

DESIGN CONCEPTS

1. Coupling

1.1. Content Coupling

Related modules	Description	Improvement
RushOrder in entity.RushOrder	Inherited from class Order so it also inherits deliveryInfo from Order	Change accessibility of deliveryInfo to private

1.2. Common Coupling

No coupling of this level because there're no static element in my design of UC place rush order

1.3. Control Coupling

No coupling of this level because no external flag is passed as a parameter

1.4. Stamp Coupling

Related modules	Description	Improvement
validateRushDeliveryInfo in PlaceRushOrderController	Pass the whole info object but only use time	Pass only time as an argument

1.5. Data Coupling

After fixing the stamp coupling, the design satisfies data coupling

1.6. Uncoupling

No

2. Cohesion

2.1. Coincidental Cohesion

No cohesion of this level in my design

2.2. Logical Cohesion

Related modules	Description	Improvement
CreateRushOrder and CreateNormalOrder in PlaceRushOrderController	Both is nearly the same but they are used differently	

2.3. Temporal Cohesion

No cohesion of this level in my design

2.4. Procedural Cohesion

No cohesion of this level in my design

2.5. Communication Cohesion

No cohesion of this level in my design

2.6. Sequential Cohesion

No cohesion of this level in my design

2.7. Informational Cohesion

No cohesion of this level in my design

2.8. Functional Cohesion

No cohesion of this level in my design