**Collapse Hierarchy**

*various related responsibilities scattered over a class hierarchy*



*collapse the hierarchy to centralize the related behavior into a single responsible class*

**Context:**  
See also :[Extract Hierarchy](https://web.archive.org/web/20090914084933/http:/www.refactoring.be/thumbnails/rtn-eh.html), *Collapse Hierarchy[Fowler]*, *Replace Subclass With Fields[Fowler]*