
502 - Coupling

Cohesion and **Coupling** deal with the quality of an OO design. Generally, good OO design should be loosely coupled and highly cohesive. Lot of the design principles, design patterns which have been created are based on the idea of “Loose coupling and high cohesion”.

The aim of the design should be to make the application:

- easier to develop
- easier to maintain
- easier to add new features
- less Fragile.

REFERS to degree of interdependence between things. In programming, it is typically desirable to reduce coupling. Many types of Coupling:

- **Content**
 - A component secretly modifies the internal data of another component
- **Stamp**
 - An argument type of a method is an application class
- **Routine Call**
 - A routine calling another routine
- **Type Use**
 - Use of globally defined data types
- **Inclusion/Import**
 - Importing unnecessary components
- **External**
 - Dependency on something outside of the scope of the system like an operating system, shared library, hardware, etc