

1. Coupling

1.1. Content coupling

Related modules	Description	Improvement
Order, RushOrder	RushOrder(Order) is a constructor that refers to the protected contents of Order directly.	Make a brand-new constructor Order(order) that duplicates an order. As a result, RushOrder(Order) does not need to refer to the contents of Order explicitly, instead calling super(order).

1.2. Common coupling

Related modules	Description	Improvement
Cart	Plenty of classes need to access the Cart data	Make Cart static -> singleton

1.3. Control coupling

Related modules	Description	Improvement

1.4. Stamp coupling

Related modules	Description	Improvement

1.5. Data coupling

Related modules	Description	Improvement
RushOrder, PlaceRushOrderController, RushOrderInfoScreenHandler	The three modules exchange data, and all of the data's aspects are utilized.	None

1.6. Uncoupled

Related modules	Description	Improvement

2. Cohesion

2.1. Coincidental cohesion

Related modules	Description	Improvement

2.2. Logical cohesion

Related modules	Description	Improvement

2.3. Temporal cohesion

Related modules	Description	Improvement

2.4. Procedural cohesion

Related modules	Description	Improvement
PlaceRushOrderController, PlaceRushOrder	These classes's methods are run in a specific order. (check input data -> process)	

2.5. Communicational cohesion

Related modules	Description	Improvement
RushOrderInfoScreenHandler	This class's components all worked with the same data (inputs by user)	

2.6. Sequential cohesion

Related modules	Description	Improvement

2.7. Informational cohesion

Related modules	Description	Improvement
RushOrder	This class's components are linked to a common data structure.	

2.8. Fuctional cohesion

Related modules	Description	Improvement