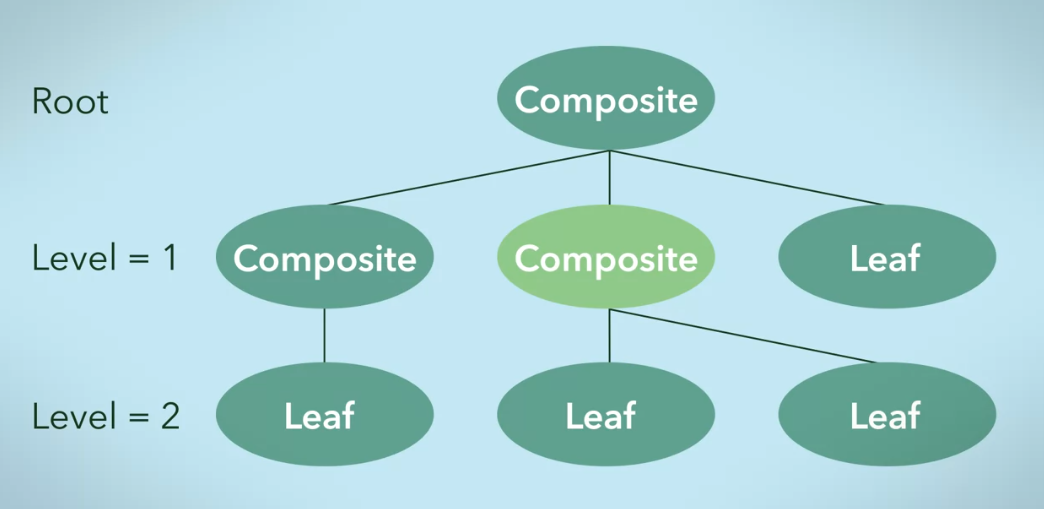


**Polymorphism**



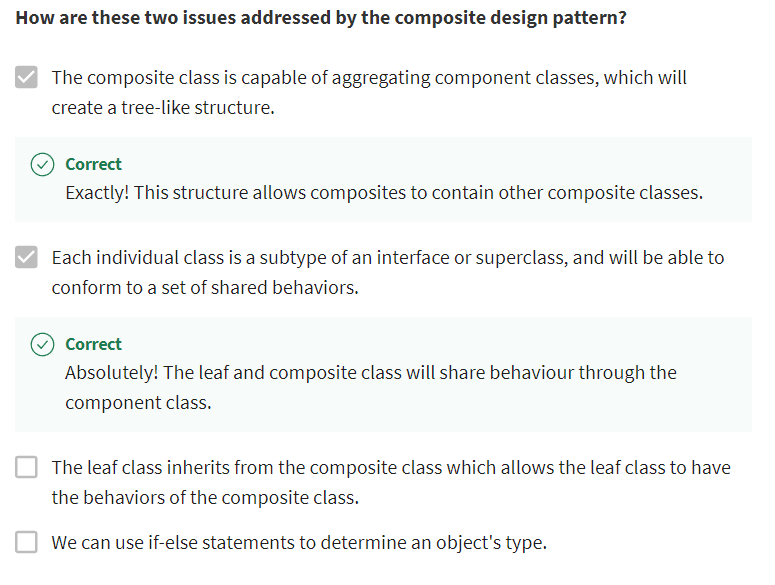


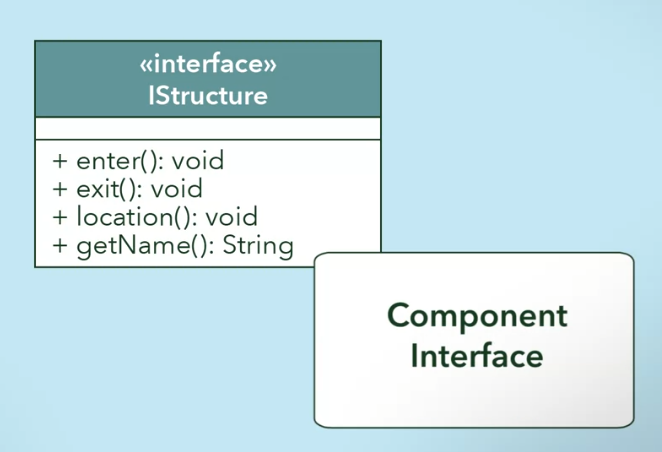


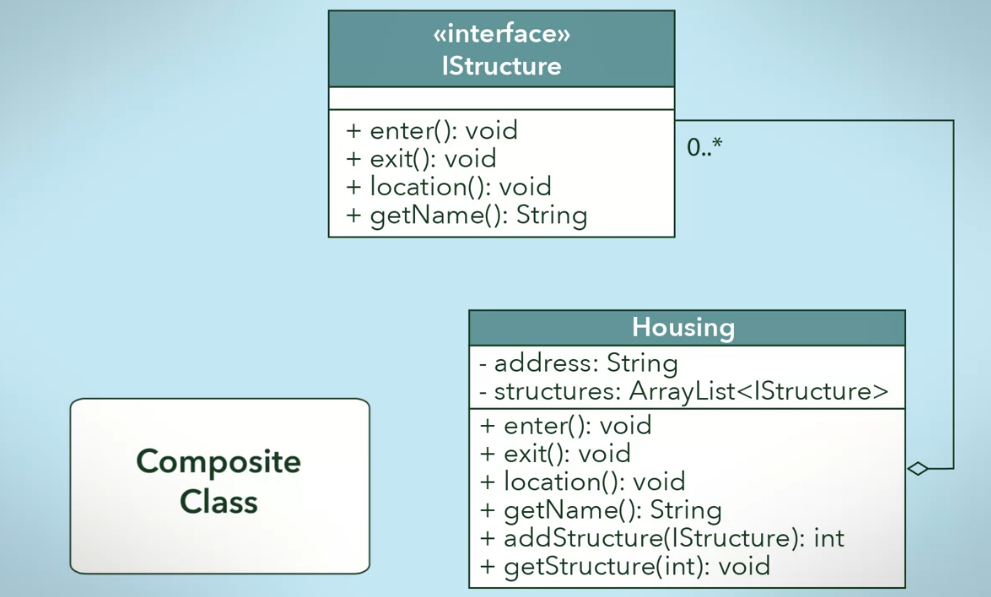


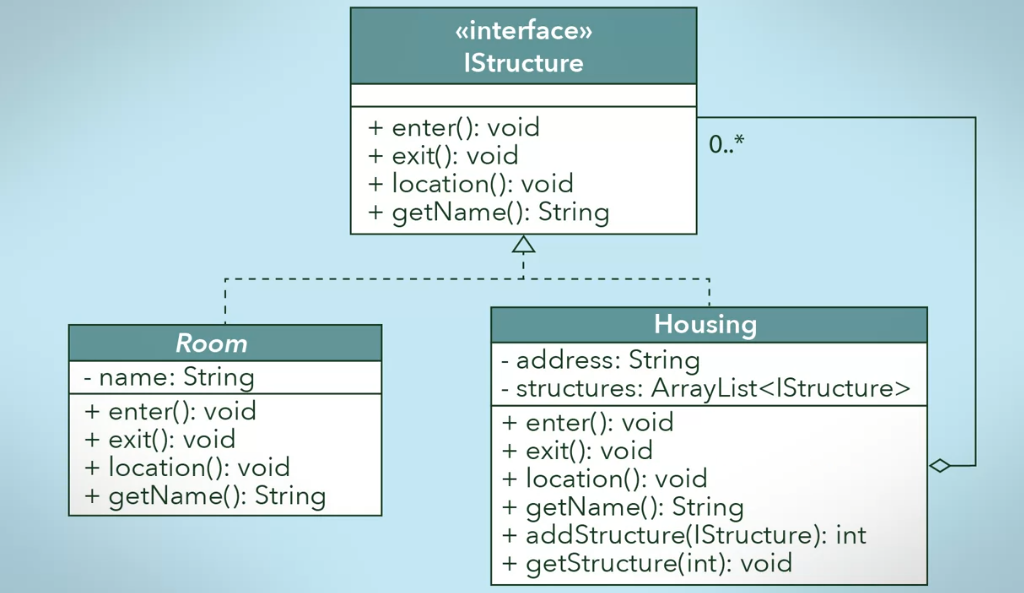
The composite design pattern is used to address two issues:

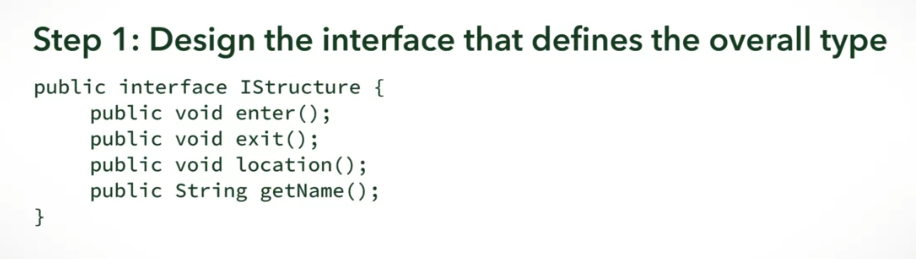
* How do we use individual types of objects to build a tree-like structure? and
* How can we treat the individual types of objects uniformly without checking their types?

