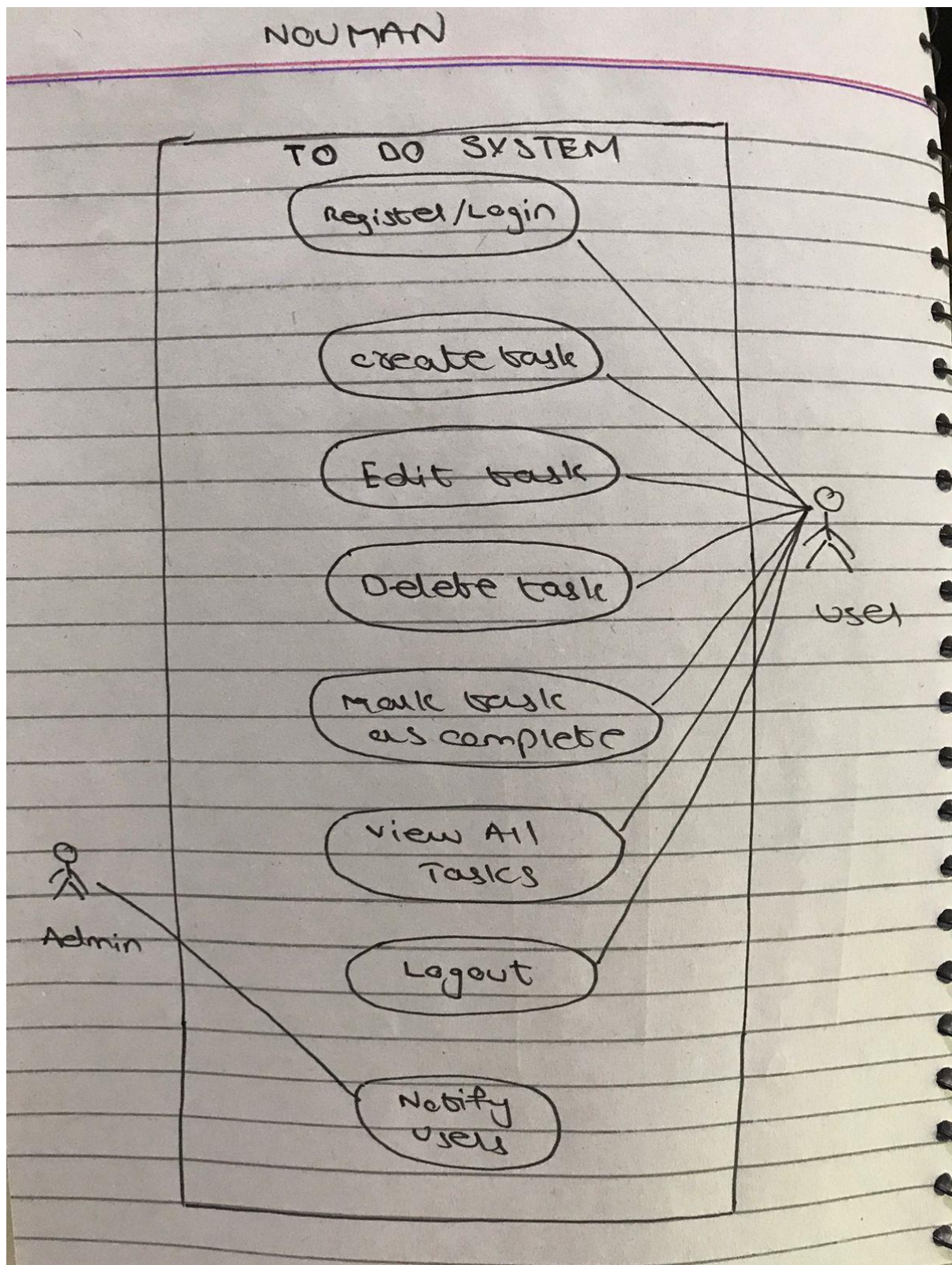
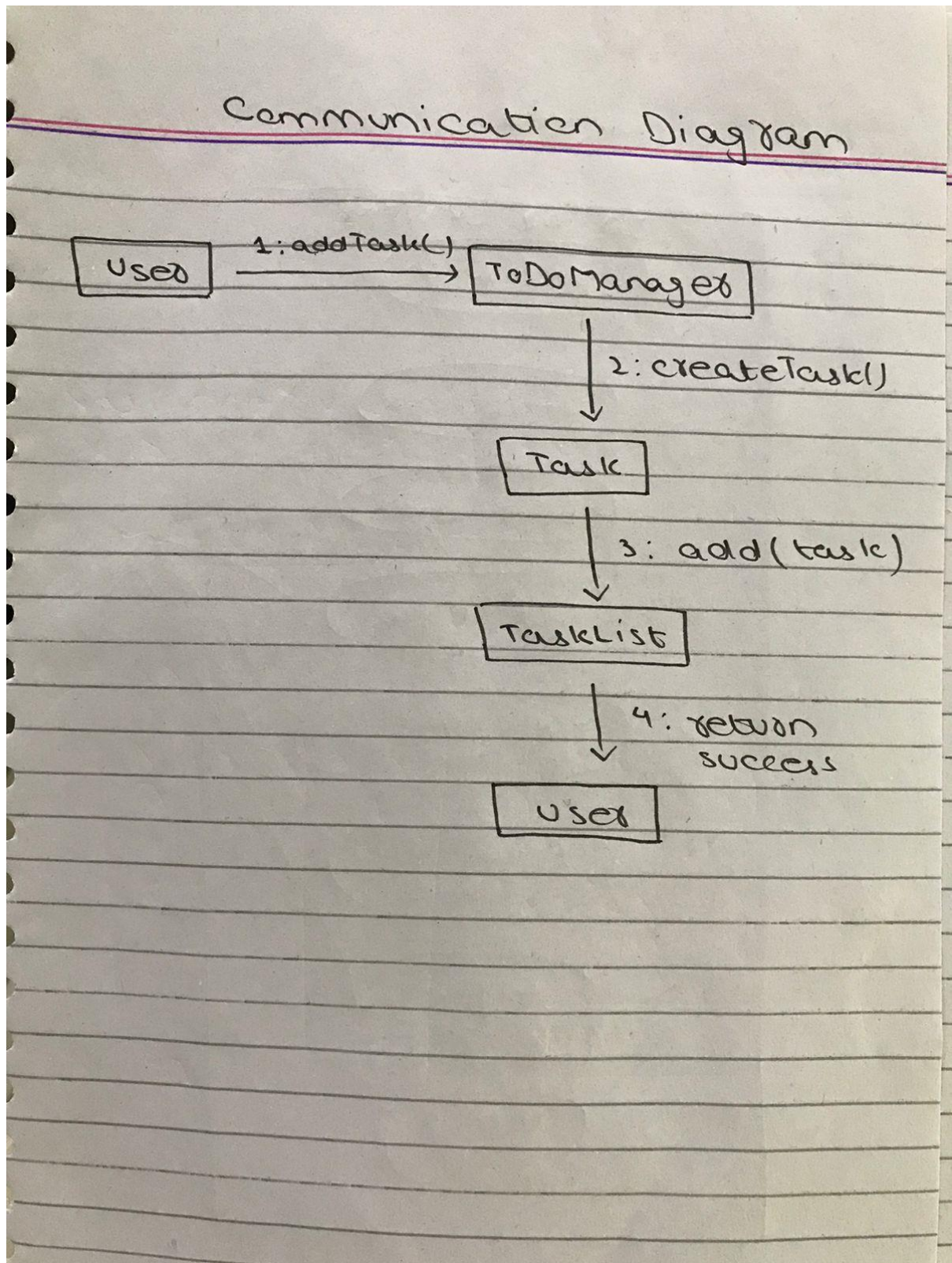


Project: To Do App





GRASP Principles Applied:

Information Expert: I will create a class 'Task' that holds its own data and all necessary information.

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Creator: The class that needs and uses the object is responsible for creating it. In my project there would be a class TaskService creates Task.

Low Coupling: Each class has limited knowledge of others, making it easier to maintain or modify.

High Cohesion: Each class focuses on a single, well-defined responsibility.

Design Patterns Applied

Observer Pattern : Used to notify all users when a task is near its deadline.