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Association, Aggregation, and Composition

O b j e c t O r i e n t e d

P r o g r a m m i n g

by

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Recap: Objects in JAVA ?

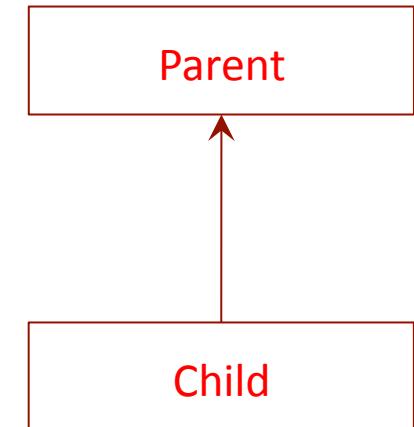
- ✧ An entity that has **state** and **behaviour** is known as an object
 - ✧ **Examples:** Chair, bike, marker, pen, table, car etc
 - ✧ It can be physical or logical
- ✧ An object has three characteristics:
 - ✧ **State:** represents data (value) of an object
 - ✧ **Behaviour:** represents the behaviour (functionality) of an object such as deposit, withdraw and so on
 - ✧ **Identity (Internally used):**
 - ✧ Signature (unique) of the object
 - ✧ Object identity is typically implemented via a unique ID
 - ✧ The value of the ID is not visible to the external user
 - ✧ But, Internally by JVM to identify each object uniquely

Recap: Class Casting

✧ Let us look at the following:

Create an Object:

```
Parent p = new Parent();
```



Upcasting:

```
Parent p = new Child();
```

Downcasting:

Child c = new Parent() → Compile time error

```
Child c = (Child) new Parent();
```

- This throws ClassCastException at run time.
- How to solve this issue?

Polymorphism

- ✧ Polymorphism in java is a concept by which we can perform a single action by different ways
- ✧ Polymorphism is derived from: **poly** and **morphs**
- ✧ The word “**poly**” means many and “**morphs**” means forms → So polymorphism means many forms

✧ Example:

- ✧ Person in a class room – Faculty / Student
 - ✧ Person in market – Customer
 - ✧ Person at home – Son or Daughter
 - ✧ Person at Work – Founder / Employee
- one person present in different behaviors



Association

What is an Association?

- ✧ Objects interact with each other
- ✧ Usually an object provides services to other objects
- ✧ An object keeps associations with other objects to delegate tasks

