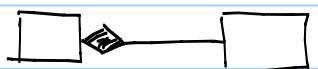


## Associations : Whole or Part

Composition



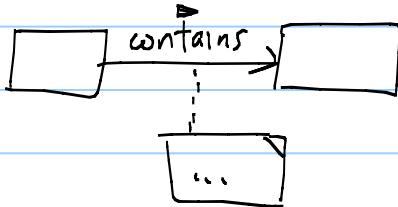
Aggregation



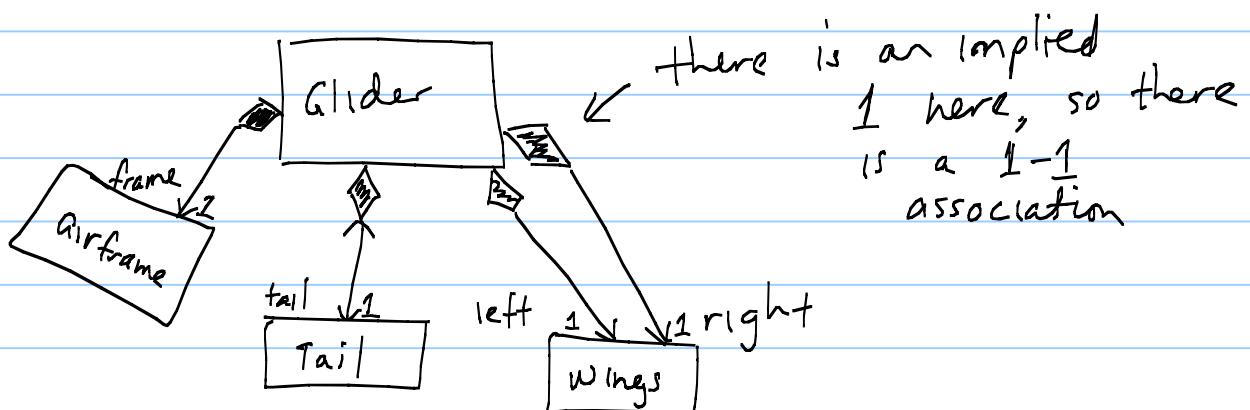
} special associations

If in doubt, use a normal association and write what you mean over the arrow or in a note

ie:



Composition : Parts of Components (made of parts)



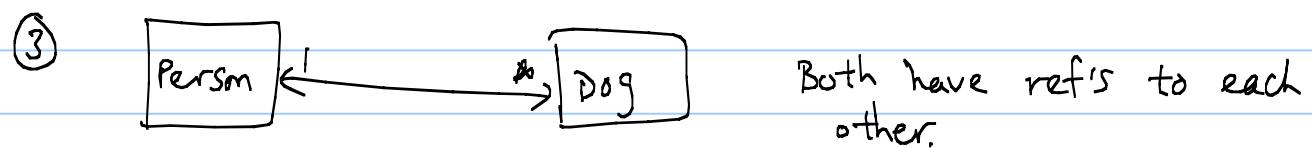
- 1) Composite object does not exist w/o its components  
⇒ Composite cannot outlive its components

i.e.: if we delete a composite object, we should do a cascading delete, delete its children ...

- 2) ∀ components c, each c is part of a single composite.

3) Typically: components are of  $\neq$  types

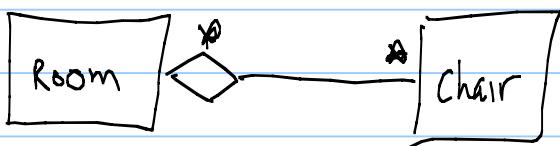
## NAVIGATION (this topic comes before ASSOCIATION)



This relates to PERFORMANCE (at the cost of space)  
ie: how many ref's to keep.

See navigation in Glider diagram w/ Glider & tail.  
Usually, components don't refer to the composite.  
The composite refers to its components (as in wings)

## AGGREGATION



A room has many chairs.  
A chair can be in different rooms.

- 1) Aggregate object can exist w/o aggregands  
(Whole)
- 2) Objects may be part of multiple aggregates  
(parts)
- 3) Typically, components are of = type.