



# Connascence

A stylized, dark grey leaf graphic with several pointed leaves, located in the top left corner of the slide.

# agenda

WHAT IS CONNASCENCE?

TYPES OF CONNASCENCE

BENEFITS OF CONNASCENCE

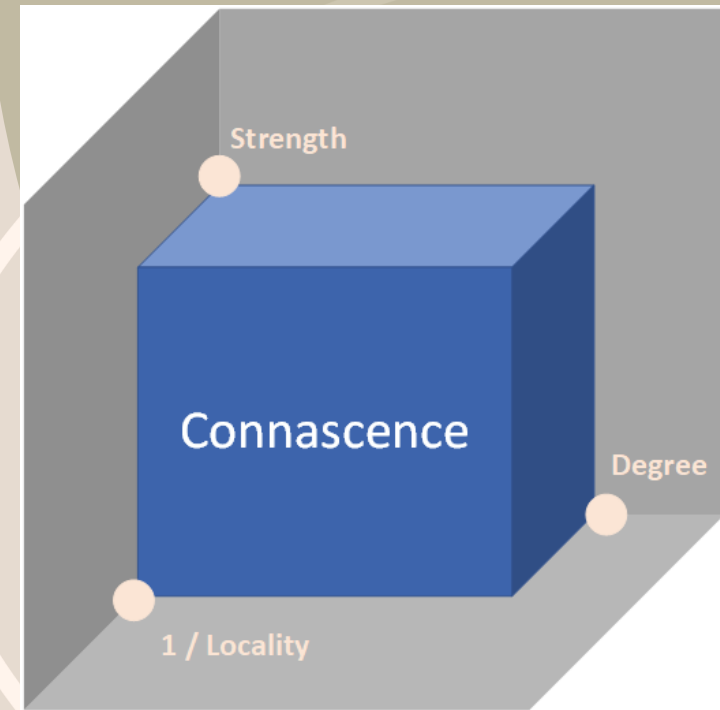
CLOSING THOUGHTS

# What is connascence?

A metric to allow reasoning about the complexity caused by dependency in object-oriented design.

invented by Meilir Page-Jones

Two components are connascent if a change in one would require the other to be modified in order to maintain the overall correctness of the system.



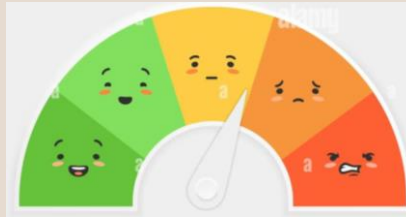
# What is connascence?

## Strength



Stronger if more likely to require compensating changes in connascent elements

## Degree



The degree of its occurrence - how many elements it affects

Might be acceptable to a small degree e.g. a function taking 2 args, but not so to a large degree, e.g a function taking 10 args

## Locality



Stronger forms of connascence are acceptable if the elements involved are closely related.

The same strength and degree of connascence will have a higher difficulty and cost of change, the more distant the involved elements are

# Types of Connascence

Name

Type

Meaning

Algorithm

Position

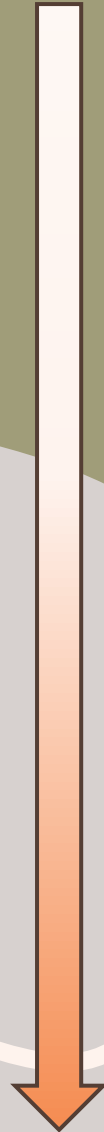
Execution Order

Timing

Value

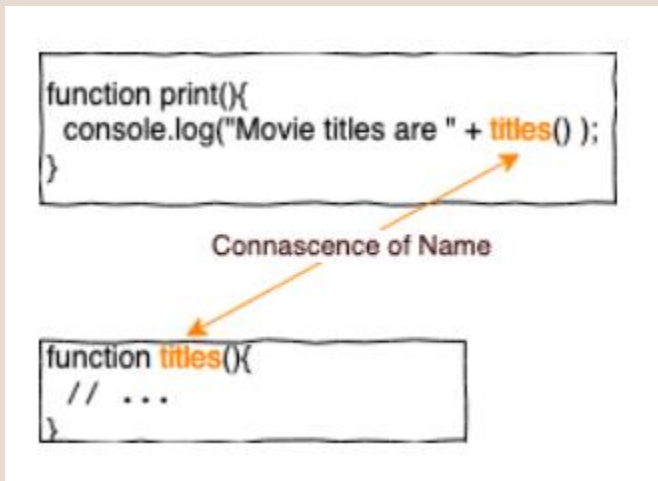
Identity

Manual Task



# Connascence of Name

Multiple components must agree on the NAME of an entity, e.g. method names – when the method name changes anything calling that method will need to change

