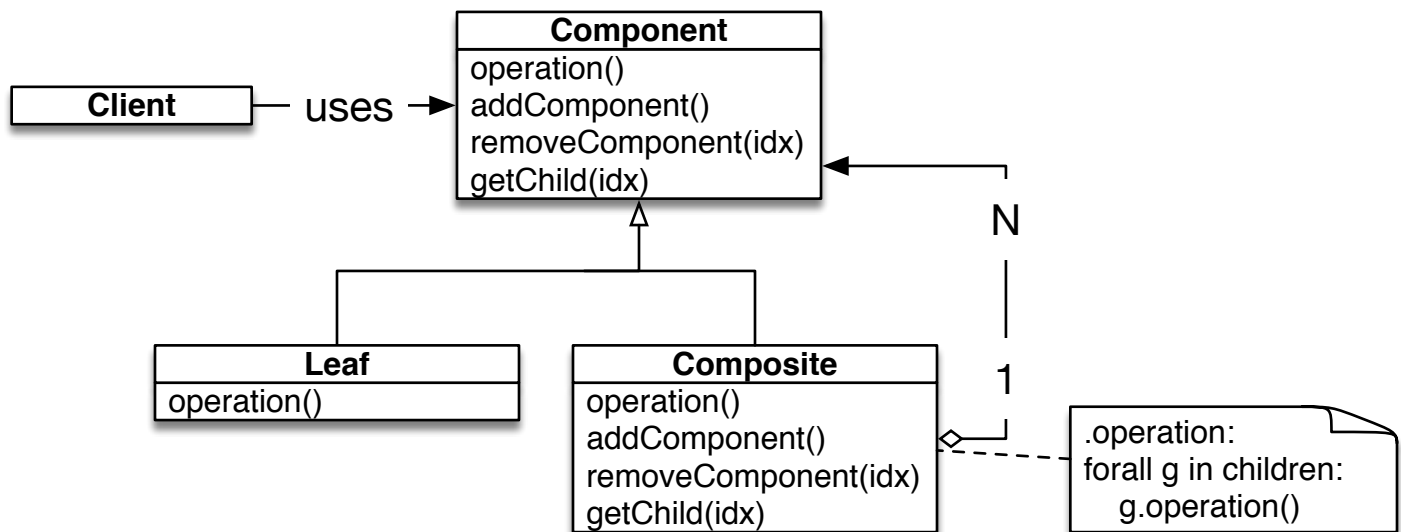


Composite

Compose objects into tree structures to represent whole-part hierarchies. Composite lets clients treat individual objects and compositions of objects uniformly.

Key: an abstract class that represents both primitives and their containers



Composition allows recursively constructing tree-structured objects; makes client code simple; makes adding components easier; makes the design overall general, downside being it's hard to restrain a component to only have certain kinds of children.

Consider an explicit pointer to parent when implementing (usually implemented in **Component** class).

Safety vs generality concern (where to implement Composite-only functions)