

Object-Oriented Programming (CS F213)

Module I: Object-Oriented and Java Basics

CS F213 RL 6.2: Aggregation and Composition

**BITS** Pilani

Dr. Pankaj Vyas Department of Computer Science, BITS-Pilani, Pilani Campus



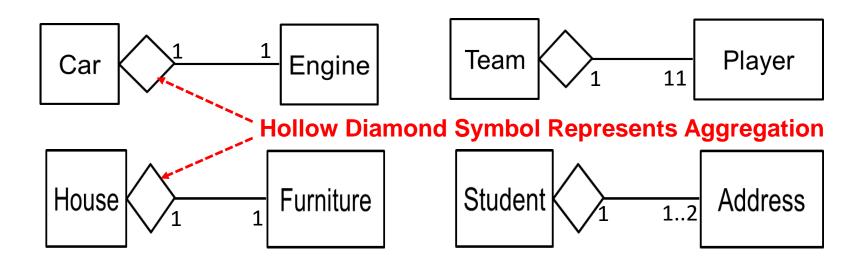
#### **CS F213 RL 6.2 : Topics**

- Aggregation
- Composition

#### **Aggregation**



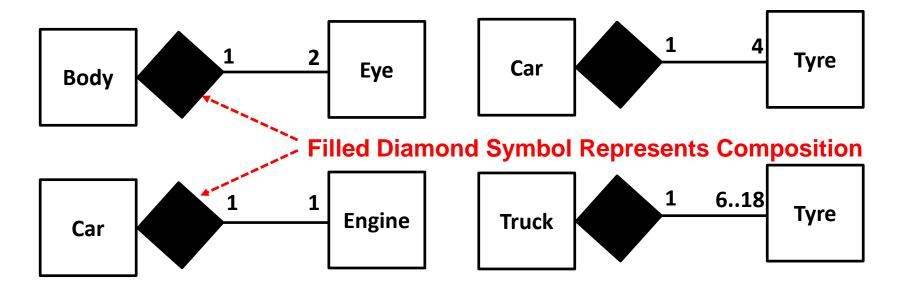
- Represents 'hasA' or 'a-part-of' relationship among classes and objects
- 'Car' has one 'Engine' (Alternatively 'Engine' is a-part-of 'Car')
- 'House' has 'Furniture' (Alternatively 'Furniture' is a-part-of 'House')
- 'Team' has 11 'Player' (Alternatively 'Player' is a-part-of 'Team')
- 'Student' has 'Address' (Alternatively 'Address' is a-part-of 'Student')



#### Composition



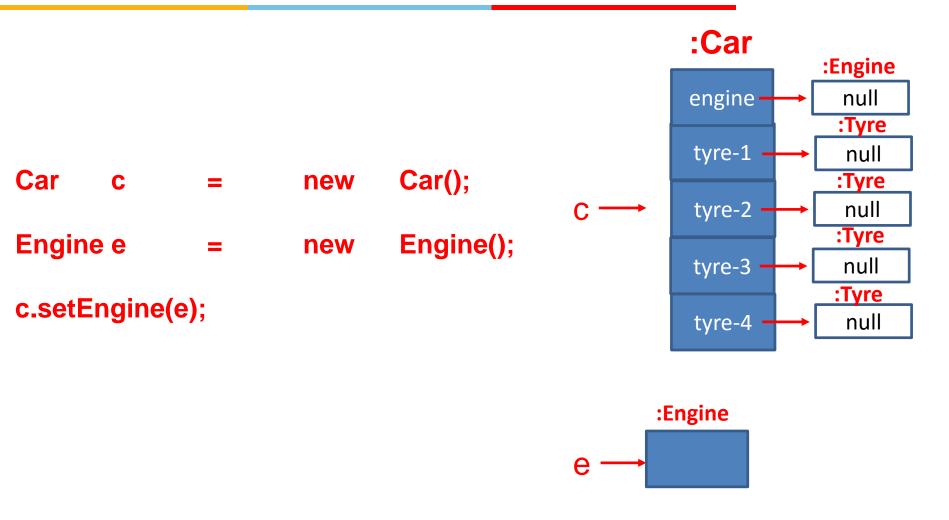
- Strong form of aggregation or ownership
- Whole object (Also known as Composite) can not exists without its participant objects
- 'Body' has two 'Eye'
- 'Car' has Four 'Tyre'



