1. ???  
  
2. On à 3 méthodes dans la class CashRegister :  
 -RecordPurchase( double amount)

-ReceivePayment( int dollars, int quarters, int dimes, int nickels, int pennies)

-GiveChange()

D'après la métrique LCOM de Chidamber et Kemerer

LCOM = |P| - |Q| où

|P| = sommes des classes sans attributs commun et

|Q| = somme des classes ayant au moins 1 attribut en commun.

Dans la classe CashRegistrer, aucune méthode n'a d'attributs en commun, donc

|P| = 3 et |Q| = 0, on obtient LCOM = 3 – 0 = 3.  
  
3. Pour une classe à seulement 3 méthodes, la cohésion est très faible( plus le chiffre est grand, moins bonne est la cohésion).

4.

/\*\*

Records the purchase price of an item.

@param total of purchased items

@param amount the price of the purchased item

\*/

public double recordPurchase(double purchase, double amount)

{

purchase = purchase + amount;

return purchase

}

/\*\*

Processes the payment received from the customer.

@param total of the purchases

@param dollars the number of dollars in the payment

@param quarters the number of quarters in the payment

@param dimes the number of dimes in the payment

@param nickels the number of nickels in the payment

@param pennies the number of pennies in the payment

\*/

public void receivePayment(double purchase, int dollars, int quarters,

int dimes, int nickels, int pennies)

{

payment = dollars + quarters \* QUARTER\_VALUE + dimes \* DIME\_VALUE

+ nickels \* NICKEL\_VALUE + pennies \* PENNY\_VALUE;

if( payment > purchase)

System.out.println( "Change : "+giveChange( double purchase, double payment));

}

public double giveChange( double payment, double purchase)

{

double change = payment - purchase;

purchase = 0;

payment = 0;

return change;

}