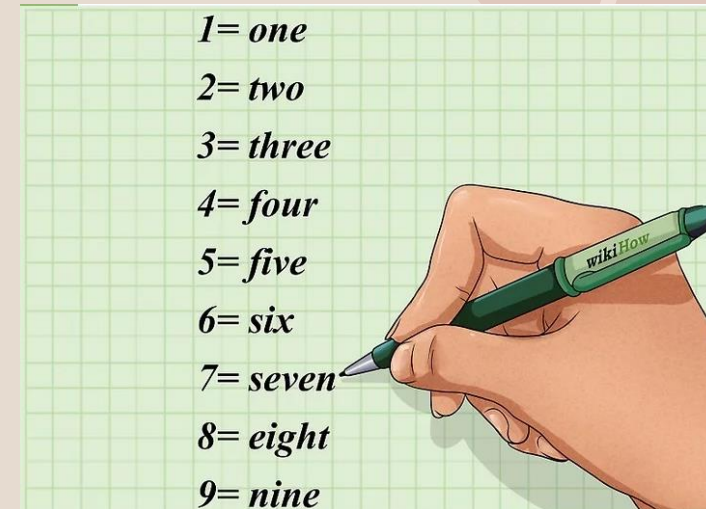


# Connascence of Type

Multiple components must agree on the TYPE of an entity, e.g. If a method changes the type of its argument from an integer to a string – anything calling that method needs to pass in a different argument

```
function printRentalStatement(){  
  const rentalDays = movieRentalDaysSince(new Date('2013-11-6'));  
  console.log('Movie rented for ${rentalDays} days');  
  // ...  
}  
  
function movieRentalDaysSince(date){  
  // ...  
}
```

Connascence of Type



# Connascence of Meaning

Multiple components must agree on the MEANING of particular values, e.g. returning integers 0 and 1 to represent false and true (also called connascence of convention)

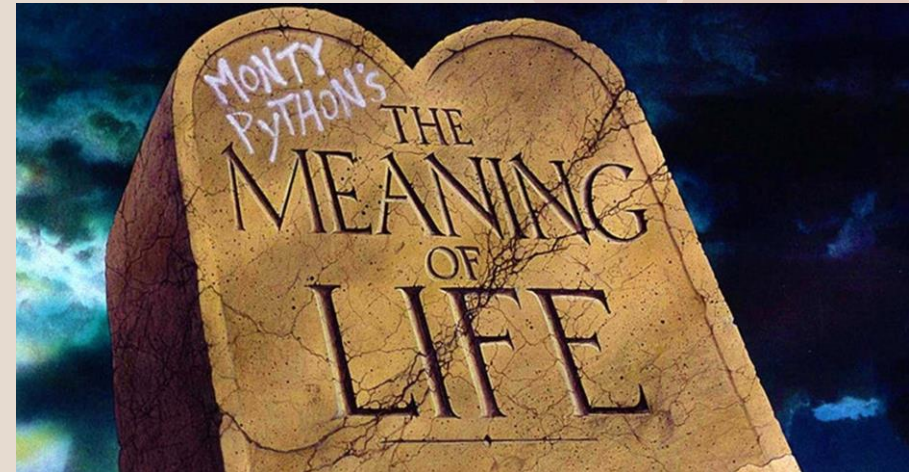
```
function printRentalStatement(){  
  // ...  
  let thisAmount = 0;  
  switch(movie.code) {  
    case "regular":  
      thisAmount = 2; break;  
    case "childrens":  
      thisAmount = 1.5; break;  
  }  
  if(thisAmount > 25){  
    // ...  
  }  
}
```

