Aggregation and Composition



EECS2030 B & E: Advanced Object Oriented Programming Fall 2021

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Learning Outcomes



This module is designed to help you learn about:

- Call by Value: Primitive vs. Reference Argument Values
- Aggregation vs. Composition: *Terminology* and *Modelling*
- Aggregation: Building Sharing Links & Navigating Objects
- Composition: Implementation via Copy Constructors
- **Design Decision**: Aggregation or Composition?

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Call by Value (1)



Consider the general form of a call to some mutator method
 m, with context object co and argument value arg:

- Argument variable arg is not passed directly to the method call.
- Instead, argument variable arg is passed <u>indirectly</u>: a <u>copy</u> of the value stored in arg is made and passed to the method call.
- What can be the type of variable arg? [Primitive or Reference]

```
    arg is primitive type (e.g., int, char, boolean, etc.):
        Call by Value
        Copy of arg's stored value
        (e.g., 2, 'j', true) is made and passed.

    arg is reference type (e.g., String, Point, Person, etc.):
    Call by Value
    Copy of arg's stored reference/address
    (e.g., Point@5cb0d902) is made and passed.
```

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Call by Value (2.1)



For illustration, let's assume the following variant of the Point class:

```
public class Point {
  private int x;
  private int y;
  public Point(int x, int y) {
    this.x = x;
    this.y = y;
  }
  public int getX() { return this.x; }
  public int getY() { return this.y; }
  public void moveVertically(int y) { this.y += y; }
  public void moveHorizontally(int x) { this.x += x; }
}
```

Call by Value (2.2.1)



```
public class Util {
                                   @Test
 void reassignInt(int j) {
                                   public void testCallByVal() {
  j = j + 1;
                                    Util u = new Util();
 void reassignRef(Point q) {
                                    int i = 10;
  Point np = new Point(6, 8);
                                     assertTrue(i == 10);
  q = np; }
                                     u.reassignInt(i);
 void changeViaRef(Point q) {
                                     assertTrue(i == 10);
  g.moveHorizontally(3);
                                8
  q.moveVertically(4); } }
```

- *Before* the mutator call at **L6**, *primitive* variable i stores 10.
- When executing the mutator call at L6, due to call by value, a copy of variable i is made.
 - \Rightarrow The assignment i = i + 1 is only effective on this copy, not the original variable i itself.
- : After the mutator call at **L6**, variable i still stores 10.

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Call by Value (2.2.2)



Before reassignInt	During reassignInt	After reassignInt
	i int 10	i int 10
i int 10	j int 10	j int 11

Call by Value (2.3.1)



```
@Test
public class Util {
                                2
                                   public void testCallByRef_1() {
 void reassignInt(int j) {
                                3
                                     Util u = new Util();
  j = j + 1;
                                     Point p = new Point(3, 4);
 void reassignRef(Point q) {
                                     Point refOfPBefore = p;
  Point np = new Point(6, 8);
                                     u.reassignRef(p);
  q = np; }
                                     assertTrue(p == refOfPBefore);
 void changeViaRef(Point q) {
                                     assertTrue(p.getX() == 3);
  q.moveHorizontally(3);
                                     assertTrue(p.getY() == 4);
  q.moveVertically(4); } }
                               10
```

- **Before** the mutator call at **L6**, **reference** variable p stores the **address** of some Point object (whose x is 3 and y is 4).
- When executing the mutator call at L6, due to call by value, a

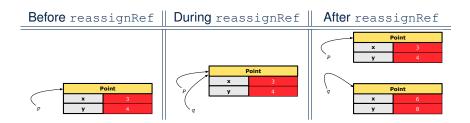
copy of address stored in p is made.

- \Rightarrow The assignment p = np is only effective on this copy, not the original variable p itself.
- :: After the mutator call at L6, variable p still stores the original address (i.e., same as ref0fPBefore).

