Types of Relationships

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Association

Association happens when an object has a method that interacts with another object, i.e. the parameter to a method of an object is an object too.

Examples:



Boy eats fruit.



Soldier equips weapon.





1. The arrow points from the object who is initiating the interaction to the object who is being interacted with.



- 1. The arrow points from the object who is initiating the interaction to the object who is being interacted with.
- 2. There should be a **label** describing the kind of association.

Boy Eats Fruit

Boy - name : String - sugarLevel : int + Boy (name : String) + eat (f: Fruit) : void + getName () : String + getSugarLevel () : int + toString () : String

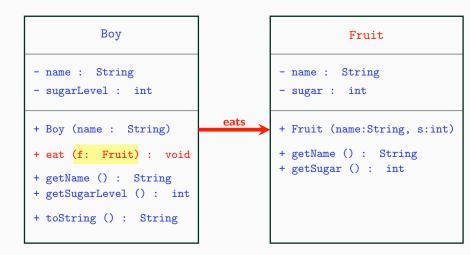
```
Fruit
- name : String
- sugar : int
+ Fruit (name:String, s:int)
+ getName () : String
+ getSugar () : int
```

Boy Eats Fruit

```
Boy
- name : String
- sugarLevel : int
+ Boy (name : String)
+ eat (f: Fruit) : void
+ getName () : String
+ getSugarLevel () : int
+ toString () : String
```

```
Fruit
- name : String
- sugar : int
+ Fruit (name:String, s:int)
+ getName () : String
+ getSugar () : int
```

Boy Eats Fruit



Aggregation

Aggregation happens when an object is owned by another object, and that object is **assigned** to become part of that object, i.e. one of the properties of an object is another object.

Examples:



Shopping cart has products.



Person has a spouse.





The diamond should be **beside the owner** in the relationship.

```
ShoppingCart

- products : Product[]
- count : int
- CAPACITY : int

+ ShoppingCart (capacity : int)
+ add (p: Product) : void
+ remove (p: Product) : void
+ listProducts () : void
+ getCapacity () : int
+ getLoad () : int
+ toString () : String
```

```
Product

- name : String
- weight : int

+ Product (n:String, w:int)
+ getName () : String
+ getWeight () : int
+ toString () : String
+ equals(obj:Object):boolean
```

```
ShoppingCart

- products : Product[]
- count : int
- CAPACITY : int

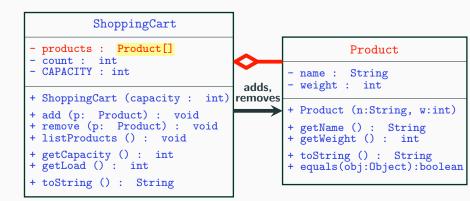
+ ShoppingCart (capacity : int)
+ add (p: Product) : void
+ remove (p: Product) : void
+ listProducts () : void
+ getCapacity () : int
+ getLoad () : int
+ toString () : String
```

```
Product
- name : String
- weight : int

+ Product (n:String, w:int)
+ getName () : String
+ getWeight () : int
+ toString () : String
+ equals(obj:Object):boolean
```

```
ShoppingCart
- products : Product[]
                                                  Product
- count : int
- CAPACITY : int
                                        - name : String
                                        - weight : int
                                 adds.
+ ShoppingCart (capacity: int)
                                removes
                                        + Product (n:String, w:int)
+ add (p: Product) : void
+ remove (p: Product) : void
                                        + getName () : String
+ listProducts () : void
                                        + getWeight () : int
+ getCapacity () : int
                                        + toString () : String
+ getLoad () : int
                                        + equals(obj:Object):boolean
+ toString () : String
```

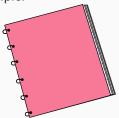
```
ShoppingCart
- products : Product[]
                                                  Product
- count : int
- CAPACITY : int
                                        - name : String
                                        - weight : int
                                 adds.
+ ShoppingCart (capacity: int)
                                removes
                                        + Product (n:String, w:int)
+ add (p: Product) : void
+ remove (p: Product) : void
                                        + getName () : String
+ listProducts () : void
                                        + getWeight () : int
+ getCapacity () : int
                                        + toString () : String
+ getLoad () : int
                                        + equals(obj:Object):boolean
+ toString () : String
```



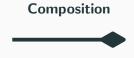
Composition

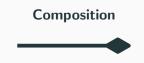
Composition happens when an object is owned by another object, and that object is **an integral part of** that object, i.e. one of the properties of an object is another object, and it is **being built or instantiated inside that object**.

Example:



Notebook has pages, and the pages are an integral part of the notebook.





The diamond should be **beside the owner** in the relationship.

Notebook

```
Notebook

- pages : Page[]
- pageNow : int

+ Notebook (pageCount : int)
+ read () : String
+ write (c: String) : void
+ forward () : void
+ back () : void
+ getCapacity () : int
+ toString () : String
```

```
Page

- content: String
- number: int

+ Page (num: int)
+ read (): String
+ write (c: String): void
+ getPageNo (): int
+ toString (): String
```

Notebook

```
Notebook

- pages: Page[]
- pageNow: int

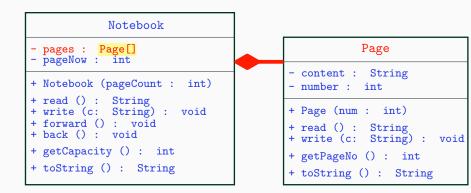
+ Notebook (pageCount: int)
+ read (): String
+ write (c: String): void
+ forward (): void
+ back (): void
+ getCapacity (): int
+ toString (): String
```

```
Page

- content: String
- number: int

+ Page (num: int)
+ read (): String
+ write (c: String): void
+ getPageNo (): int
+ toString (): String
```

Notebook



Thank you!