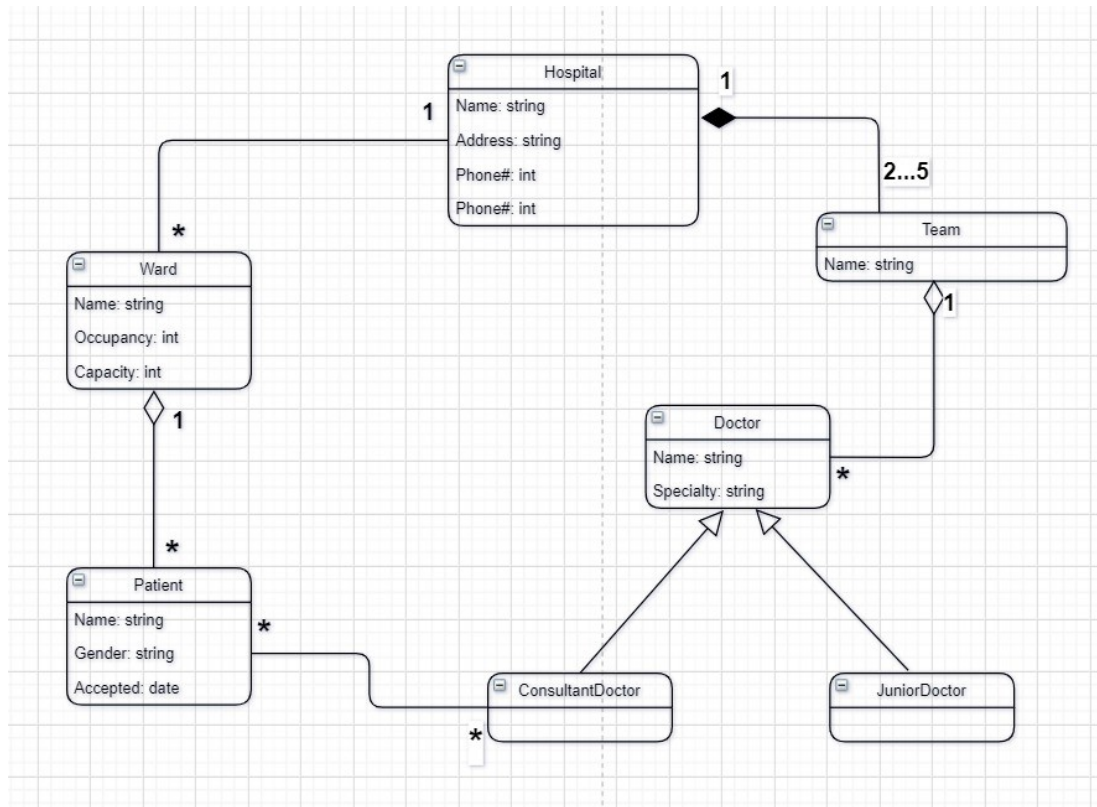


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A)



B)

Composition, 1 to 2-5

hospital owns the teams, team/s can only belong to one hospital and are destroyed when the hospital is removed (dependence)

C)

Aggregation, 1 to many

team/s owns the doctors, doctor/s can only belong to one team at a time but doctor/s are not dependant on the team so if the team is deleted the doctor/s remain.

D)

Inheritance

Consultant Doctor extends Doctor

E)

Inheritance

Junior Doctor extends Doctor

F)

No direct relationship, but as CD extends D, CD also inherits the aggregation relationship that exists between Team and Doctor

G)

Bidirectional (association), 1 to many

as the ward has a pointer to its hospital

(composition would make more sense realistically speaking as the wards would close when the hospital does, but unlike team, this was not explicitly stated, so we went with bidirectional).

H)

Aggregation, 1 to many

Ward owns Patient, 1 ward per patient, many patients per ward (patient should still exist even if the ward does not)

I)

No direct relationship between Team and Patient

J)

No direct relation between Doctor and Patient, since only Consultant Doctor can treat patients and CD extends D, not the other way around

K)

Bidirectional (association), many to many.