SOLID & GRASP write-up

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**Single Responsibility Principle**

Each class has a single responsibility. In this case, the Task class is responsible for encapsulating the properties and behavior of a task, such as title, description, due date, status, and priority. The RecurringTask class extends Task and adds functionality specific to recurring tasks, such as recurring time. The Project class manages tasks and team members within a project, handling the addition, removal, and retrieval of tasks and team members. The TeamMember class encapsulates the properties of a team member, such as name and email.

**High Cohesion**

The High Cohesion Principle states that elements within a module should have responsibilities as cohesive as possible to achieve a single responsibility. RecurringTask, Task, and TeamMember each exhibit their own well-defined responsibility with their methods being corresponding to that responsibility. Together with the Project class, which acts as a manager for these other classes, they come together to act as classes responsible for the project management aspect.

**Information Expert**

The Information Expert Principle states that responsibilities are assigned to the class that has the necessary information to fulfill it. For instance, If a class holds data about a specific entity, it should also have methods to process that data. In this case, TeamMember class processes information about team members’ name and email, therefore, getName(), setName(), getEmail(), setEmail() are assigned to TeamMember class in order to retrieve, as well as assign data to team member instances.