

AlarmObject

- targetTime:DateTime
- enabled:String
- sound:AlarmSounds
- snooze:int
- + getTargetTime():DateTime
- + setTargetTime():void
- + getEnabled():String
- + setEnabled():void
- + getSound():void
- + setSound():void
- + getSnooze():void
- + setSnooze():void
- + AlarmObject(DateTime, String, AlarmSounds, int):constructor
- + ToString():String Override
- + getAlarmDetails():string

Coupling:

AO = AlarmObject

AEF = AddEditForm

F1 = Form1

FM = FileManage

Sub assemblies:

AO FM

FM AO

AEF AO

FM F1 AEF AO

AEF AO FM

Coupling = sub-assemblies / num classes 6/3 = 2 -> 2:1 ratio

Cohesion:

AddEditForm:

F(D) = 9 H(D) = (10)/(9*5) =

M(D) = 5 0.2222

M(fi) = 10

AlarmObject:

F(D) = 4 H(D) = (17)/(4*11) =

M(D) = 11 0.3864

M(fi) = 17

Form1:

 $\overline{F(D)} = 7$ H(D) = (39)/(7*6) =

M(D) = 6 0.9286

M(fi) = 39

Cohesion = (m1+m2+...+mM) / (F(D)*M(D))