

Evaluation is needed to accept, revise or reject a class design.

Five aspects to be evaluated:

- Abstraction: does it provide a useful one?
- Responsibilities: are they reasonable for the type?
- Interface: is it clean, simple?
- Usage: do we provide the "right" set of methods?
- Implementation: reasonable?

Identity:

Are class purpose and method purposes well-defined and connected?

Clarity:

Can purpose of class be given in brief, dictionary-style definition?

Uniformity:

Do operations have uniform level of abstraction?

class Date:

Date represents a specific instant in time, with millisecond precision.

class TimeZone:

TimeZone represents a time zone offset, and also figures out daylight savings.

Clear:

Does class have specific responsibilities?

Limited:

Do responsibilities fit the abstraction (no more/less)?

Coherent:

Do responsibilities make sense as a whole?

Complete:

Does class completely capture the abstraction?

```
class Complex {
private:
    double Real, Imag;
public:
    Complex(double R = 0.0, double I = 0.0);
    double getReal() const;
    double getImag() const;
    void setReal();
    void setImag();
    double Magnitude() const;
};
```

Tests for Adequacy of Interface

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Naming:

Do names clearly express the intended effect?

Symmetry:

Are names and effects of pairs of inverse operations clear?

Flexibility:

Are methods adequately overloaded?

Convenience:

Are default values used when possible?

Example of Poor Naming

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```
class ItemList {
private:
// . . .
public:
void Delete(Item item);
// Take Item's node out of list and delete Item

void Remove(Item item);
// Take Item's node out of the list but do not
// delete Item

void Erase(Item item);
// Keep Item's node in List, but with no information
};
```

Hard to remember difference!

Tests for Adequacy of Usage

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Examine how objects of the class are used in different contexts (see below...)

Incorporate all operations that may be useful in these contexts... up to a point...

```
class Location {
private:
int xCoord, yCoord; //coordinates
public:
Location(int x = 0, int y = 0);
int xCoord(); //return xCoord value
int yCoord(); //return yCoord value
};

// usage:
Location point(100,100);
// shift point:
point = Location( point.xCoord()+5, point.yCoord()+10 );
```

It's so complex!

Revised Location Class

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```
class Location {
private:
int xCoord, yCoord; //coordinates
public:
Location(int x = 0, int y = 0);
int XCoord(); //return xCoord value
int YCoord(); //return yCoord value
void ShiftBy(int dx, int dy); // shift by relative coordinates
};

// Revised usage:
Location point(100,100);

point.ShiftBy(5, 10); // shift point
```

Least important, mostly easily changed aspect to be evaluated.

- poorly engineered designs lead to problematic implementations
- massaging a problematic implementation (without redesign) rarely produces any effective improvement
- it's only code... the issues here are primarily language syntax and semantics

Overly complex implementation may mean:

- class is not well conceived
- class has been given too much responsibility