

Music player design document.

The degree of coupling within the music player is relatively low, being primarily data coupling. The creation of albums, being stored as a collection of classes within an array. Results in a central location for all user input to be directed. Whether it be album input, album/track modification or data recall for playing.

This correlates to a high degree of cohesion. This generally indicates a robust, reliable, and reusable program.

The program also draws on some OOP principals, a major one being inheritance. An Album and Track class are created. This provide a framework for data entry into the array. With each new array object inheriting the traits of the corresponding class. In the case of our program. The classes are nested within each other. With Track being found within album. This ensures a nested array is stored following the same conventions and allows for easier recall further supporting good coupling.

This program also has a very structured control flow. Each option within the menu has linier control paths that allow the user to navigate and return home if needed. The control flow relies on selection, as utilized on the branching tree menu system. As well repetition, with control loops being established to allow for multiple album and track entry as well as search functionality.