Connascence of Meaning

Connascence of Meaning

Connascence of Meaning

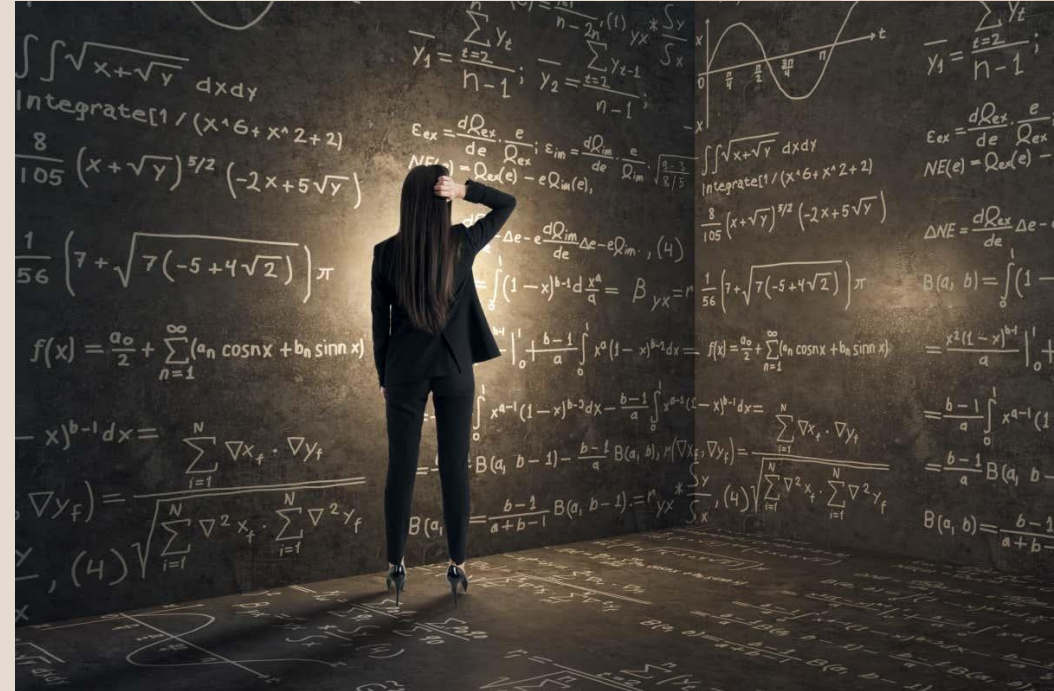
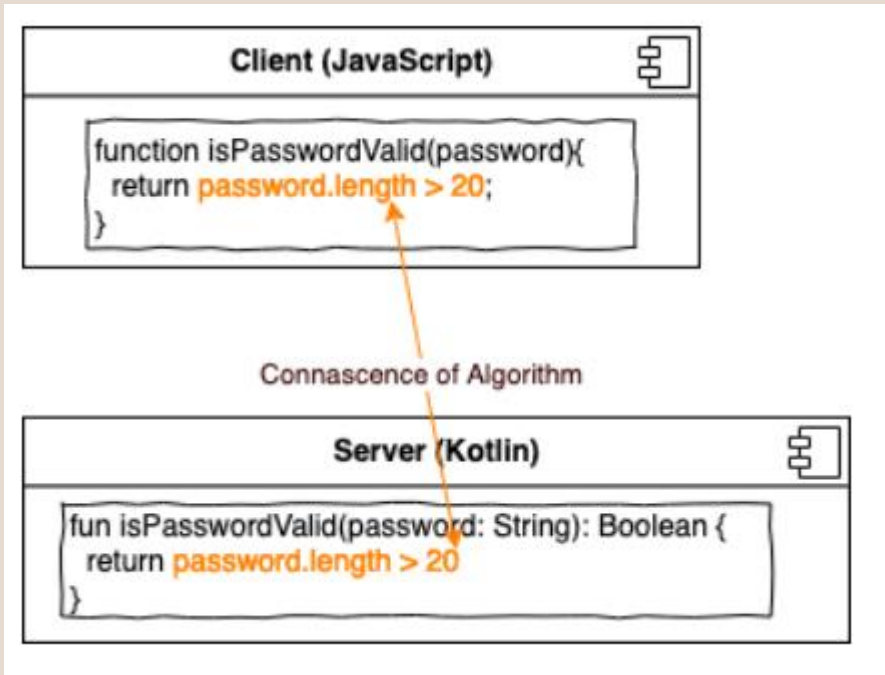
Connascence of Meaning





