**Question 1 – Cohesion Analysis (20 pts)**

**(a)** A well-designed class should have high cohesion.  
High cohesion means all methods and attributes of a class serve one clear, unified purpose. According to Arthur Riel’s object-oriented heuristics, “a class should capture one and only one key abstraction.” When a class focuses on a single concept, it becomes easier to understand, maintain, and reuse. Low-cohesion classes, on the other hand, mix unrelated responsibilities and violate the principle of separation of concerns, making code harder to debug and extend.