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Call by Value (2.3.2)





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Call by Value (2.4.1)



```
@Test
public class Util {
                                   public void testCallByRef_2() {
 void reassignInt(int j) {
                                3
                                    Util u = new Util();
  j = j + 1;
                                     Point p = new Point(3, 4);
 void reassignRef(Point q) {
                                     Point refOfPBefore = p;
  Point np = new Point(6, 8);
                                     u.changeViaRef(p);
  q = np; }
                                     assertTrue(p == refOfPBefore);
 void changeViaRef(Point q)
                                     assertTrue(p.getX() == 6);
  q.moveHorizontally(3);
                                     assertTrue(p.getY() == 8);
  g.moveVertically(4); } }
```

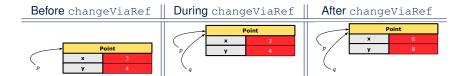
- Before the mutator call at L6, reference variable p stores the address of some Point object (whose x is 3 and y is 4).
- When executing the mutator call at L6, due to call by value, a copy of address stored in p is made. [Alias: p and q store same address.]

 ¬q.moveHorizontally impacts the same object referenced by p and q.
- After the mutator call at L6, variable p still stores the original address (i.e., same as refofPBefore), but its x and y values have been modified via q.

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Call by Value (2.4.2)







Aggregation vs. Composition: Terminology LASSONDE



Container object: an object that contains others.

Containee object: an object that is contained within another.

- e.g., Each course has a faculty member as its instructor.
 - **Container**: Course **Containee**: Faculty.
- e.g., Each student is registered in a list of courses; Each faculty member teaches a list of courses.
 - Container: Student, Faculty Containees: Course.
 e.g., eecs2030 taken by jim (student) and taught by tom (faculty).
 ⇒ Containees may be shared by different instances of containers.
 e.g., When EECS2030 is finished, jim and jackie still exist!
- Containees may exist independently without their containers.
 e.g., In a file system, each directory contains a list of files.
- e.g., in a file system, each directory contains a list of files.
 Containees: File.
 - e.g., Each file has exactly one parent directory.
 - ⇒ A containee may be owned by only one container.
 - e.g., Deleting a directory also deletes the files it contains.
 - ⇒ Containees may co-exist with their containers.

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Aggregation: Independent Containees Shared by Containers (1.1)





```
public class Course {
                                         public class Faculty {
 private String title;
                                          private String name:
 private Faculty prof;
                                          public Faculty(String name) {
 public Course(String title) {
                                           this.name = name;
  this.title = title;
                                          public void setName(String name) -
public void setProf(Faculty prof) {
                                           this.name = name;
  this.prof = prof;
                                          public String getName() {
 public Faculty getProf() {
                                           return this.name;
  return this.prof:
```



Aggregation: Independent Containees Shared by Containers (1.2)

```
@Test
public void testAggregation1() {
 Course eecs2030 = new Course("Advanced OOP");
 Course eecs3311 = new Course("Software Design");
 Faculty prof = new Faculty("Jackie");
 eecs2030.setProf(prof);
 eecs3311.setProf(prof);
 assertTrue(eecs2030.getProf() == eecs3311.getProf());
 /* aliasing */
 prof.setName("Jeff");
 assertTrue(eecs2030.getProf() == eecs3311.getProf());
 assertTrue(eecs2030.getProf().getName().equals("Jeff"));
 Faculty prof2 = new Faculty("Jonathan");
 eecs3311.setProf(prof2);
 assertTrue(eecs2030.getProf() != eecs3311.getProf());
 assertTrue(eecs2030.getProf().getName().equals("Jeff"));
 assertTrue(eecs3311.getProf().getName().equals("Jonathan"));
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```

Aggregation: Independent Containees Shared by Containers (2.1)

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```
Student

Course

* prof

* prof

* prof

* private String id; Course[] cs; int noc; /* # of courses */

public Student(String id) { ... }

public void addCourse(Course c) { ... }

public Course[] getCS() { ... }

}

public class Course { private String title; private Faculty prof; }

public class Faculty {

private String name; Course[] te; int not; /* # of teaching */

public Faculty(String name) { ... }

public void addTeaching(Course c) { ... }

public Course[] getTE() { ... }
```