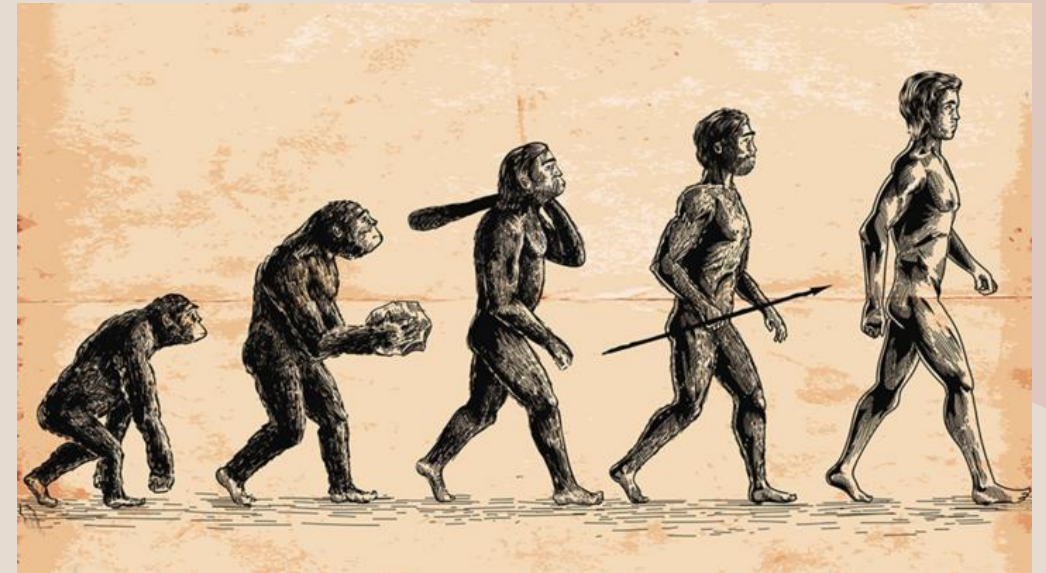
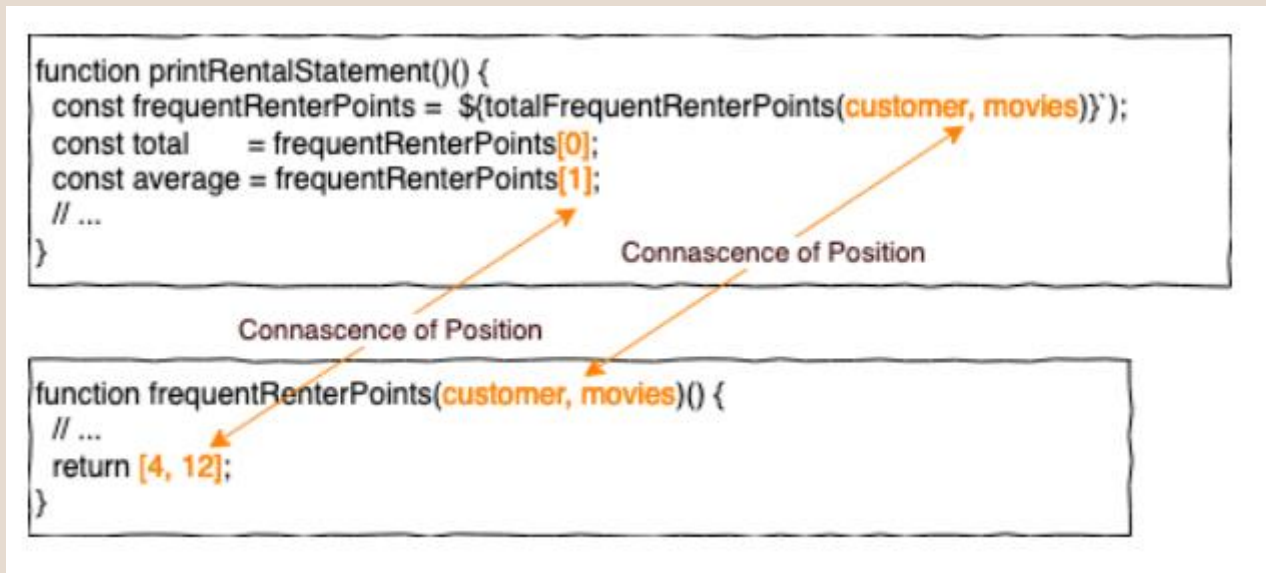
# Connascence of Algorithm

Multiple components must agree on a PARTICULAR ALGORITHM, e.g. Message authentication codes - both sides of the exchange must implement exactly the same hashing algorithm or the authentication will fail.



