

Goals of Software Design

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- Sufficiency
- Understandability
- Modularity
- Cohesion
- Coupling
- Robustness
- Flexibility
- Reusability
- Information hiding
- Efficiency
- Security
- Reliability

Sufficiency

It should satisfy the requirements.

Understandability

It can be understood by intended audience.

Modularity

It should be divided into well-defined parts.

Cohesion

It is organized so like-minded elements are grouped together.

Coupling

It is organized to minimize dependence between elements.

Robustness

It can deal with wide variety of input.

Flexibility

It can be readily modified to handle changes in requirements.

Reusability

It can use parts of the design and implementation in other applications.

Information hiding

It module internals
hidden from others.

Efficiency

It can be executed within acceptable time and space.

Security

It promotes defense against deliberate harm.

Reliability

It executes with acceptable failure rate and is reliable.

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