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# GRASP

## Classes:

1. Calculate
  - #3 Low Coupling
  - Does a lot, but does not rely too much on other classes
  - The calculations are simplistic and generic
  - It can be reused
2. CheckIn
  - #2 Creator
  - Responsible for creating a new instance of a Ticket object
3. CheckOut
  - #5 High Cohesion
  - Relates to checking out a Ticket object
4. FileInput
  - #3 Low Coupling
  - Solely responsible for File Input
  - Does not rely on other classes
  - Can be reused
5. FileOutput
  - #3 Low Coupling
  - Solely responsible for File Output
  - Does not rely on other classes
  - Can be reused
6. Main
  - #4 Controller
  - Responsible for handling system events
7. Ticket
  - #1 Information Expert
  - Responsible for holding the information of a ticket
8. Time
  - #1 Information Expert
  - Responsible for holding the information of time of a ticket