# Chapter 5: Aggregation and Composition EECS 1030

moodle.yorku.ca

# Expedia

### Problem

Expedia asks you to implement this API.

# Cheap traveller

A cheap traveller has bought a ticket from Expedia and tries to change the date of departure by one day without paying the change fee.

# Cheap traveller

A cheap traveller has bought a ticket from Expedia and tries to change the date of departure by one day without paying the change fee.

Show Traveller app.

# Cheap traveller

A cheap traveller has bought a ticket from Expedia and tries to change the date of departure by one day without paying the change fee.

Show Traveller app.

### Problem

How can you avoid in your implementation of the Ticket class that the cheap traveller is successful in changing the date?

# Collection

# Question

What is a collection?

### Collection

### Question

What is a collection?

#### Answer

A collection is a special type of aggregation where the number of components may vary.

### Collection

### Question

What is a collection?

#### Answer

A collection is a special type of aggregation where the number of components may vary.

We do *not* implement collections (yet), we use collections as an aggregate.

# **ITunes**

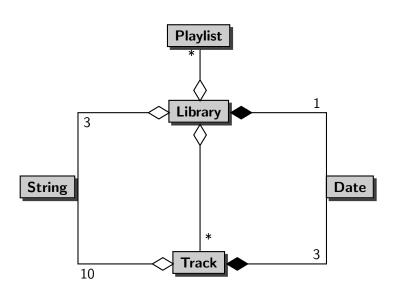


# **UML** Diagrams



# **UML** Diagrams

# **UML** Diagrams



# ITunes

# Question

Implement this API.

### Question

Which methods of the Library class are related to play lists?

### Question

Which methods of the Library class are related to play lists?

### Answer

 $\verb"get(int)" and \verb"numberOfPlayLists".$ 

### Question

Which methods of the Library class are related to play lists?

#### Answer

get(int) and numberOfPlayLists.

#### Question

Assume we introduce an attribute named playLists to represent the play lists of this library. What is the type of playLists?

#### Question

Which methods of the Library class are related to play lists?

#### **Answer**

get(int) and numberOfPlayLists.

#### Question

Assume we introduce an attribute named playLists to represent the play lists of this library. What is the type of playLists?

#### **Answer**

List<PlayList> (other collections can be used as well).

### Problem

Declare the attribute playLists.

### Problem

Declare the attribute playLists.

### Problem

 $\label{lem:Add} Add \ an \ accessor \ and \ mutator \ for \ the \ attribute \ \verb"playLists".$ 

### **Problem**

Declare the attribute playLists.

### Problem

Add an accessor and mutator for the attribute playLists.

### Problem

Initialize the attribute playLists in the constructor.

#### **Problem**

Declare the attribute playLists.

#### Problem

Add an accessor and mutator for the attribute playLists.

#### Problem

Initialize the attribute playLists in the constructor.

#### Problem

Implement the method numberOfPlayLists.

#### **Problem**

Declare the attribute playLists.

#### Problem

Add an accessor and mutator for the attribute playLists.

#### Problem

Initialize the attribute playLists in the constructor.

#### Problem

Implement the method numberOfPlayLists.

### **Problem**

Implement the method get(int).

### Question

Which methods of the Library class are related to tracks?

### Question

Which methods of the Library class are related to tracks?

### Answer

getTrack(int) and iterator.

### Question

Which methods of the Library class are related to tracks?

#### **Answer**

getTrack(int) and iterator.

### Question

Assume we introduce an attribute named tracks to represent the tracks of this library. What is the type of tracks?

### Question

Which methods of the Library class are related to tracks?

#### **Answer**

getTrack(int) and iterator.

#### Question

Assume we introduce an attribute named tracks to represent the tracks of this library. What is the type of tracks?

#### **Answer**

Map<Integer, Track> (other collections can be used as well).

### Problem

Declare the attribute tracks.

### Problem

Declare the attribute tracks.

### Problem

Add an accessor and mutator for the attribute tracks.

### Problem

Declare the attribute tracks.

### Problem

Add an accessor and mutator for the attribute tracks.

### Problem

Initialize the attribute tracks in the constructor.

### Problem

Declare the attribute tracks.

### Problem

Add an accessor and mutator for the attribute tracks.

#### Problem

Initialize the attribute tracks in the constructor.

#### **Problem**

Implement the method getTrack(int).

### **Problem**

Declare the attribute tracks.

### Problem

Add an accessor and mutator for the attribute tracks.

#### Problem

Initialize the attribute tracks in the constructor.

#### **Problem**

Implement the method getTrack(int).

#### Problem

Implement the method iterator.

### Question

What kind of entity is Iterable?

### Question

What kind of entity is Iterable?

### Answer

Iterable is an interface.

### Question

What kind of entity is Iterable?

#### Answer

Iterable is an interface.

### Question

For an implementer, what does implements Iterable entail?

### Question

What kind of entity is Iterable?

#### **Answer**

Iterable is an interface.

### Question

For an implementer, what does implements Iterable entail?

#### Answer

The implementer has to implement all methods in the interface Iterable.

### Question

Which methods does the interface Iterable contain?

### Question

Which methods does the interface Iterable contain?

### **Answer**

iterator.

### Question

Which methods does the interface Iterable contain?

### **Answer**

iterator.

### Note

If a class implements the Iterable interface then we can use the advanced for loop.

### Question

Which methods does the interface Iterable contain?

#### **Answer**

iterator.

#### Note

If a class implements the Iterable interface then we can use the advanced for loop.

### Example

```
for (Track track : library)
{
    ...
}
```