

## Assignment - 08

Roll No: 43236

Title:- Identify and implement GASP system

Objective: 1) To study GASP patterns  
2) To implement system using any two GASP patterns

Prerequisites :- 1) UBUNTU/Linux  
2) Any IDE 2.0+  
3) Eclipse with Java IDE

### # Theory:-

#### GASP system:-

They describe fundamental principles of object design and responsibility assignment, pressed as patterns. They are a learning and help one understand essential object design, and apply design reasoning in a methodical, rational, explainable way.

#### Types of GASP system:-

##### 1) Information Expert :-

Responsibility is assigned to the class that has the information necessary to fulfill it.  
Information encapsulation

## 2) Low coupling:-

Responsibilities are assigned such that coupling remains low. There shouldn't be too much dependency b/w the modules, even if there is a dependency, it should be via the interface.

## 3) High cohesion:-

Responsibilities are assigned such that coupling remains low. There should be too much of dependency b/w the modules, even if there is dependency, it should be via the interface.

## 4) creator:-

Responsibility to create instance of a class A is assigned to class B if one or more of the following is true

- 1) B aggregates A objects
- 2) B contains A objects
- 3) B creates instance of A object

## # conclusion:-

Thus we have implemented our applied GRSAP patterns to our model.