GRASP Patterns iteratie 1

1 Controller

• ProjectController

2 Creator

- ProjectController
- Project

3 High Cohesion

- Packages
 - Taskmanager
 - UI
 - Parser
 - Tests
 - * ParserTest
 - * TaskmanagerTest
 - * Use Case Tests
- \bullet Classes

4 Pure Fabrication

• WorkingHours