| Engineering of Software Subsystems | SWEN-262 |
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| Design Principles Activity |  |

## Instructions

At this point, you should have completed a partial design including a UML Class Diagram and a Sequence Diagram. Consider your partial design and discuss its strengths and weaknesses in terms of at least ***four*** of the following design principles:

1. SOLID
   1. Single Responsibility Principle[[1]](#footnote-0)
   2. Open/Closed Principle
   3. Liskov Substitution Principle
   4. Dependency Inversion Principle
2. GRASP
   1. Controller
   2. Information Expert
   3. High Cohesion1
   4. Low Coupling
   5. Polymorphism
   6. Pure Fabricatioon
3. Law of Demeter

Your discussion should include one paragraph per principle that you discuss, including a detailed explanation of the principle in your own words, and a detailed analysis of how your design adheres to (or does not) including detailed examples. If you feel that you cannot write a full paragraph about a specific principle, choose a different one.

## Analysis of Your Design

1. To avoid redundancy, you may only choose one of these principles. [↑](#footnote-ref-0)