

# MODULARITY

Smruti R. Sarangi



# COHESION

HOW MUCH ARE THE PARTS IN A MODULE RELATED WITH EACH OTHER?

Functional cohesion

Sequential cohesion

Communication cohesion

The module is self-complete

Clear input-output relationship with other modules

Communication channel between modules

# FEW MORE TYPES OF COHESION

PROCEDURAL  
COHESION

Execute code in a  
particular order

TEMPORAL  
COHESION

Timing  
dependences

LOGICAL  
COHESION

All the functions  
have the same  
function

COINCIDENTAL  
COHESION

# LCOM

## LACK OF COHESION OF METHODS

$$\text{LCOM} = \begin{cases} P - Q, & \text{if } P > Q \\ 0 & \end{cases}$$

P

Number of method pairs that do not access a common variable

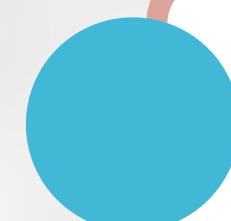
Q

Number of method pairs that access one common variable

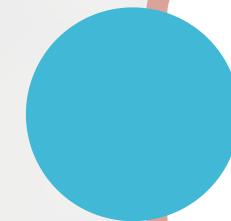
LCOM

Higher it is, lower the cohesion.

# COUPLING



Afferent coupling



Efferent coupling

Number of incoming edges

Number of outgoing edges



# Abstractness and Instability

Both should  
be  $\leq 1$

$$\text{abstractness}(A) = \frac{\sum m_a}{\sum m_b}$$
$$\text{instability}(I) = \frac{C^e}{C^e + C^a}$$

