# Object-Oriented Design II Principles

**Team \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

For this exercise, analyze your term project design against at least three of the principles discussed in the *Object-oriented design II* class listed below. Your analysis should identify at least one area in your design where you believe you have high adherence to a principle. Describe the evidence supporting that assessment. You must also identify at least two areas of your design where you think you could improve its adherence to the principles. Describe the design changes you will make to achieve better adherence.

This exercise is worth two exercise points. An extra exercise point will be awarded for each principle you analyze beyond three.

# Controller

# Polymorphism

# Liskov Substitution

# Open/Closed

# Pure Fabrication