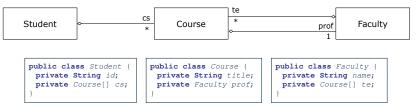
Aggregation: Independent Containees Shared by Containers (2.2)

```
@Test
public void testAggregation2() {
 Faculty p = new Faculty("Jackie");
 Student s = new Student("Jim");
 Course eecs2030 = new Course("Advanced OOP");
 Course eecs3311 = new Course("Software Design");
 eecs2030.setProf(p);
 eecs3311.setProf(p);
 p.addTeaching(eecs2030);
 p.addTeaching(eecs3311);
 s.addCourse(eecs2030);
 s.addCourse(eecs3311);
 assertTrue(eecs2030.getProf() == s.getCS()[0].getProf());
 assertTrue(s.getCS()[0].getProf()
              == s.getCS()[1].getProf());
 assertTrue(eecs3311 == s.getCS()[1]);
 assertTrue(s.getCS()[1] == p.getTE()[1]);
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```

The Dot Notation (3.1)



In real life, the relationships among classes are sophisticated.



- Assume: private attributs and public accessors
- Aggregation links between classes constrain how you can navigate among these classes.
- In the context of class Student:
 - Writing *cs* denotes the array of registered courses.
 - Writing <code>cs[i]</code> (where i is a valid index) navigates to the class <code>Course</code>, which changes the context to class <code>Course</code>.

OOP: The Dot Notation (3.2)



```
public class Student {
  private String id;
  private Course[] cs;
}
```

```
public class Course {
  private String title;
  private Faculty prof;
}
```

```
public class Faculty {
  private String name;
  private Course[] te;
}
```

```
public class Student {
    ... /* attributes */
    /* Get the student's id */
    public String getID() { return this.id; }
    /* Get the title of the ith course */
    public String getTitle(int i) {
        return this.cs[i].getTitle();
    }
    /* Get the instructor's name of the ith course */
    public String getName(int i) {
        return this.cs[i].getProf.getName();
    }
}
```

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OOP: The Dot Notation (3.3)



```
public class Student {
  private String id;
  private Course[] cs;
}
```

```
public class Course {
  private String title;
  private Faculty prof;
```

```
public class Faculty {
  private String name;
  private Course[] te;
}
```

```
public class Course {
    ... /* attributes */
    /* Get the course's title */
    public String getTitle() { return this.title; }
    /* Get the instructor's name */
    public String getName() {
        return this.prof.getName();
    }
    /* Get title of ith teaching course of the instructor */
    public String getTitle(int i) {
        return this.prof.getTE()[i].getTitle();
    }
}
```

OOP: The Dot Notation (3.4)



public class Student {
 private String id;
 private Course[] cs;
}

public class Course {
 private String title;
 private Faculty prof;
}

public class Faculty {
 private String name;
 private Course[] te;
}

```
public class Faculty {
    ... /* attributes */
    /* Get the instructor's name */
public String getName() {
    return this.name;
    }
    /* Get the title of ith teaching course */
    public String getTitle(int i) {
        return this.te[i].getTitle();
    }
}
```

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Composition: Dependent Containees Owned by Containers (1.1)





Requirement: Files are not shared among directories.

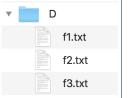
Assume: **private** attributs and **public** accessors

```
class File {
   String name;
   File(String name) {
    this.name = name;
   }
}
```

```
class Directory {
   String name;
   File[] files;
   int nof; /* num of files */
   Directory(String name) {
     this.name = name;
     files = new File[100];
   }
   void addFile(String fileName) {
     files[nof] = new File(fileName);
     nof ++;
   }
}
```



Composition: Dependent Containees Owned by Containers (1.2.1)



- L4: 1st File object is created and *owned exclusively* by d1.

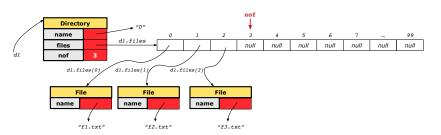
 No other directories are sharing this File object with d1.
- L5: 2nd File object is created and *owned exclusively* by d1. No other directories are sharing this File object with d1.
- **L6**: 3rd File object is created and *owned exclusively* by d1. No other directories are sharing this File object with d1.

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Composition: Dependent Containees Owned by Containers (1.2.2)

Right before test method testComposition terminates:



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Composition: Dependent Containees Owned by Containers (1.3)



Problem: Implement a *copy constructor* for Directory.

A *copy constructor* is a constructor which initializes attributes from the argument object other (of the *same type* Directory).