$$\sqrt{2}D = |A + I - 1| \text{ DISTANCE METRIC}$$

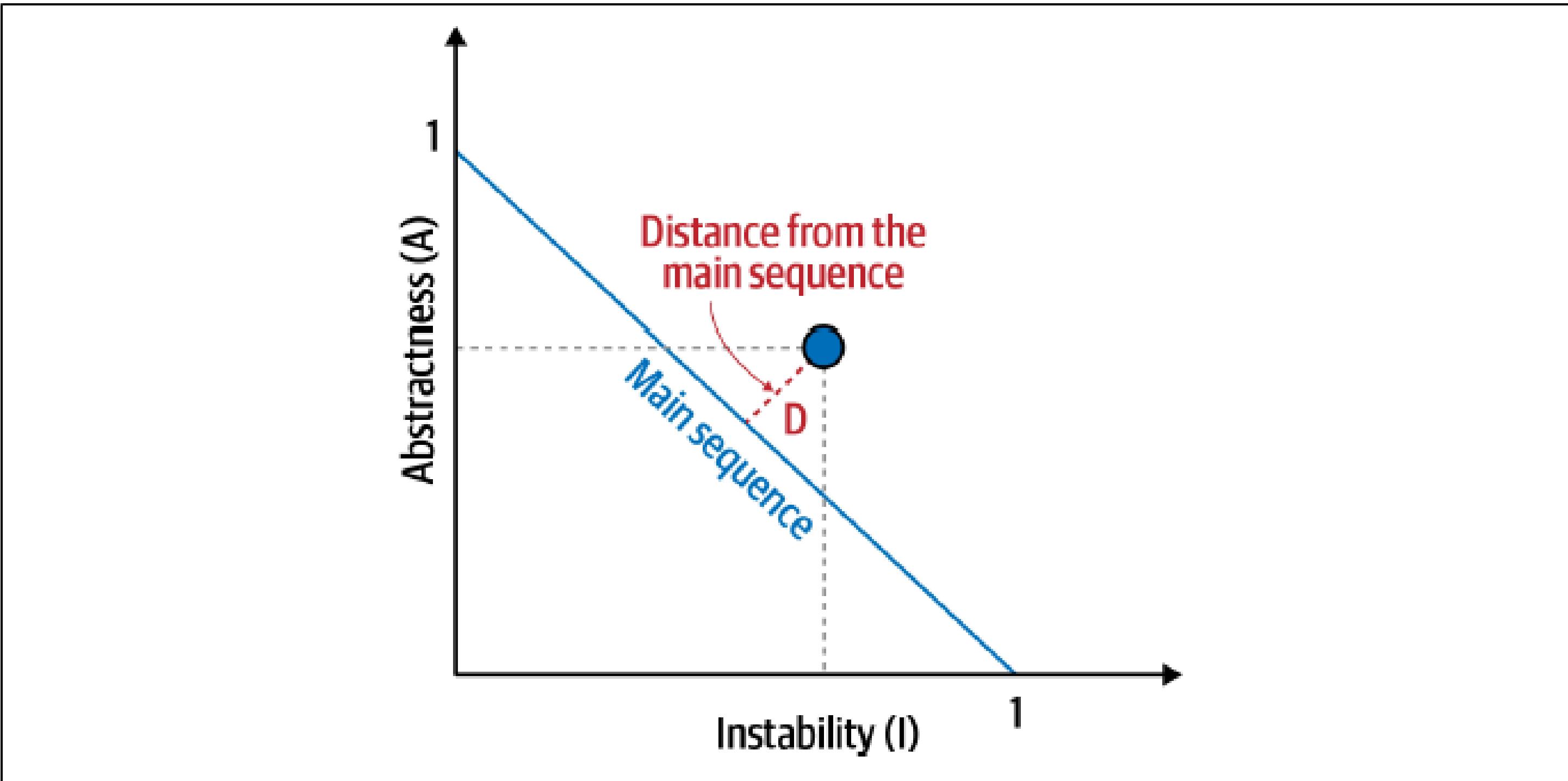
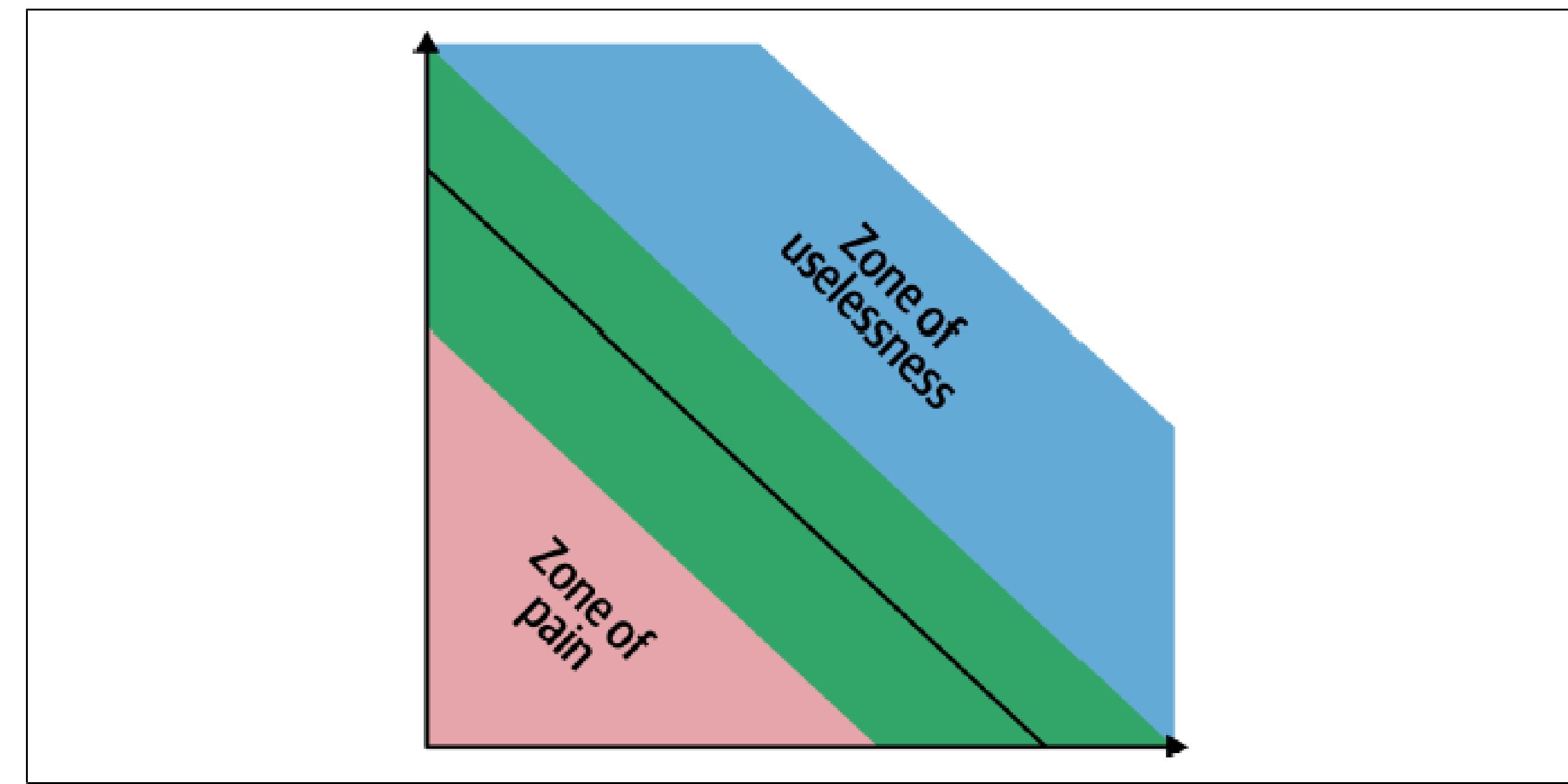


Figure 3-3. Normalized distance from the main sequence for a particular class



# CONNASCENCE

## ABSTRACTNESS AND INSTABILITY

“ Two components are connascent if a change in one would require the other to be modified in order to maintain the overall correctness of the system.