Class Association

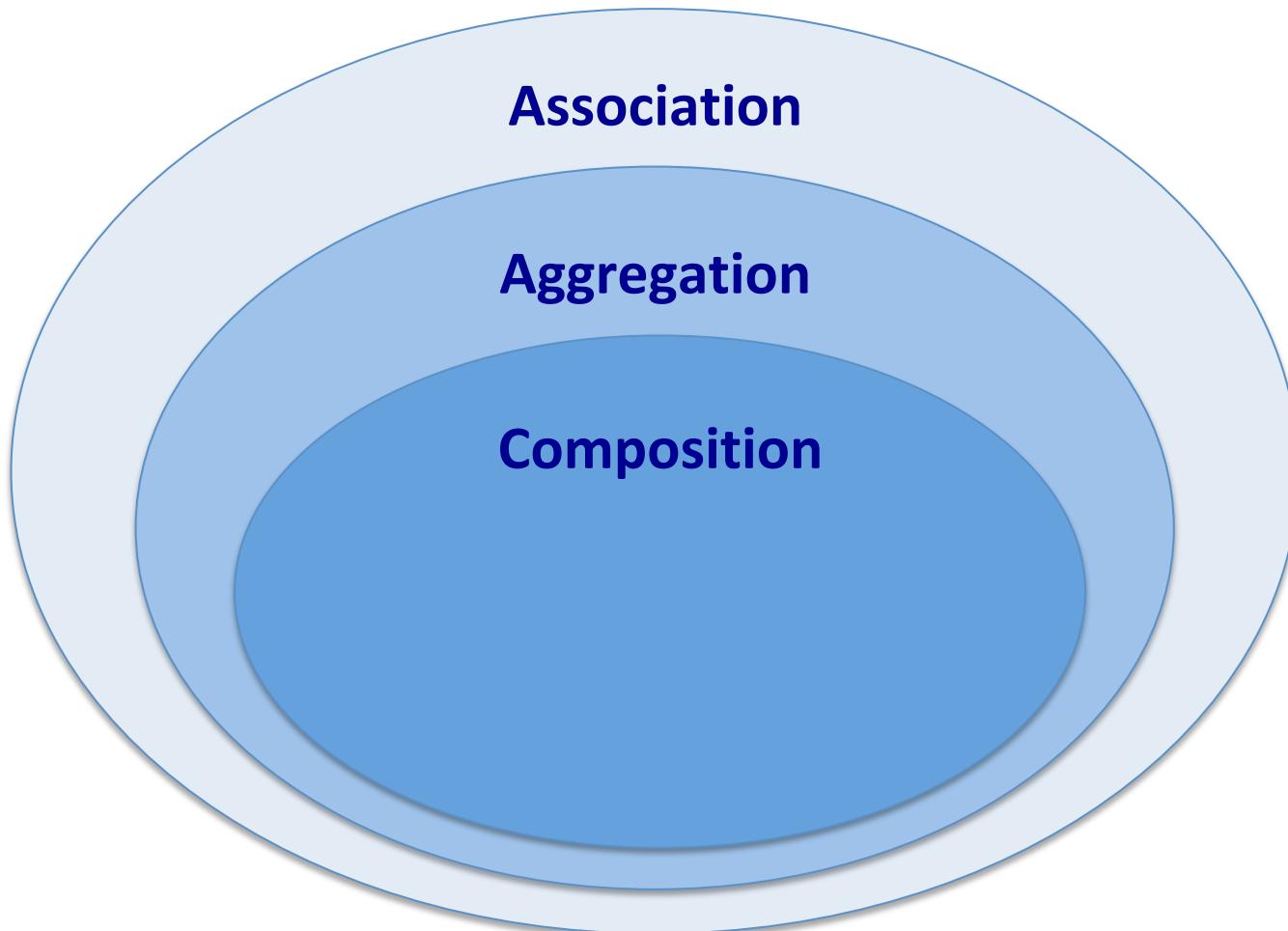
- ✧ Inheritance

Object Association

- ✧ Simple Association
- ✧ Composition
- ✧ Aggregation

Simple Association

Let us look at the following:



Simple Association

- ✧ Is the weakest link between objects
- ✧ Is a reference by which one object can interact with some other object
- ✧ Is simply called as “Association”

Ways:

- ✧ One way association
- ✧ Two way association

Number of Objects

- ✧ Binary Association
- ✧ Ternary Association
- ✧ N-ary Association



One-Way Association

Navigate along a single direction only

- ❖ Denoted by an arrow towards the server object

Example:

- ❖ Ram lives in a house



- ❖ Ram drives his car



Two-way Association

- ✧ Navigates in both directions
- ✧ Denoted by a line between the associated objects

Example:

- ✧ Ram works for company
- ✧ Company employs employees



- ✧ Ram is a friend of Rahim
- ✧ Rahim is a friend of Ram



Binary Association

- Associate objects of exactly two classes
- Denoted by a line or an arrow between the associated objects

Example:

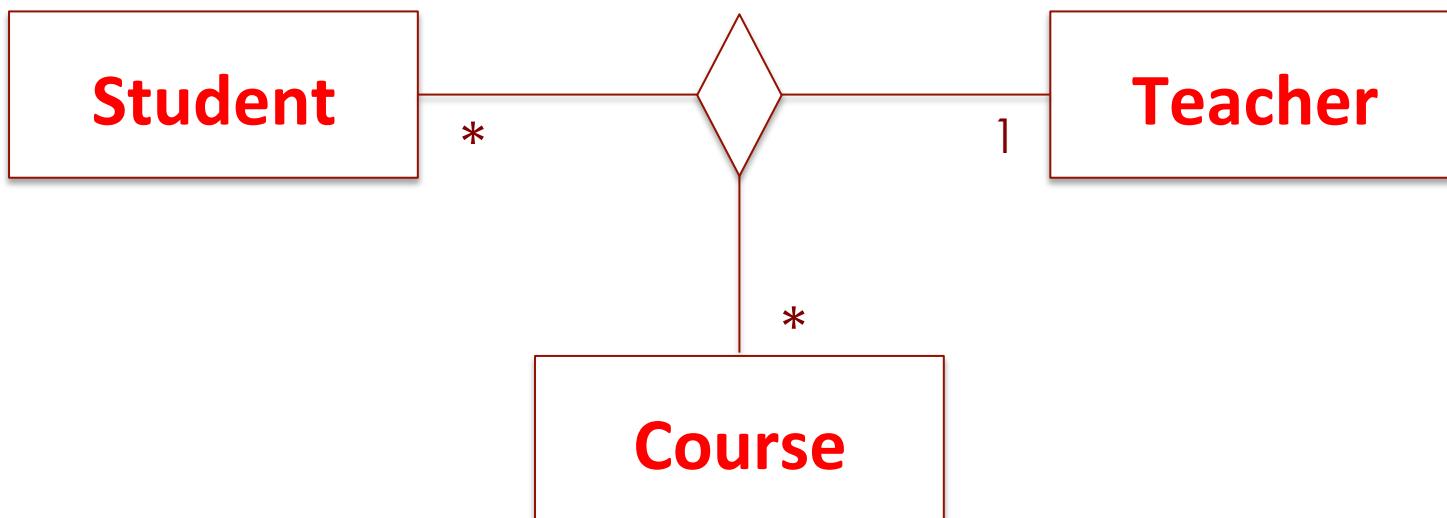
- “Works for” associates objects of exactly two classes