```
class Directory {
  Directory(Directory other) {
    /* Initialize attributes via attributes of 'other'. */
  }
}
```

Hints:

- The implementation should be consistent with the effect of copying and pasting a directory.
- Separate copies of files are created.

Composition: Dependent Containees
Owned by Containers (1.4.1)



Version 1: Shallow Copy by copying all attributes using =.

```
class Directory {
  Directory(Directory other) {
    /* value copying for primitive type */
    nof = other.nof;
    /* address copying for reference type */
    name = other.name; files = other.files; } }
```

Is a shallow copy satisfactory to support composition?

i.e., Does it still forbid sharing to occur?

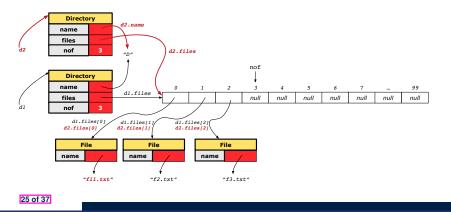
[NO]

```
@Test
public void testShallowCopyConstructor() {
    Directory dl = new Directory("D");
    dl.addFile("f1.txt"); dl.addFile("f2.txt"); dl.addFile("f3.txt");
    Directory d2 = new Directory(d1);
    assertTrue(d1.getFiles() == d2.getFiles()); /* violation of composition */
    d2.getFiles()[0].changeName("f11.txt");
    assertFalse(d1.getFiles()[0].getName().equals("f1.txt"));
}
```



Composition: Dependent Containees Owned by Containers (1.4.2)

Right before test method testShallowCopyConstructor terminates:



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Composition: Dependent Containees Owned by Containers (1.5.1)

Version 2: a Deep Copy

```
class File {
  File(File other) {
    this.name =
      new String(other.name);
  }
}
```

```
class Directory {
    Directory(String name) {
        this.name = new String(name);
        files = new File[100]; }
    Directory(Directory other) {
        this (other.name);
        for(int i = 0; i < other.nof; i ++) {
        File src = other.files[i];
        File nf = new File(src);
        this.addFile(nf);
    }
    void addFile(File f) { ... }
}</pre>
```

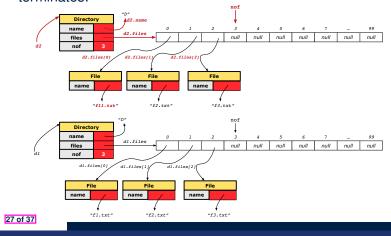
```
@Test
public void testDeepCopyConstructor() {
    Directory d1 = new Directory("D");
    d1.addFile("f1.txt"); d1.addFile("f2.txt"); d1.addFile("f3.txt");
    Directory d2 = new Directory(d1);
    assertTrue(d1.getFiles() != d2.getFiles()); /* composition preserved */
    d2.getFiles()[0].changeName("f11.txt");
    assertTrue(d1.getFiles()[0].getName().equals("f1.txt"));
}
```

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Composition: Dependent Containees Owned by Containers (1.5.2)

Right before test method testDeepCopyConstructor terminates:



Composition: Dependent Containees Owned by Containers (1.5.3)



Q: Composition Violated?

