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# **SOFTWARE DESIGN AND ARCHITECTURE**

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**LAB MID EXAM DESIGN**



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## Controller

The **Controller** GRASP principle is most suitable for my scenario.

### Why?

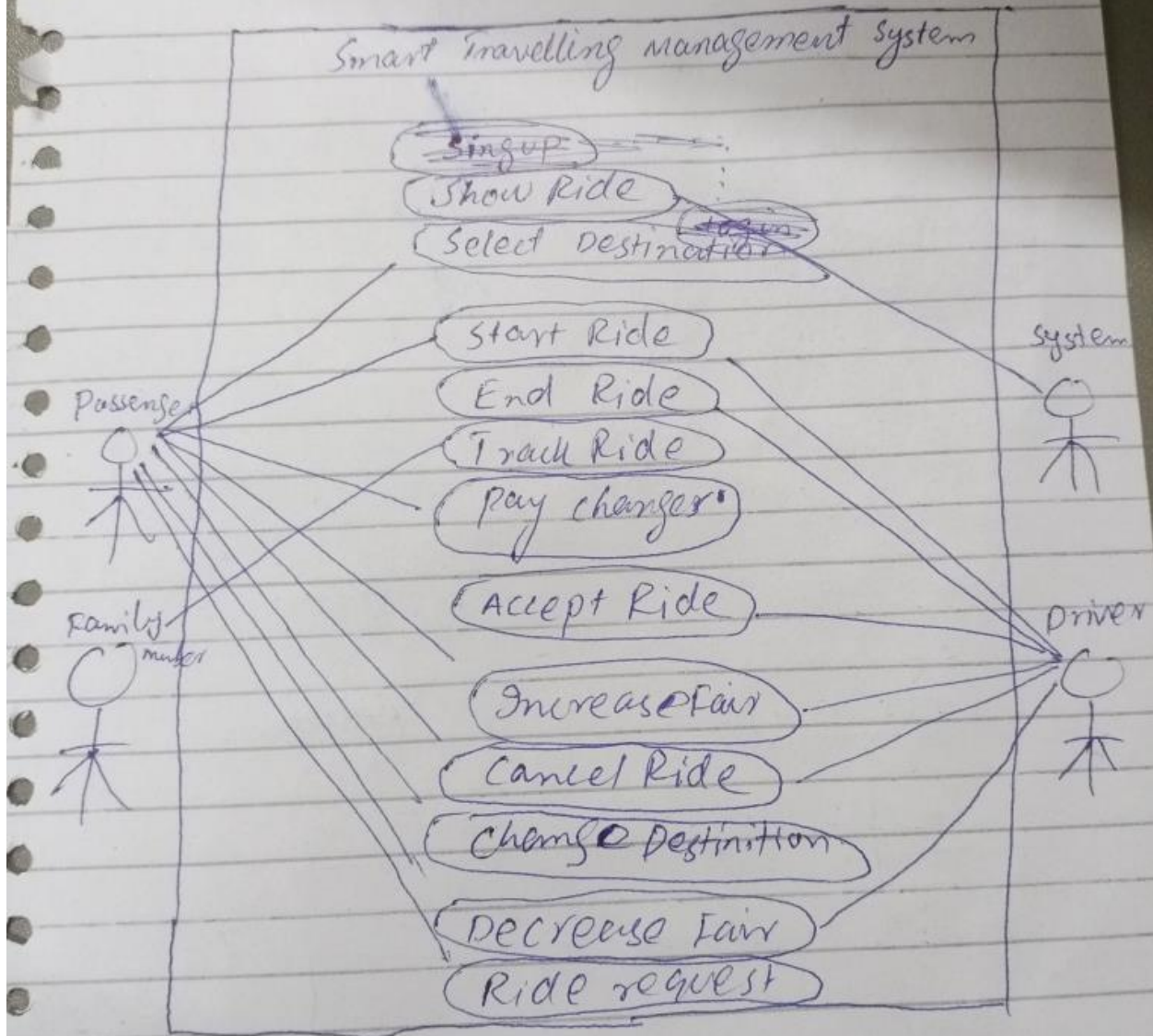
- The **Controller** handles system events, like booking a trip, suggesting options, and tracking.
- It delegates responsibilities to the appropriate components, maintaining **loose coupling** and **cohesion**.
- In STMS, I'll need central control units to:
  - Handle user requests (e.g., booking, tracking)
  - Communicate with data services (e.g., maps, pricing)
  - Coordinate between modules (user, car, system monitor)

### Example Controller Classes in My System:

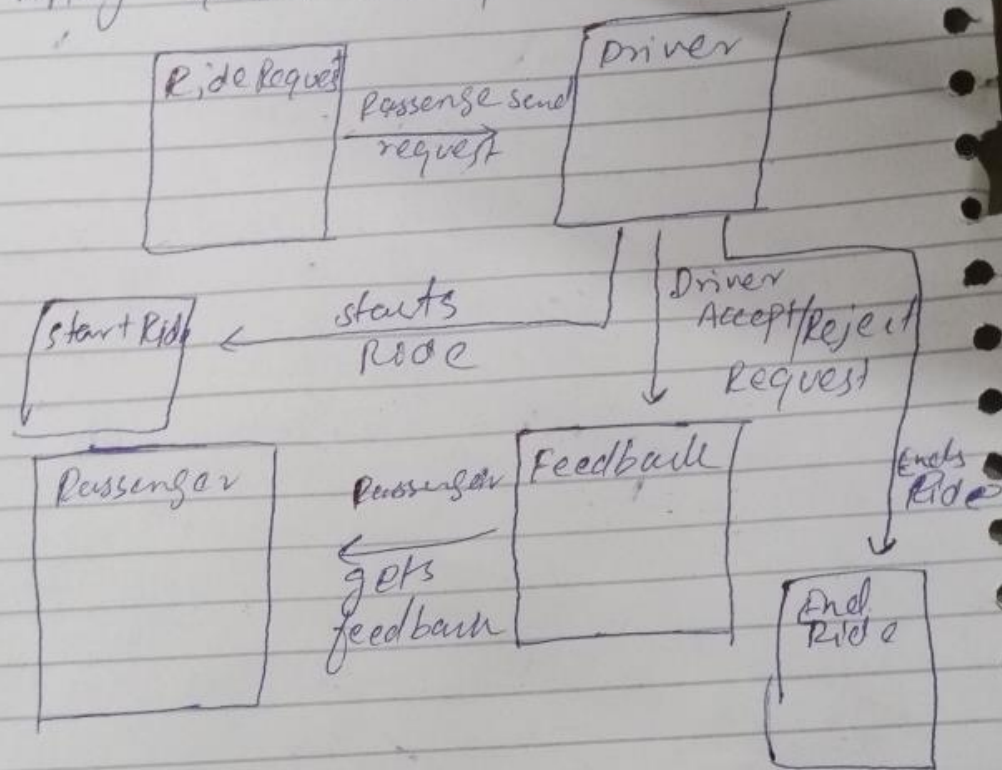
- TravelRequestController
- CommuteSuggestionController
- TrackingController

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## USE CASE DIAGRAM



Communication Diagram.  
Apply GRASP Principal.



Ride Request