Ternary Association

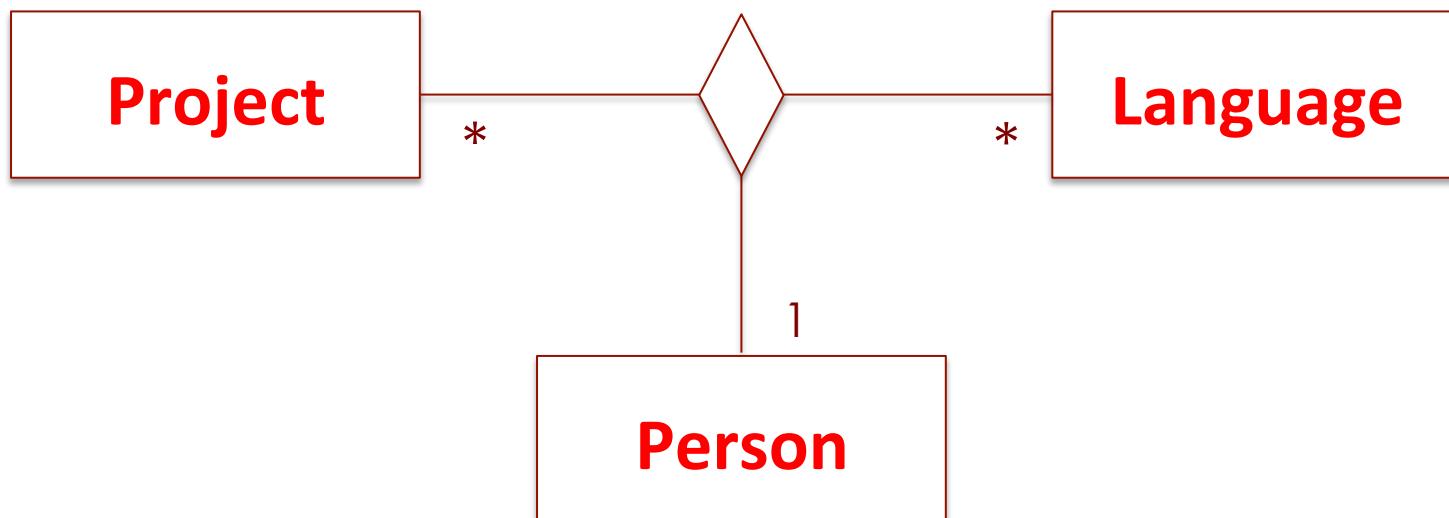
- ✧ Associates objects of exactly three classes
- ✧ Denoted by a diamond with lines connected to Associated objects

Example:



