1. Coupling
   1. Content coupling

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| 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. Common coupling

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| Related modules | Description | Improvement |
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* 1. Control coupling

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| Related modules | Description | Improvement |
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* 1. Stamp coupling

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| Related modules | Description | Improvement |
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* 1. Data coupling

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| Related modules | Description | Improvement |
| RushOrder, PlaceRushOrderController, RushOrderInfoScreenHandler | The three modules exchange data, and all of the data's aspects are utilized. |  |

* 1. Uncoupled

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| Related modules | Description | Improvement |
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1. Cohesion
   1. Coincidental cohesion

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| Related modules | Description | Improvement |
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* 1. Logical cohesion

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| Related modules | Description | Improvement |
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* 1. Temporal cohesion

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| Related modules | Description | Improvement |
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* 1. Procedural cohesion

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| Related modules | Description | Improvement |
| PlaceRushOrderController | This class's methods are run in a specific order. |  |

* 1. Communicational cohesion

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

* 1. Sequential cohesion

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| Related modules | Description | Improvement |
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* 1. Informational cohesion

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

* 1. Functional cohesion

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| Related modules | Description | Improvement |
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