

# Chapter 12

## Designing Well-Formed Classes

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### What You Will Learn

- ◆ Examine class in class diagram to ensure all are well-formed.
- ◆ Improve overall design of system.
  - Scalable
  - Robust
  - Reusable

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## Well-Formed Classes

### ◆ Are . . .

- Complete
- Sufficient
- Primitive

### ◆ Exhibit . . .

- High cohesion
- Low coupling

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## Complete?

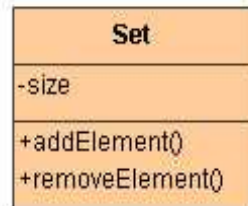
- ◆ Good design will include a complete set of operations on a class.
- ◆ Is this class complete?



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## Complete

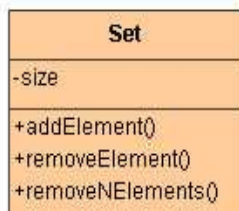
- ◆ The class was not complete:
  - removeElement() operation is necessary



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## Sufficient?

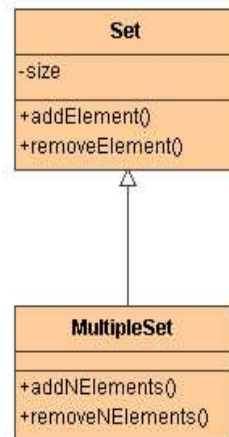
- ◆ Good design will exclude any operations that are not strictly necessary.
  - Should have a sufficient set, and no more.
- ◆ Is this class sufficient?



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## Sufficient

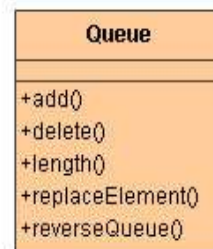
- ◆ A separate class would better handle specialized methods.
  - Users have the choice of which is most appropriate.
- ◆ `removeNElements()` is not necessary.



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## Primitive?

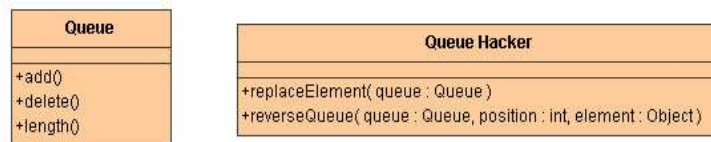
- ◆ Good design uses operations at the most-primitive level of the class.
  - Should not provide alternate ways of doing the same thing.
  - Should not provide different levels of complexity of use.
- ◆ Are all of the operations listed for Queue primitive?



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## Primitive

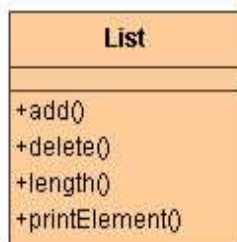
- ◆ A separate class is a better solution.
  - The behavior is still encapsulated.
  - The queue is more cohesive.
  - Many users will not require Queue Hacker.
- ◆ reverseQueue and replaceElement are not primitive functions of a Queue.



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## High Cohesion?

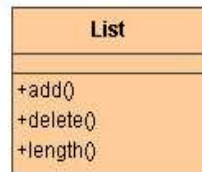
- ◆ The operations on a class should support a single concept.
- ◆ Are the operations listed for List cohesive?



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## High Cohesion

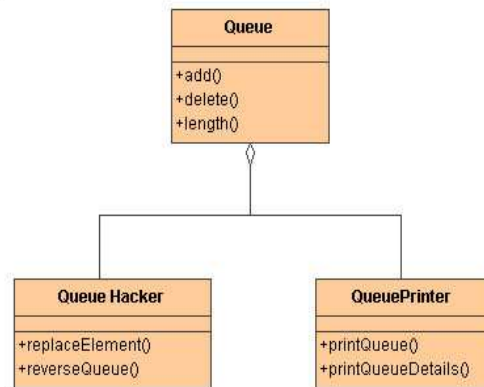
- ◆ The List class supports the concept of managing a collection of objects (elements)
  - Without regard to what those objects are.
- ◆ printElement does not belong.
  - It is graphical or representational; the others are not.
  - It needs knowledge of the objects (their print operation).
  - Perhaps printElement belongs in user of the List.



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## Cohesion

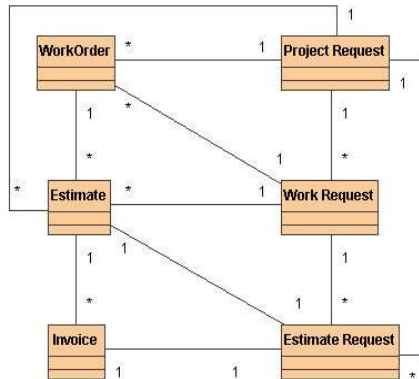
- ◆ A class with multiple responsibilities should not implement; it should coordinate.



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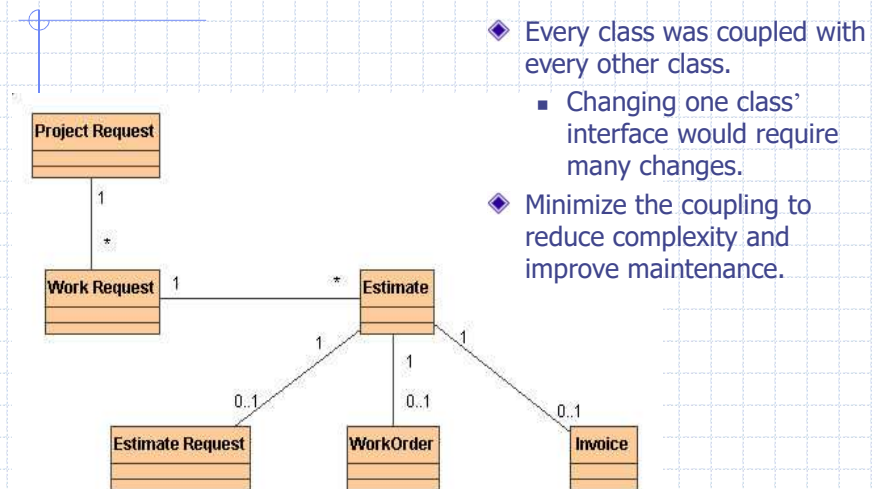
## Low Coupling?

- ◆ How can we improve the following class diagram?



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## Coupling



- ◆ Every class was coupled with every other class.
  - Changing one class' interface would require many changes.
- ◆ Minimize the coupling to reduce complexity and improve maintenance.

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## Attributes and Associations

- ◆ Design guidelines also apply to attributes and associations.
  - Completeness, sufficiency, primitiveness
  - High cohesion, Low coupling

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## Summary

- ◆ A well-formed class exhibits:
  - Completeness
    - ◆ Everything that is needed is present.
  - Sufficiency
    - ◆ Everything that is present is needed.
  - Primitiveness
    - ◆ Everything that is present is primitive.
  - High cohesion
    - ◆ Everything that is present is required to be together.
  - Low coupling
    - ◆ Everything to which we are coupled is required.

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