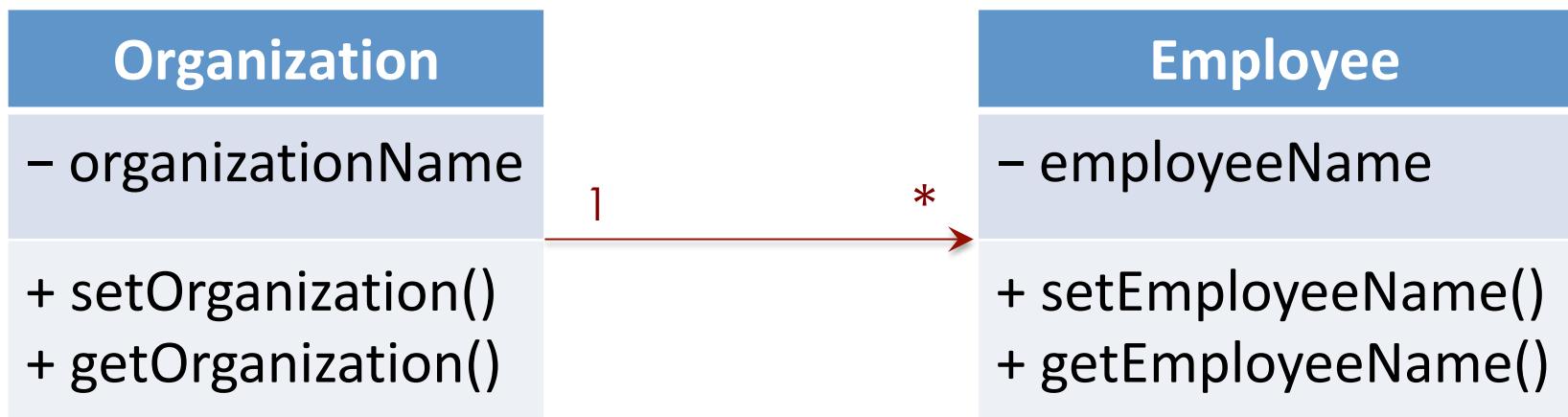
Example - Ternary Association

- Objects of exactly three classes are associated



Class Diagram - Association

- ✧ Example: Organization and Employee have an association
- ✧ Let us look into the following:
- ✧ The minus sign – shows that the field is **private**
- ✧ The plus sign – shows that the field is **public**



Organization – Employee

✧ Look at the following code:

```
class Organization {  
    private String orgName;  
    public String getOrgName() { return orgName; }  
    public void setOrgName(String orgName) { this.orgName = orgName; }  
}  
  
class Employee {  
    private String empName;  
    public String getEmpName() { return empName; }  
    public void setEmpName(String empName) { this.empName = empName; }  
}  
  
public class CodeChecker {  
    public static void main(String args[]) {  
        Organization org = new Organization(); org.setOrgName("2power3.com");  
        Employee emp = new Employee();  
        emp.setEmpName("Dr. Kathik");  
        System.out.println(emp.getEmpName() + " is a staff of " + org.getOrgName());  
    }  
}
```

Car - Driver

```
class Car {  
    public String name;  
    public double speed;  
    int ID;  
    Car(String name, double speed, int id) {  
        this.name = name; this.speed = speed; this.ID = id;  
    }  
}  
  
class Driver {  
    public String driverName;  
    public int driverAge;  
    Driver(String name, int age) { this.driverName = name; this.driverAge = age; }  
}  
  
class CodeChecker {  
    public static void main(String[] args) {  
        Car car = new Car("BMW", 100.0, 3323); Driver driver = new Driver("Karthik", 45);  
        System.out.println(driver.driverName + " is a driver of car ID: " + car.ID);  
        System.out.println("The speed of " + car.name + " car is " + car.speed + " per hour");  
    }  
}
```

Aggregation

What is an Aggregation?

