ISYS1083/1084 Object Oriented Software Design

Topic 2 TuteLab - GRASP and CRC Cards

Goals

Familiarise yourself with GRASP processes and techniques. Learn to use CRC Cards as a vehicle for those processes and techniques.

1. GRASP

Describe how the following GRASP principles help in assigning responsibilities?

I.	Creator
II.	Information Expert/Holder
III.	Polymorphism
IV.	Pure Fabrication
V.	Controller

2. CRC Cards

a) Review the following concepts related to CRC Cards:

Classes - How are classes in CRC Cards selected? What are roles and stereotypes?

Responsibilities - How are responsibilities associated with a class identified?

Collaborators - Why are collaborators used in a CRC card? How are they identified?

b) Identify two benefits of using CRC cards.

3. Reflection

In relation to the assignment briefly state how and which GRASP principles can help in assigning the responsibilities for:

I.	Managing the board layout
II.	Managing Different Pieces and their Movement Rules
III.	Managing combat/taking of a piece
IV.	The objects responsible for handling UI events
V.	Managing UI validation