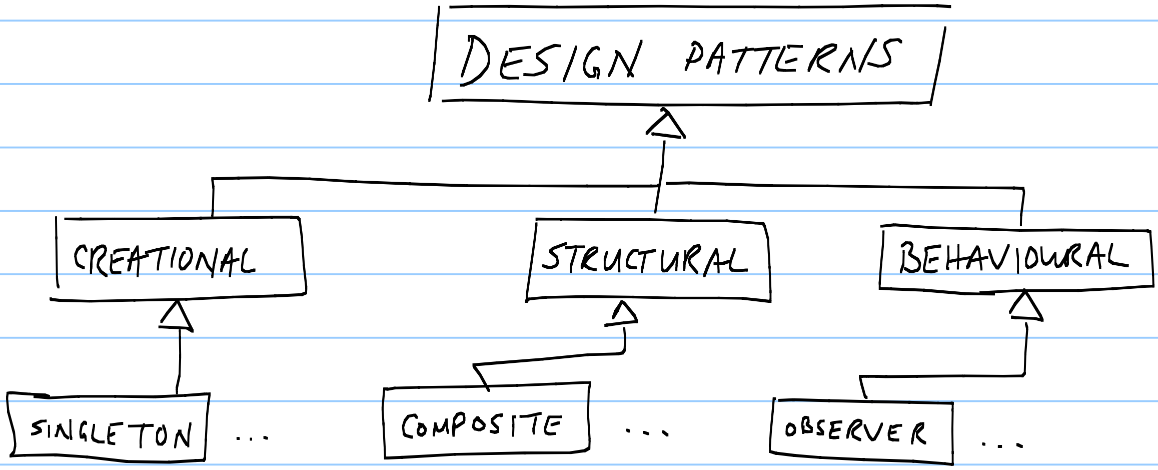
Comp 304 REEHAN SHAIKH

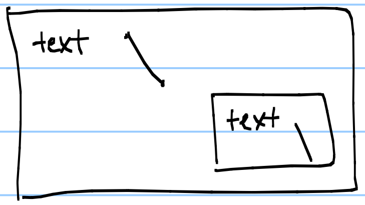
Note Title 3/17/2006



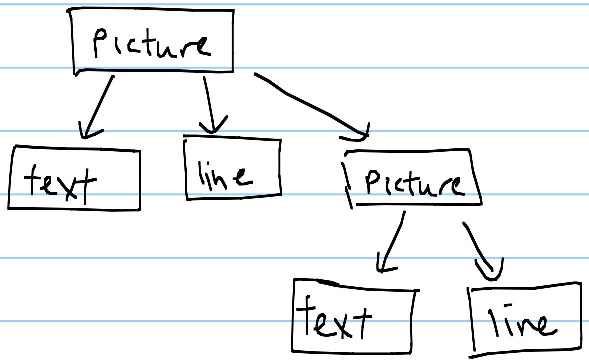
Composite pattern:

- compose objects into tree structures ← whole/part hierarchies
- allow uniform treatment of
  - atomic/primitive objects
  - composite objects

ie:



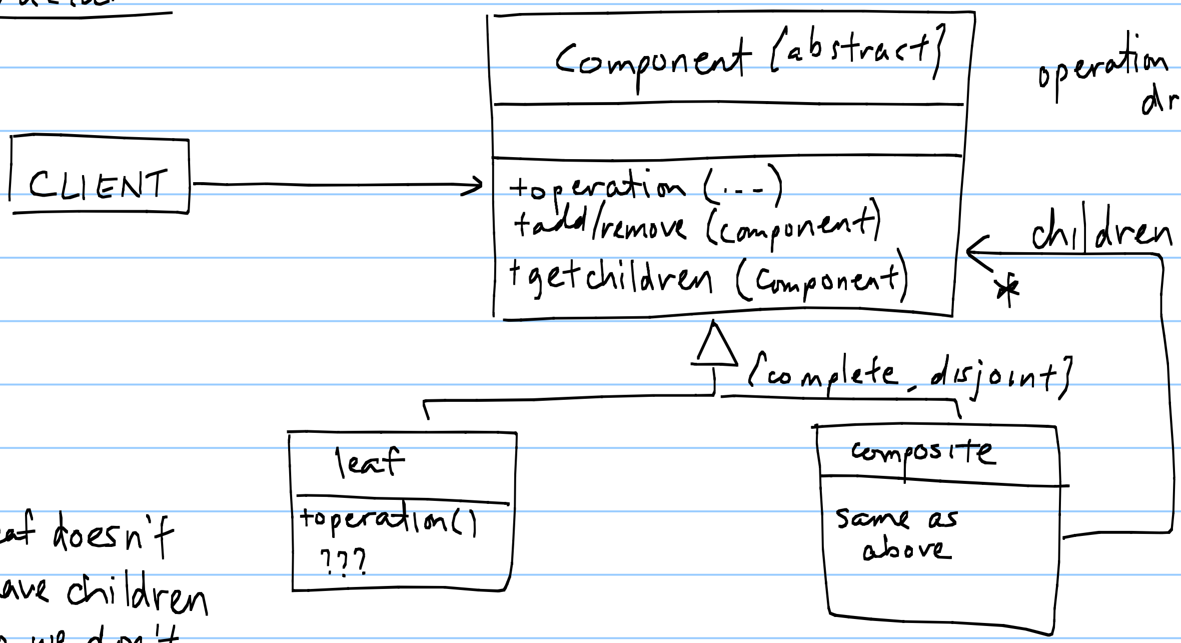
← Picture w/ a line & text and another picture



Client can send draw() to picture, and every sub-component should draw itself. No worry about which type of object we are dealing with.

∴ all components should implement a draw() fcn, so there is some common interfact they implement.

Structure



operation like
draw()

leaf doesn't
have children
so we don't
need those methods?

these methods should raise exceptions
or do something meaningful ie: if
we call getchildren → reture empty
list!