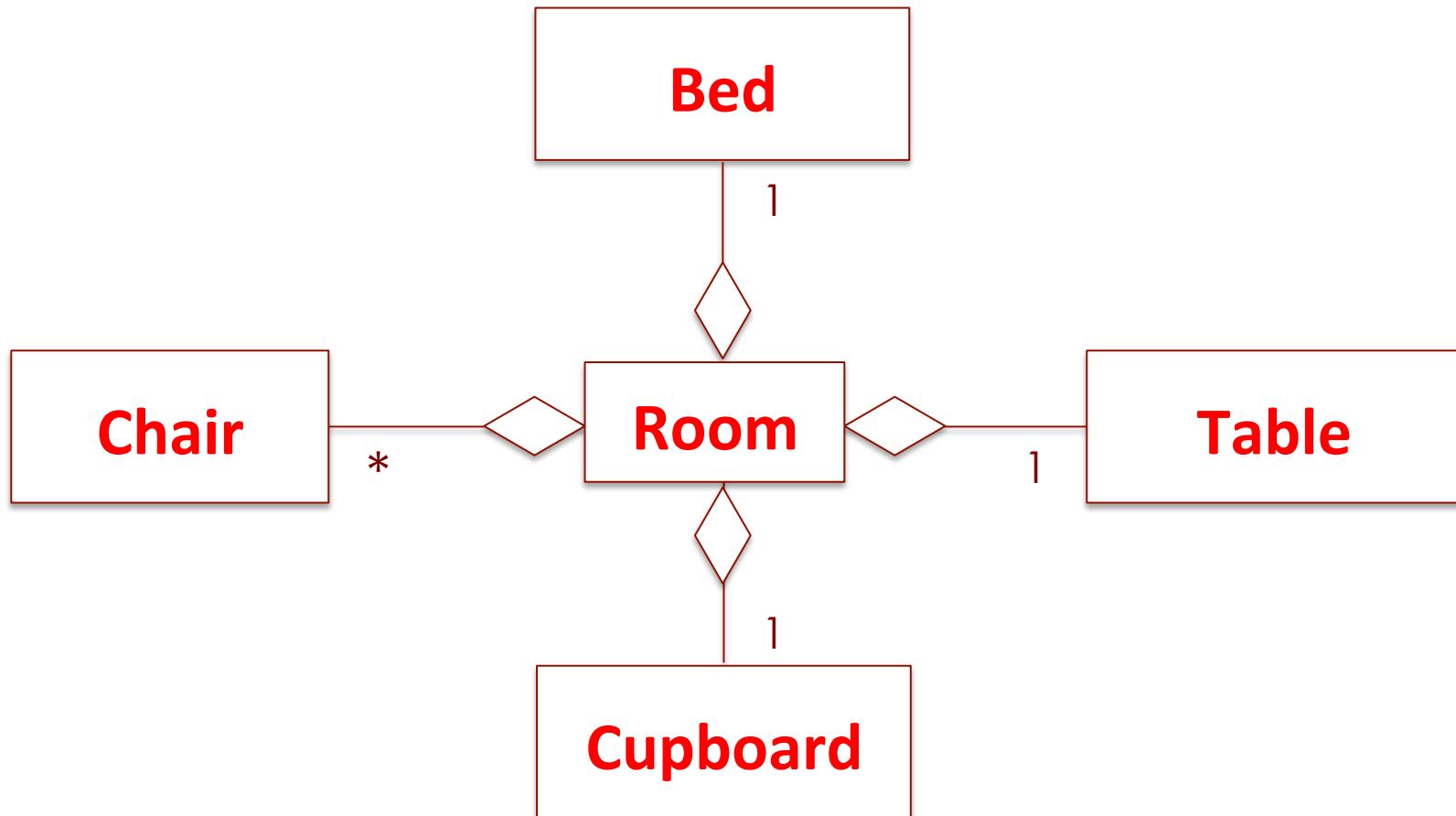
- ✧ An Object may contain a collection of other objects
- ✧ The relationship between the container and the contained object is called an Aggregation
- ✧ Aggregation is represented by a line with unfilled-diamond head towards the container
- ✧ Aggregation is a specialized form of Association

Example:

- ✧ Department and Teacher
- ✧ “has-a” relationship

Example - Aggregation

✧ Let us look at an example



Aggregation - Properties

- ✧ Aggregation is a weaker relationship
- ✧ Aggregate object is not a part of the container
- ✧ Aggregate object can exist independently

Example:

- ✧ Furniture can be shifted to another room and so it can exist independent of a particular room

Aggregation in JAVA

✧ Let us look at an example

```
class Chair {  
    public void show() {  
        System.out.println("Show Chair Details");  
    }  
}
```

```
public class Room {  
    public void static main(String args[]) {  
        Chair ch = new Chair();  
        ch.show();  
    }  
}
```

Composition

What is an Composition?