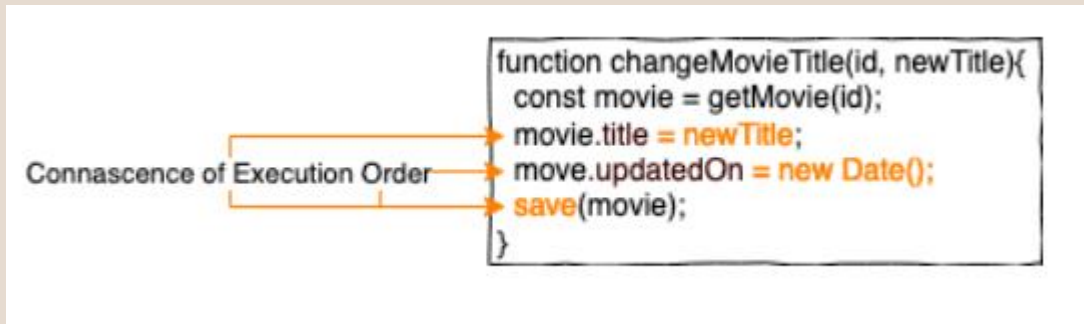
# Connascence of Position

Multiple components must agree on the ORDER OF VALUES, e.g. multiple parameters in method calls - both caller and callee must agree on the semantics of the first, second, etc. parameters



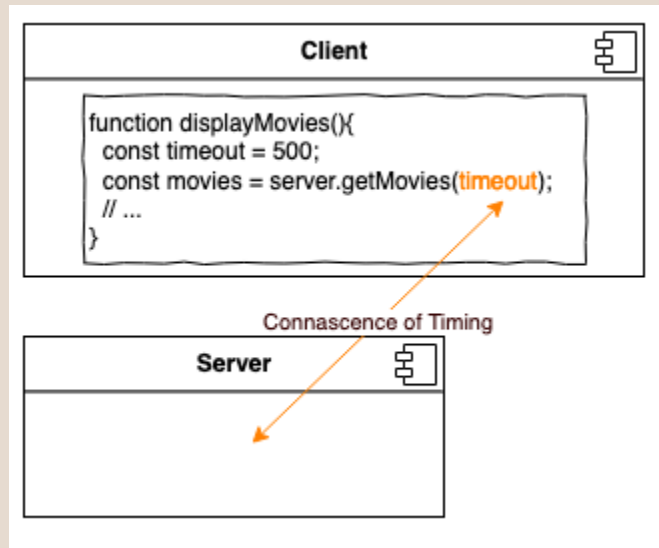
# Connasence of Execution Order

Multiple components must executed in a PARTICULAR ORDER, e.g. updating values of an object before saving them



