Class Relationships - Aggragation UMLs

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| **ClassRelationshipLab\_AggregationRelationship** |
| bm: Batman  ub: BatmanUtilityBelt |
| +main(args: String[]): void |

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| **BatmanUtilityBelt** |

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| **Batman** |
| -name: String  -alterEgo: String  -cape: String  -science: String  -device: String  -fear: boolean  -intimidation: boolean  -ub: BatmanUtilityBelt |
| +Batman()  +Batman(batarangs: String, cryptographicSequencer: boolean, smokePellets: boolean)  +setScience(science: String): void  +setDevice(device: String): void  +setFear(fear: boolean): void  +setIntimidation(intimidation: boolean): void  +getScience(): Sting  +getDevice(): String  +getFear(): boolean  +getIntimidation(): boolean  +usingBelt(tool: String): void  +handToHandFighting(style: String): void  +toString(): String |

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| **BatmanUtilityBelt** |
| -batarangs: String  -cryptographicSequencer: boolean  -smokePellets: boolean |
| +BatmanUtilityBelt()  +BatmanUtilityBelt(  batarangs: String, cryptographicSequencer: boolean, smokePellets: boolean)  +setBatarangs(batarangs: String): void  +setCryptographicSequencer (cryptographicSequencer: boolean): void  +setSmokePellets smokePellets: boolean (): void  +getBatarangs(): String  +getCryptographicSequencer(): boolean  +getSmokePellets(): boolean  +toString(): String |