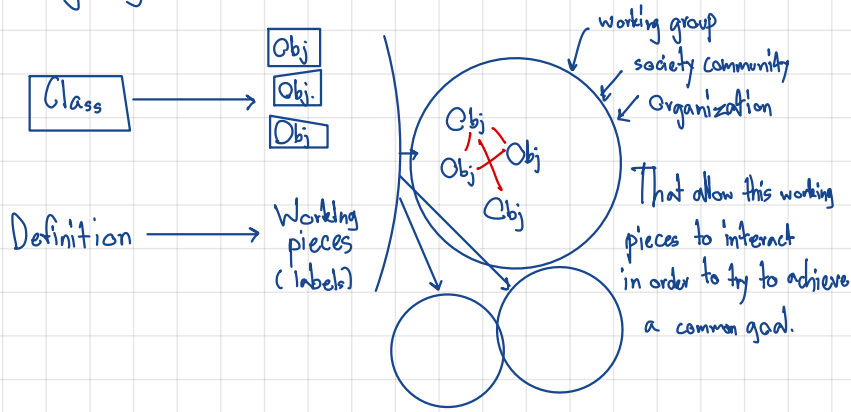


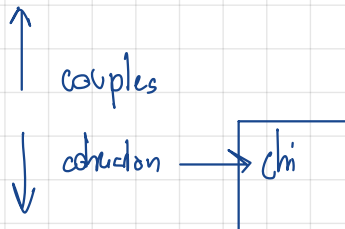
Designing classes

64130500241 Passakorn Pultana

In OO, class will lead to many objects



How central? → object in working would communicate each other in their working group but it's use a lot of cost (also establishing and linking)



Single Responsibility Principle (SRP)
in software design, emphasizing that each class should have a single responsibility. This helps achieve better organization and maintainability by reducing dependencies and improving coupling. The goal is to keep methods and data within the class associated with their specific responsibility, promoting optimal object-oriented design.

- **Cohesion**: class can do anything. No concern to do only 1 work (low cohesion) high cohesion, worked in related work
- **Coupling**: relationship btw 2 classes 'Low coupling - the change in a class doesn't affect other class high coupling make it difficult to modify the code. Because it may affect the entire system.

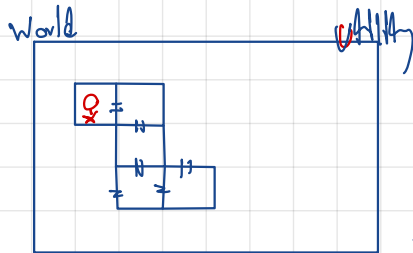
Refactoring: Modify the existing s.t. the quality is better. (No new features)

step 1: Feature freezing (no new development on that code)

step 2: Refactoring

step 3: Regression Testing. (Testing that involve manual?)

World of Zuvl



Why? Zuvl game, The world is initially created with rooms that can be interconnected, forming a complex system. The command words was introduced to control player movement.

Figure 6.1
Zuvl class diagram

