<2022-01-27 tor> GRASP Patterns

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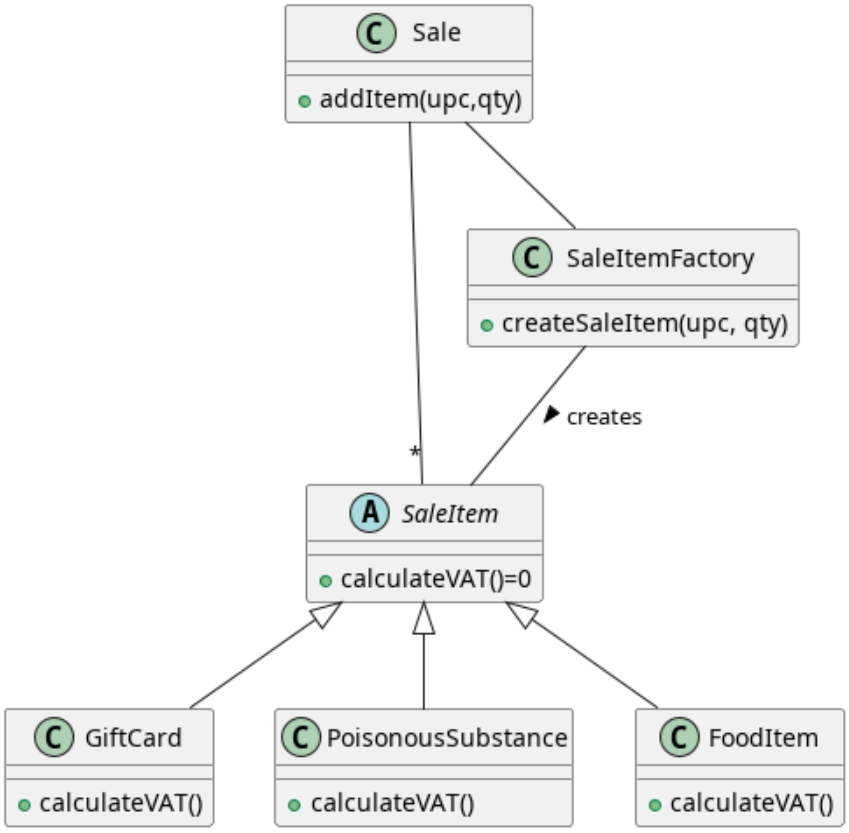
Contents

- Low Coupling
- High Cohesion
- Information Expert
  - Domain Information
  - Design Information
  - Interface Information
- Creator



- Controller
- Polymorphism

```
Sale::WRONGcalculateVAT() {
  float vat=0.25;

  foreach(item : mySaleItemList) {
    int type item->getType();
    switch(type) {
    case 1: vat=0.25; break;
    case 2: vat=0.08; break;
    case 3: vat=0.00; break;
    default: vat=0.25; break;
    }
```

```
  }

 return vat;
}

Sale::calculateVAT() {
  float vat=0.25;

  foreach(item : mySalesItemList) {
    vat=item->calculateVAT();
  }

  return vat;
}
```

