

# Modularity

The grouping of related services and data into a cohesive unit that has a well-defined interface.

# Cohesion

“A module should offer a group of services that clearly belong together.”

-Steve McConnell, “Code Complete”



# Coupling

“A module should offer a collection of services so that the rest of the program can interact with it cleanly.”

-Steve McConnell, “Code Complete”



## **Summary:**

- Maximize cohesion.
- Minimize coupling.
- Clean interface!



## **Problem Definition:**

Design a system whereby two computer-controlled players can play card games against one another, using a standard 52-card deck and a simple scoring system.