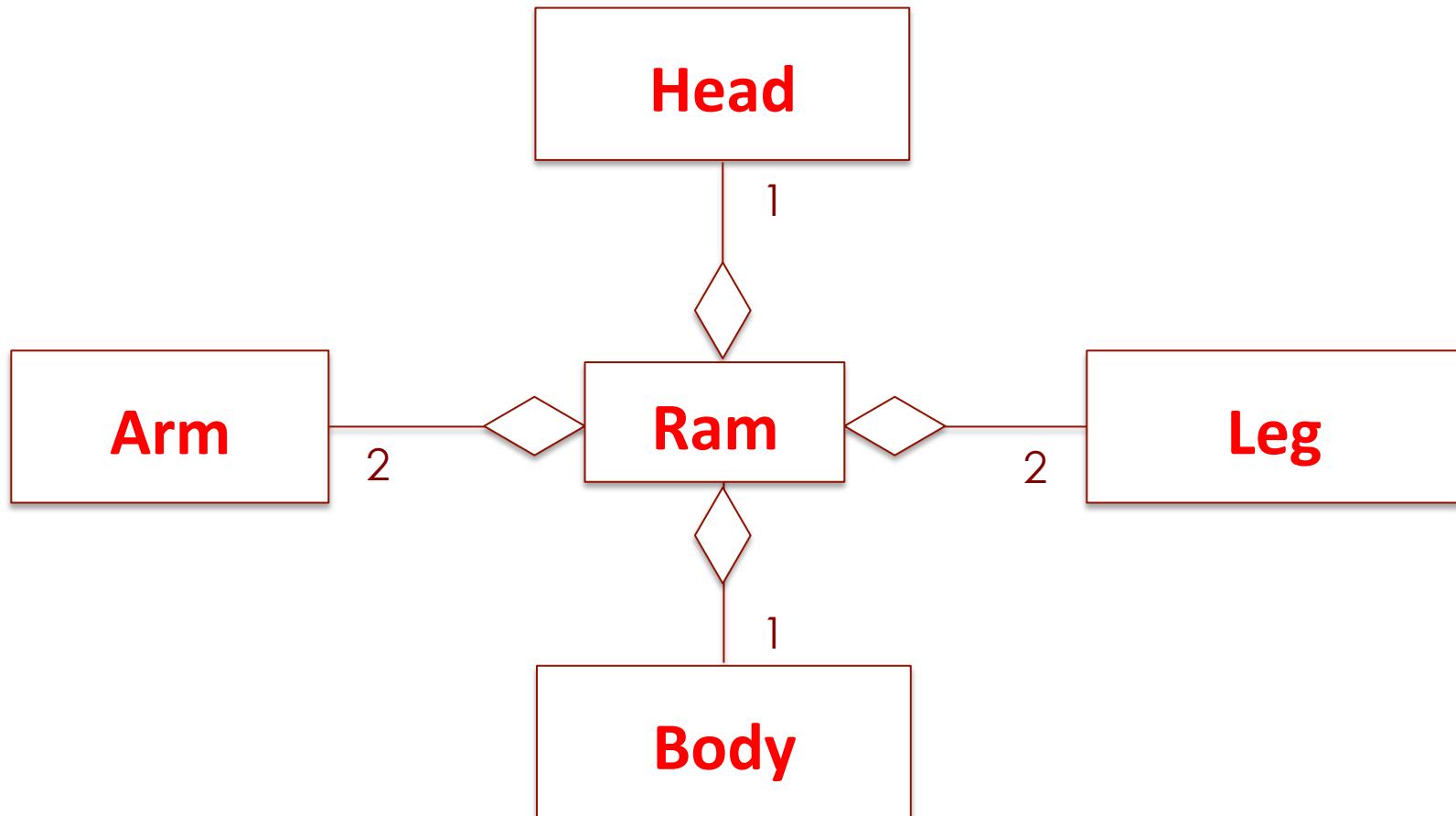
- ✧ An object may be composed of other smaller objects
- ✧ The relationship between the “part” objects and the “whole” object is known as Composition
- ✧ Composition is represented by a line with a filled-diamond head towards the composer object
- ✧ It is also called “has-a” relationship
- ✧ We can reuse the functionality of another class

Example:

- ✧ **House** can contain multiple **Rooms**
- ✧ **Room** is not independent without **House**

