#### CRC Cards

Thursday, October 25



#### Announcements

IEF feedback

Sprint 3 is released



#### Class Hierarchies

Vehicle: manages the fuel level

Car: Does the driving

Boat: Does the sailing

Each class in the hierarchy has a particular responsibility



### RDD

The central idea is that in a "good" object-oriented design, every object has **clear** and **well-defined responsibilities.** 

Responsibilities are not concentrated centrally, but are **well-distributed amongst the objects**.



#### Single Responsibility Principle

#### Every class should have a single responsibility.

There should never be more than one reason for a class to change.



# RDD Design

There are 4 steps:

- 1. Find the **classes** in your system
- 2. Determine the **responsibilities** of each class
- 3. Determine how objects **collaborate** with each other to fulfill their responsibilities
- 4. Factor common responsibilities to build class hierarchies



# Finding classes

Start with the **user stories;** 

Look for **noun phrases;** 

Refine to a list of candidate classes.



#### As a user I want to create an account, so I can add items to my cart.



#### As a **user** I want to create an **account**, so I can add **items** to my **cart**.



### CRC sessions

CRC stands for Class-Responsibility-Collaborator

Class name	
Responsibilities	Collaborators



# Identifying responsibilities

Look for verbs in the user story. See which represent responsibilities.

Assign them to class cards.



#### As a **user** I want to <u>create</u> an **account**, so I can <u>add</u> **items** to my **cart**.



# Assigning responsibilities

**Be lazy:** Don't do anything you can push to someone else

**Be tough:** Don't let others play with your toys

**Be socialist:** Evenly distribute system intelligence



# Finding Collaborators

For each responsibility:

- 1. Can the class **fulfill** the responsibility by itself?
- 2. If not, what does it need, and from what class it can obtain it from?

For each class:

- 1. What does this class know?
- 2. What **other classes** need its information or results?
- 3. Classes that **do not interact** with others should be **discarded**.



# Factor out common responsibilities

Common responsibilities should be factored out into superclasses.



As a user I want to view a list of my previous orders so I can check my spending.



#### As a merchant, I want to view open orders so I can fulfill them.



# RDD Steps

Find the **classes** in your system

Determine the **responsibilities** of each class

Determine how objects **collaborate** with each other to fulfill their responsibilities

Factor out common responsibilities to build class hierarchies.



# Class exercise (pairs)

Model a library system using CRC Cards.

See the requirements sheet for the user stories.

Write your names on the top card