```
class File {
  File(File other) {
    this.name =
      new String(other.name);
  }
}
```

```
class Directory {
    Directory(String name) {
        this.name = new String(name);
        files = new File[100];
    Directory(Directory other) {
        this (other.name);
        for(int i = 0; i < other.nof; i ++) {
            File src = other.files[i];
            this.addFile(src);
        }
    }
    void addFile(File f) { ... }
}</pre>
```

```
@Test
public void testDeepCopyConstructor() {
    Directory d1 = new Directory("D");
    d1.addFile("f1.txt"); d1.addFile("f2.txt"); d1.addFile("f3.txt");
    Directory d2 = new Directory(d1);
    assertTrue(d1.getFiles() != d2.getFiles()); /* composition preserved */
    d2.getFiles()[0].changeName("f11.txt");
    assertTrue(d1.getFiles()[0] == d2.getFiles()[0]); /* composition violated! */
}
```



Composition: Dependent Containees Owned by Containers (1.6)

Exercise: Implement the accessor in class Directory

```
class Directory {
  File[] files;
  int nof;
  File[] getFiles() {
    /* Your Task */
  }
}
```

so that it *preserves composition*, i.e., does not allow references of files to be shared.

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Aggregation vs. Composition (1)

Terminology:

- o Container object: an object that contains others.
- o Containee object: an object that is contained within another.

Aggregation:

- Containees (e.g., Course) may be *shared* among containers (e.g., Student, Faculty).
- o Containees exist independently without their containers.
- When a container is destroyed, its containees still exist.

Composition:

- Containers (e.g, Directory, Department) own exclusive access to their containees (e.g., File, Faculty).
- Containees cannot exist without their containers.
- Destroying a container destroys its containeees cascadingly.

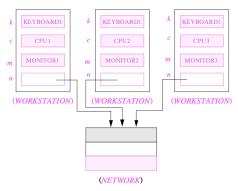
Aggregation vs. Composition (2)



Aggregations and Compositions may exist at the same time! e.g., Consider a workstation:

- Each workstation owns CPU, monitor, keyword. [compositions]
- o All workstations share the same network.

[aggregations]



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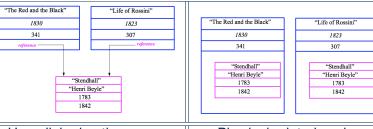
Aggregation vs. Composition (3)



Problem: Every published book has an author. Every author may publish more than one books. Should the author field of a book be implemented as an *aggregation* or a *composition*?

author as an aggregation

author as a composition



Hyperlinked author page

Physical printed copies

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Beyond this lecture...



Reproduce the *aggregation* and *composition* code examples in Eclipse.

Tip. Use the debugger to verify whether or not there is *sharing*.

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Index (1)



Learning Outcomes

Call by Value (1)

Call by Value (2.1)

Call by Value (2.2.1)

Call by Value (2.2.2)

Call by Value (2.3.1)

Call by Value (2.3.2)

Call by Value (2.4.1)

Call by Value (2.4.2)

Aggregation vs. Composition: Terminology

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Index (2)



Aggregation: Independent Containees

Shared by Containers (1.1)

Aggregation: Independent Containees

Shared by Containers (1.2)

Aggregation: Independent Containees

Shared by Containers (2.1)

Aggregation: Independent Containees

Shared by Containers (2.2)

The Dot Notation (3.1)

OOP: The Dot Notation (3.2)

OOP: The Dot Notation (3.3)

OOP: The Dot Notation (3.4)

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Index (3)



Composition: Dependent Containees

Owned by Containers (1.1)

Composition: Dependent Containees

Owned by Containers (1.2.1)

Composition: Dependent Containees

Owned by Containers (1.2.2)

Composition: Dependent Containees

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Composition: Dependent Containees

Owned by Containers (1.4.1)

Composition: Dependent Containees

Owned by Containers (1.4.2)

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Composition: Dependent Containees

Owned by Containers (1.5.1)

Composition: Dependent Containees

Owned by Containers (1.5.2)

Composition: Dependent Containees

Owned by Containers (1.5.3)

Composition: Dependent Containees

Owned by Containers (1.6)

Aggregation vs. Composition (1)

Aggregation vs. Composition (2)

Aggregation vs. Composition (3)

Beyond this lecture...