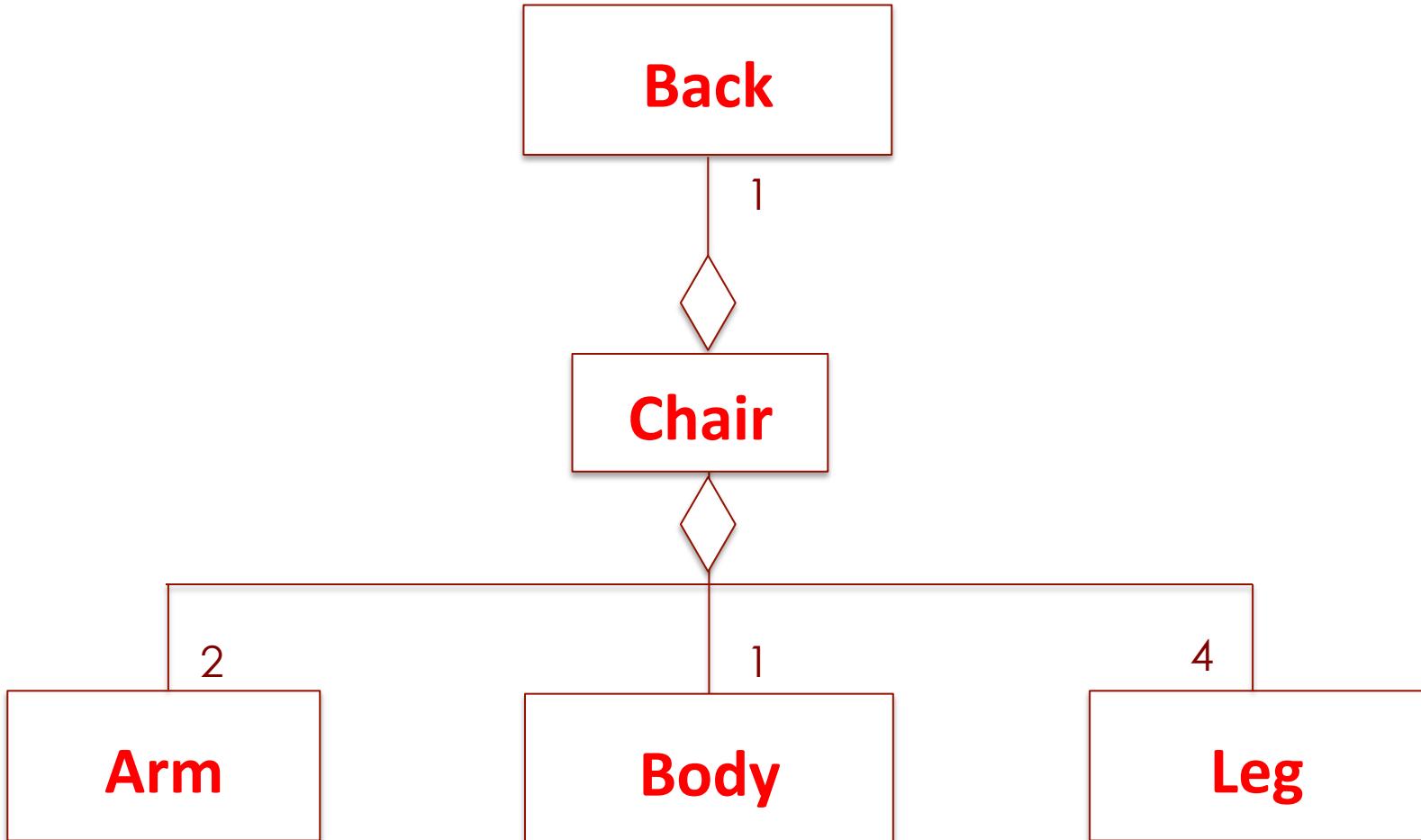
Example -Composition

✧ Let us look at an example



Example -Composition

✧ Let us look at an example



Syntax - Composition

- ❖ When a class having attribute of another class then it is called composition
- ❖ Let us look at the syntax

```
class A {  
    // code  
}
```

```
class B {  
    private A a;      // Composition  
}
```

Composition between classes

✧ Example:

- ✧ House – Room: “has – a” relationship
- ✧ A house is composed of one or more rooms.
- ✧ If house object is destroyed, all rooms are destroyed

```
public class House {  
    private Room room;  
  
    public house () {  
        room = new Room();  
    }  
}
```

Staff – Hiring and Date

```
class Date {  
    private int day, month, year;  
    Date(int dd, int mm,  
         this.day = dd; th  
    }  
    public String toString()  
        return (day + "/"  
    }  
}  
class Staff {  
    private int id; private  
    private Date hireDat  
    Staff(int num, String na, Date hire) {  
        this.id = num; this.name = na; hireDate = hire;  
    }  
    public void display() {  
        System.out.println("ID: " + id + "\nName: " + name  
                           + "\nHiringDate: " + hireDate);  
    }  
}
```

```
public class CodeTester {  
    public static void main(String[] args) {  
        Date date = new Date(10, 17, 2000);  
        Staff staff = new Staff(11, "John", date);  
        staff.display();  
    }  
}
```



