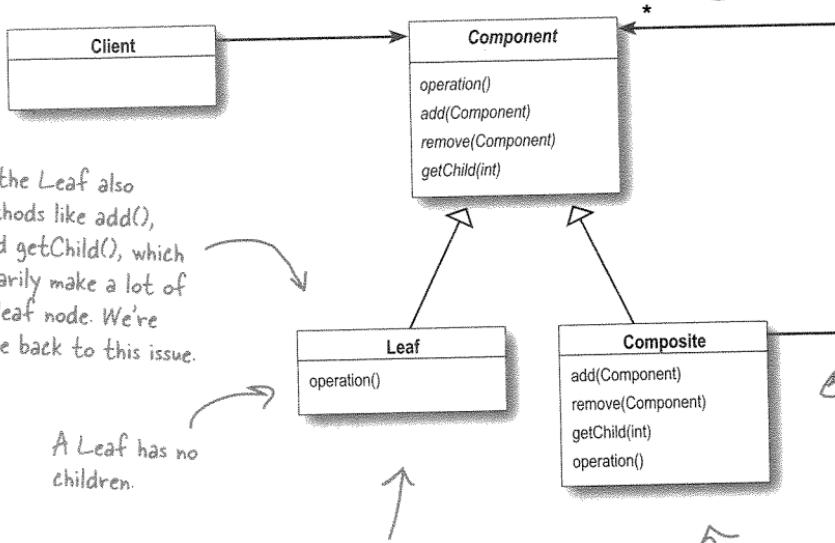


The Client uses the Component interface to manipulate the objects in the composition.

The Component defines an interface for all objects in the composition: both the composite and the leaf nodes.

The Component may implement a default behavior for add(), remove(), getChild() and its operations.



Note that the Leaf also inherits methods like add(), remove() and getChild(), which don't necessarily make a lot of sense for a leaf node. We're going to come back to this issue.

A Leaf has no children.

A Leaf defines the behavior for the elements in the composition. It does this by implementing the operations the Composite supports.

The Composite's role is to define behavior of the components having children and to store child components.

The Composite also implements the Leaf-related operations. Note that some of these may not make sense on a Composite, so in that case an exception might be generated.