OurPlayer Functional Cohesion

-Save songs Song -Data

-Play songs Instantiator -Stamp

Decider -Stamp

PatternRuleSet Informational Cohesion

-Create pattern which follow certain internal rules Song-Data

Instantiator -Stamp

Decider -Stamp

SongRuleSet Informational Cohesion

-Apply macro decorations to the song object Song -Data

Instantiator -Stamp

Decider -Stamp

Song Informational Cohesion

-Store data for generated song SongRuleSet -Data

-Have methods for modification PatternRuleSet-Data

-Be a data structure OurPlayer -Data

Instantiator -Data

Decider -Data

Instantiator Functional Cohesion

-Create objects that are necessary to fulfill request UIRequest -Data

-Receive UI requests MusicUI -Control

Decider -Stamp

Decider Functional Cohesion

-Call methods from myriad of classes in correct order SongRuleSet -Stamp

-Pass Song object to modifiers PatternRuleSet -Stamp

-Pass song to player OurPlayer -Stamp

Instantiator -Stamp

Song -Data

MusicUI Communication Cohesion

-record user input UIRequest -Data

-send user input to other classes Instantiator -Control

UIRequest Informational Cohesion

-Store user input MusicUI -Data

Instantiator -Data

Decider -Data