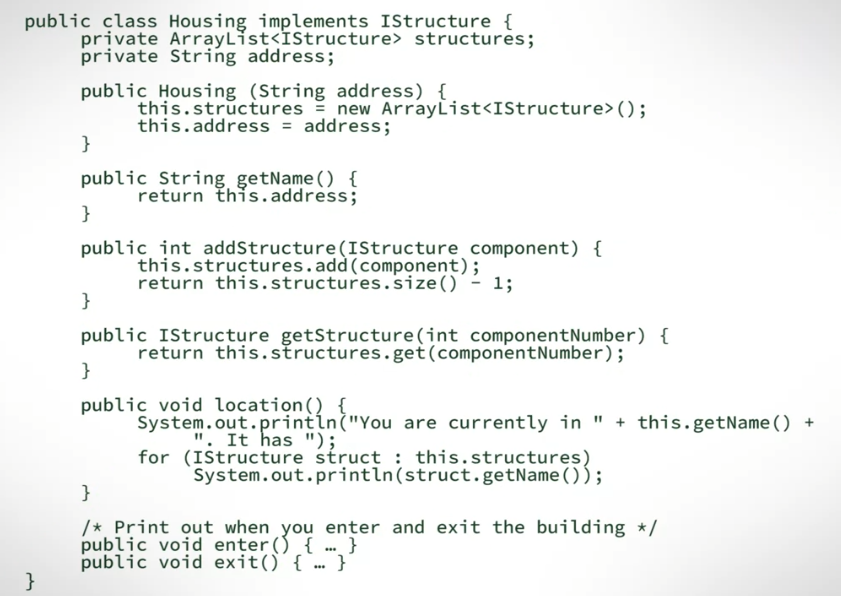


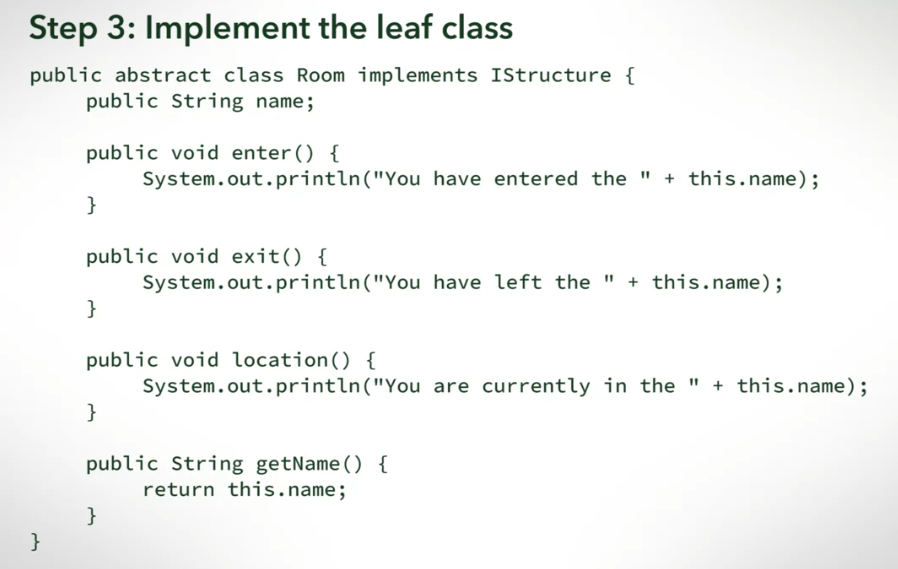


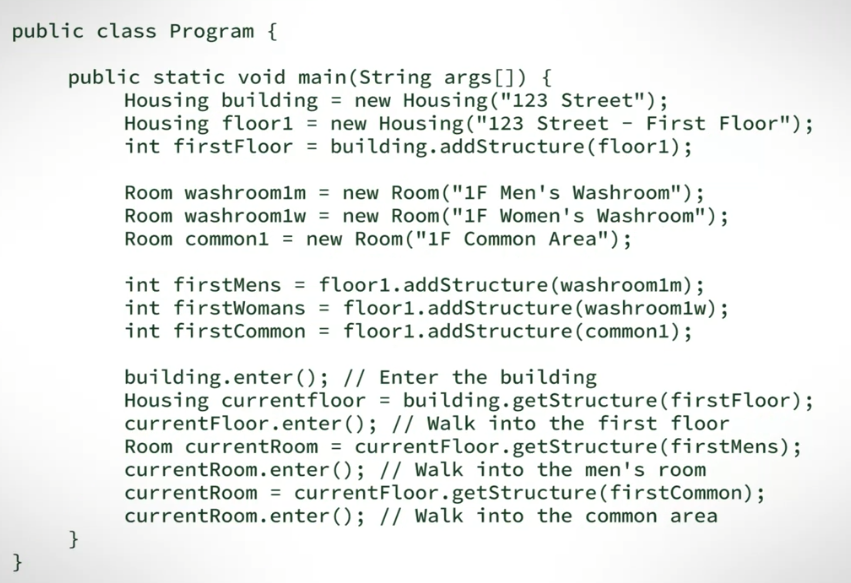




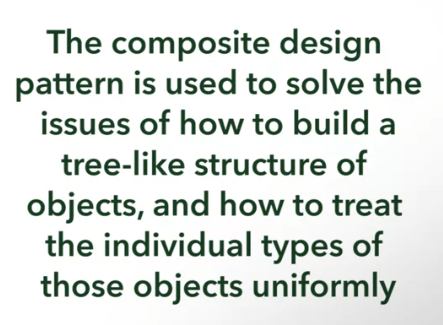








Summary



Achieved by