- Indirection
- Protected Variations
- Pure Fabrication

— GRASP Patterns

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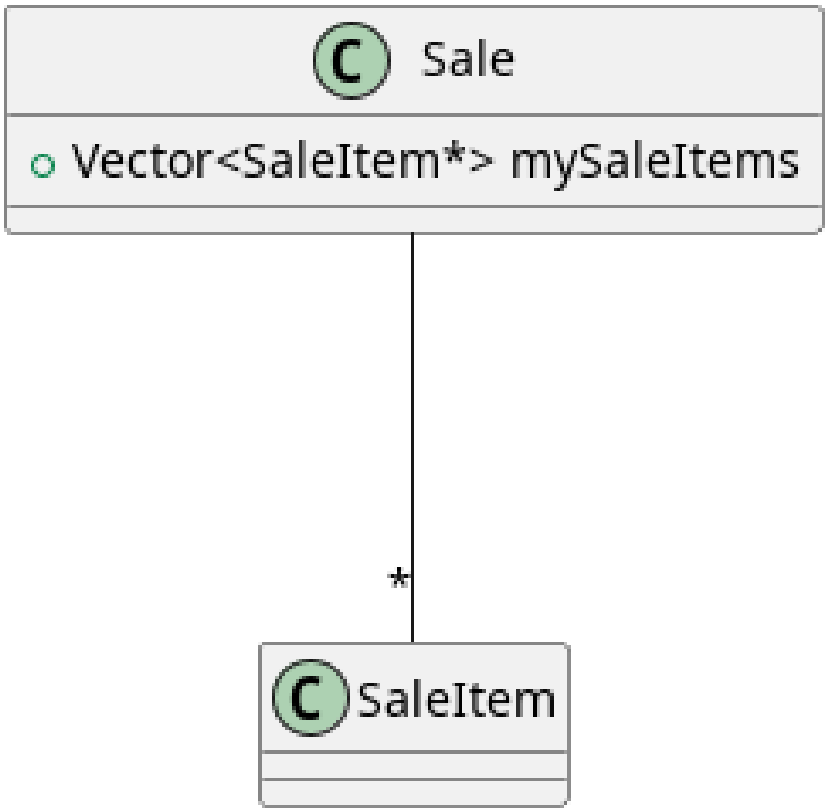
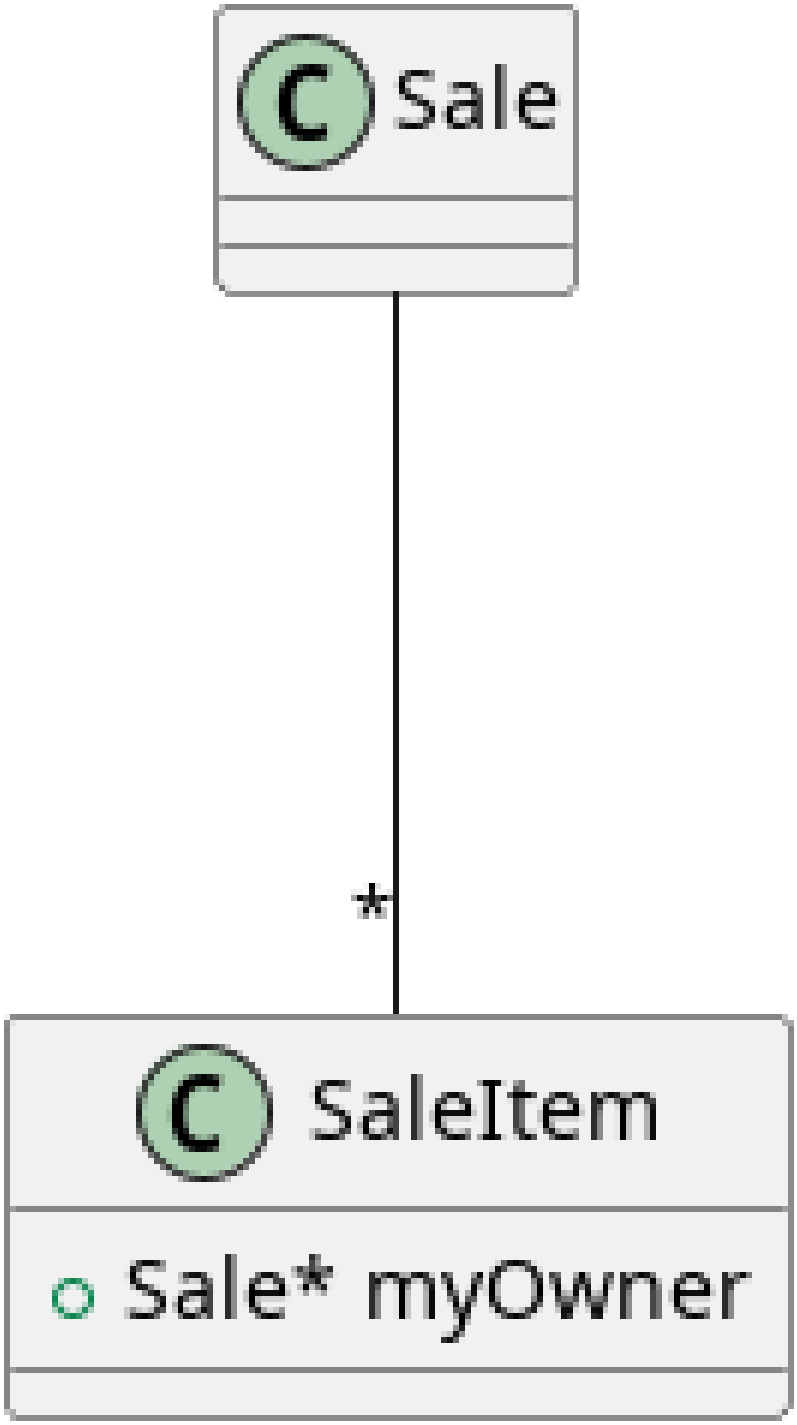
- Polymorphism
- Indirection
- Protected Variations
- Pure Fabrication

— Multiplicity


Sale
Vector<SaleItem*> mySaleItems
*
SaleItem


Sale
*
SaleItem
Sale* myOwner