—Meilir Page-Jones ”

# STATIC CONNASCENCE

Connascence of name

Connascence of type

Connascence of meaning

Connascence of position

Connascence of algorithm

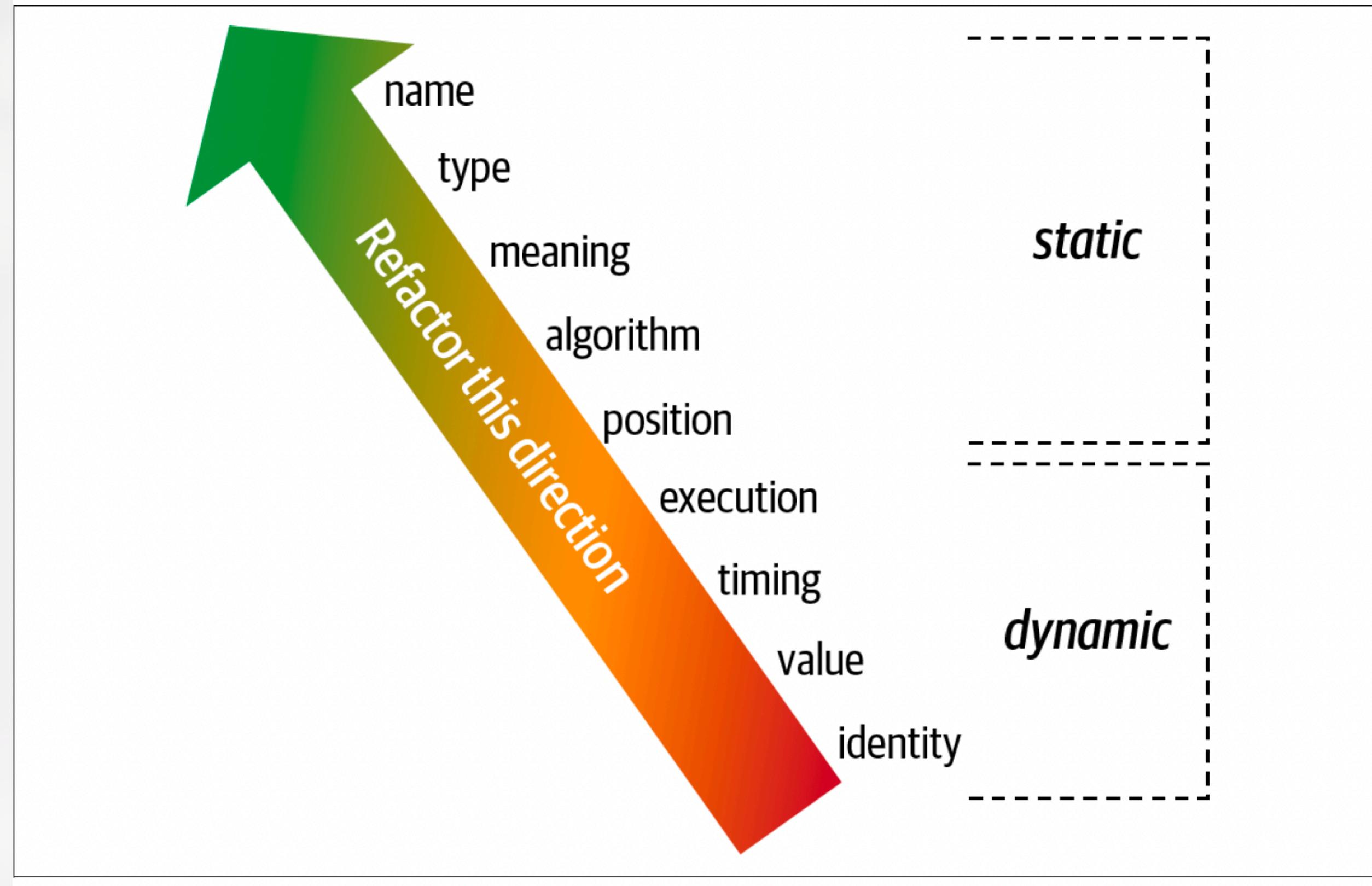
# DYNAMIC CONNASCENCE

Connascence of Execution

Connascence of Timing

Connascence of Values

Connascence of Identity



“ —

**Rule of Degree:** Convert strong forms of connascence into weaker forms of connascence

**Rule of Locality:** As the distance between software elements increases, use weaker forms of connascence

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The  
End