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Object-Oriented Design

Low Coupling

Coupling is the measure of how strongly each element is connected to the other and its reliances. Low coupling, in particular, implies that there is a low dependency between classes. This leads to higher reuse potential, and that a change in one class would have minor effects on the other classes. This is not very prominent in our code. However, all of the couplings that have occurred are necessary. All of the Routes depend on the Player Lobby, Piece depends on Space, Space depends on Row, and Row depends on Board View. Improvements that can be made are to make classes that rely less on each other. We can attempt to make more general classes.

Law of Demeter

The Law of Demeter states that each class should have limited knowledge about other classes. Although this is closely related to Low Coupling, the main difference is that the Law of Demeter limits the number of classes that each class can communicate to. An example of this is our usage in the Piece, Space, and Row classes. Each of these classes communicate among themselves. This can be improved for the next implementation by retaining the low coupling methods that were already implemented.