

## **Design Level Refactorings**

In Iteration 3, refactoring was not required, so here are 3 refactorings implemented in iteration 2.

1. Added DatabaseConnection class to increase cohesion, so that each class that does use a database serves one purpose and one purpose only.
2. Each GUI serves one purpose and one purpose only, having one GUI doing multiple things at once lowers cohesion.
3. Having multiple classes that access the database, to decrease dependencies on one single class.