I Control (Simple pc controller app)

# Server side program (PC):

**Single responsibility principle:** We have to divide class **Back** into two parts to maintain the single responsibility principle. One for creating the connection with the client and another for displaying the result on the UI. So, we will create a class instead of creating a **makeConnection** method in Back class.

For the same reason we will also divide the **ScreenCap** class in two parts. One for taking the screenshot and compress it and another for sending the screen shot.

In class **Execution** we have done two different functionality which are making the class too large. One for the normal controlling system and another for the screen sharing controlling system.

**Open-closed principle:** According to open-close principle we cannot modify a class but we can extend it for our need. In **Execution** class, if we divide it into two parts, it would share the same resources. So, we have to extend the **Execution** class for creating a class for managing screen sharing functionality.

# Client side program (Android):

**Single responsibility principle:** In class **Desktop** we have done two things- receiving the screenshot sent from pc and sending command to control the pc. So, we can separate these two functionality and create two different class for sending command and receiving the screenshot of PC and call them from another parent class.

We are creating a new socket connection when we are using the **Desktop** class. Creating the connection is the same process as the Connect class. So, we can create an interface for the connect class and use this for creating any new connection.