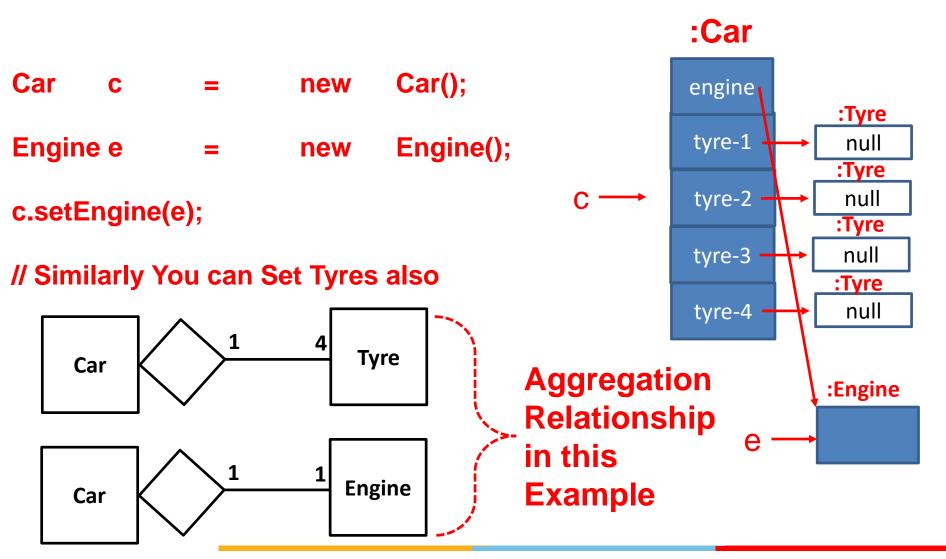
```
innovate achieve lead
```

```
class Engine { } // End of class Engine
                                                         // Mutator Method for tyre-2
            { } // End of class Engine
class Tyre
                                                         public
                                                                                         setTyre2(Tyre t)
                                                                            void
class Car
                                                               this.tyre-2 = t;
    private Engine
                         engine;
                                                         }// End of Method
    private Tyre
                         tyre-1;
                                                         // Mutator Method for tyre-3
    private Tyre
                         tyre-2;
                                                         public
                                                                            void
                                                                                         setTyre3(Tyre t)
    private Tyre
                         tyre-3;
    private Tyre
                         tyre-4;
                                                               this.tyre-3 = t;
                                                         }// End of Method
    // Mutator Method for engine
                                                         // Mutator Method for tyre-4
    public void
                         setEngine(Engine eng)
                                                         public
                                                                                         setTyre4(Tyre t)
                                                                            void
            this.engine = eng;
                                                               this.tyre-4 = t;
    }// End of Method
                                                         }// End of Method
                                                                             :Car
                                                  }// End of class Car
                                                                                            :Engine
    // Mutator Method for tyre-1
    public void
                         setTyre1(Tyre t)
                                                                             engine
                                                                                              null
                                                                                             :Tyre
            this.tyre-1 = t;
                                                                                              null
                                                                             tyre-1
    }// End of Method
                                                                                             :Tyre
                                                                                              null
                                                                             tyre-2
                                                                                             :Tyre
                                                                                              null
                                                                             tyre-3
 Car
                                                     Car();
                                        new
                                                                                             :Tyre
                                                                                              null
                                                                             tyre-4
```











 Suppose a parameterized constructor is added in Car class as follows

```
class Car

    You cannot construct

                                                          a car object without
                                                          the engine and tyre
         Car(Engine e, Tyre t1, Tyre t2, Tyre t3, Tyre t4)
                                                          objects
                  this.engine = e;
                  this.tyre-1 = t1;
                                                            Tyre
                                           Car
                  this.tyre-2 = t2;
                                                                       Composition
                  this.tyre-3 = t3;
                                                                       Relationship
                  this.tyre-4 = t4;
                                                                       in this
                                                                       Example
                                                           Engine
                                           Car
}// End of Car class
    Car
                                                           WRONG STATEMENT
                                         Car();
                               new
```

### Thank You