







Better still: use Observer design pattern

## **Classes in an Application**

- Many simple classes means that each class
  - encapsulates less of overall system intelligence
  - is more reusable
  - is easier to implement
- A few complex classes means that each class
  - encapsulates a large portion of system intelligence
  - is less likely to be reusable
  - is more difficult to implement

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Lots of little pieces

Classes are cohesive

Methods do only one thing.

## Guidelines

- A Java/C# class should have less than 50 lines of code (100 for C++)
- Most Java/C# functions should be less than or equal to 5 lines. (10 for C++)
  - A function taking more than 3 arguments in Java/C# should be rare and justified specially (5 for C++).

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Note: On a Home PC - 1 Million function calls take 8 milliseconds and 1 Million objects are created in 23 milliseconds

Some Real Examples						
Tool	Files	Lines/file (avg)	LOC/file (avg)			
JUnit	88	71	39			
Hibernate	1063	90	72			
Eclipse	14,620	153	106			
DomainObje cts for .NET	422	164	98			
Compiere ERP &CRM	1191	163	114			
Hsqldb	290	503	198 ?			
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GoogleTest is a C++ project. Most functions are smaller than 10 lines. CLOC tool reported

Language	files	blank	comment	code
C++	106	8876	 11299	 36926
C/C++ Header	49	3732	9719	15164