Exercise - 9

- ✧ Perform Various Garbage Collection Algorithms
 - ✧ Mark and Sweep
 - ✧ Collector Based GC
 - ✧ Age Based GC

Assignments / Penalties



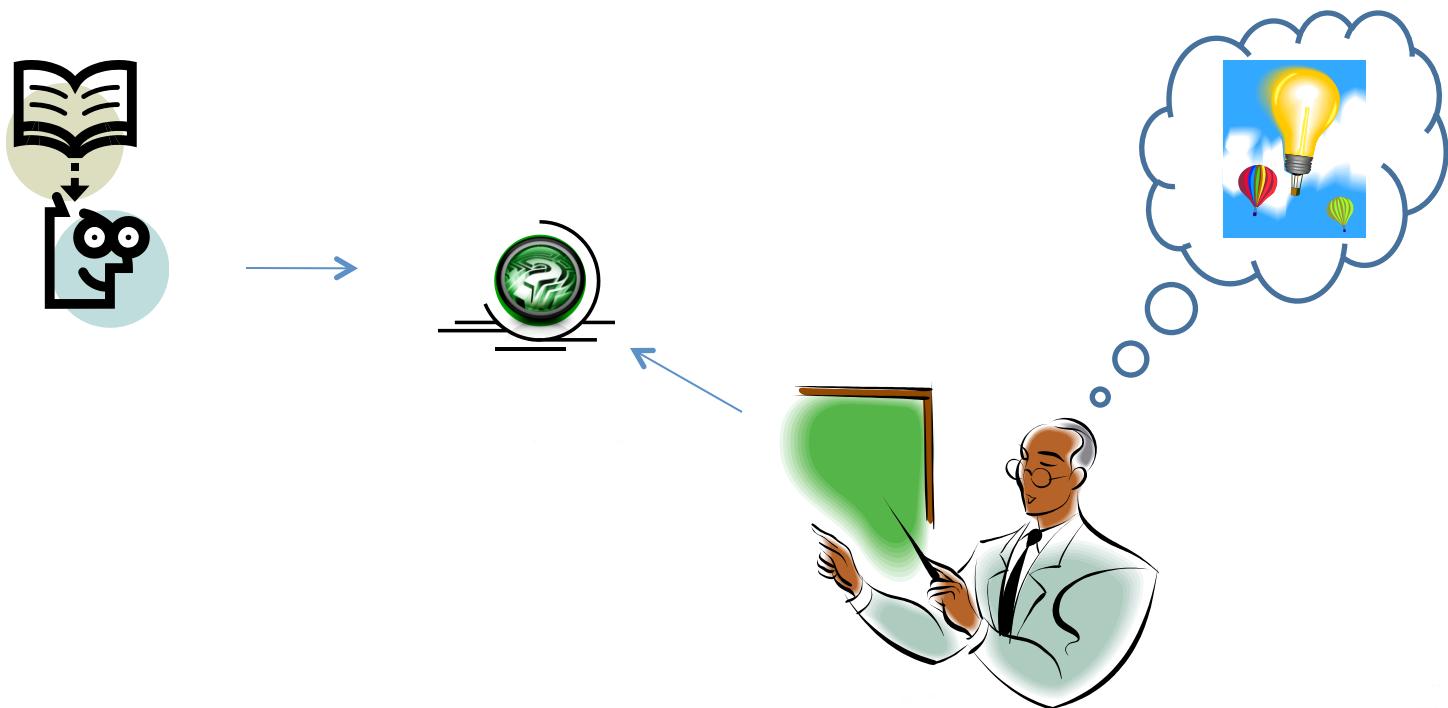
- ✧ Every Student is expected to complete the assignments and strictly follow a fair Academic Code of Conduct to avoid severe penalties

- ✧ Penalties would be heavy for those who involve in:
 - ✧ **Copy and Pasting** the code
 - ✧ **Plagiarism** (copied from your neighbor or friend – in this case, both will get “0” marks for that specific take home assignments)
 - ✧ If the candidate is **unable to explain his own solution**, it would be considered as a “copied case” !!
 - ✧ **Any other unfair means** of completing the assignments

Assistance

- ❖ You may post your questions to me at any time
- ❖ You may meet me in person on available time or with an appointment
- ❖ You may leave me an email any time
(email is the best way to reach me faster)

Thanks ...



... Questions ???