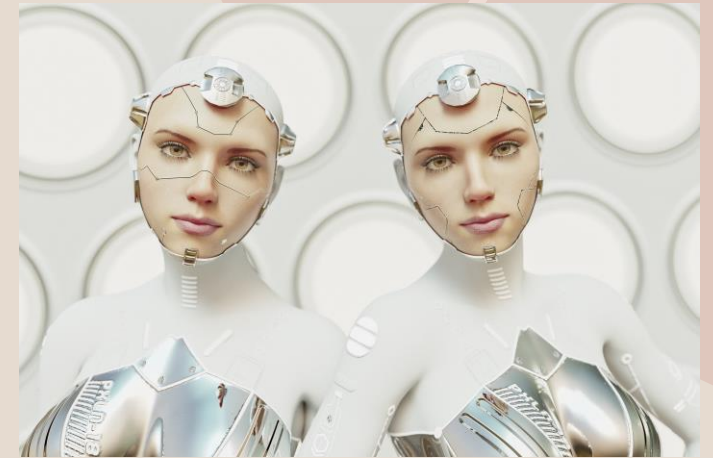
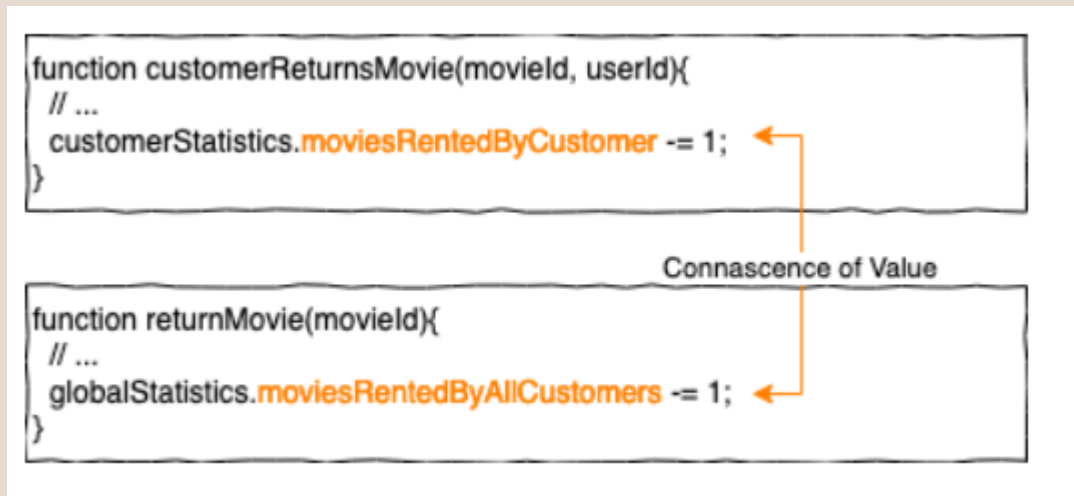
# Connascence of Timing

When the timing of the execution of multiple components is important, e.g. client expecting the server to respond after a certain timeout.



# Connascence of Value

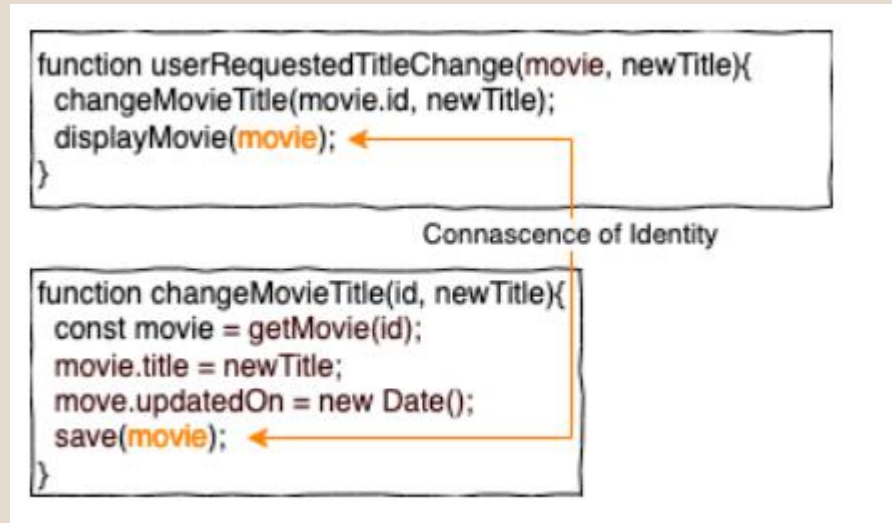
when an invariant (permanent condition) states that two or more VALUES must CHANGE SIMULTANEOUSLY.





# Connascence of Identity

Multiple components must REFERENCE the SAME ENTITY



# Connascence of Manual Task

When manual tasks need to be completed separately OUTSIDE the code as part of the functionality.



## STATIC

Can be discovered upon by examining the code

Name

Type

Meaning

Algorithm

Position

## DYNAMIC

Can be discovered only at runtime

Execution  
Order

Timing

Value

Identity

Manual  
Task



# Benefits of Connascence

- Will help to adhere to many other coding principles – perhaps reducing coupling and maximising cohesion being the biggest beneficiaries
- Helps avoiding code smells e.g. shotgun surgery (though many others)
- Promotes a good design and architecture – refactoring becomes a lot more straightforward, more easily extensible, encourages dependency flows in the right direction

# Closing thoughts....



# Thanks for listening!



References:

<https://www.maibornwolff.de/en/know-how/connascence-rules-good-software-design/>  
Richard Gross, 2023

Agile Technical Practices Distilled  
Alessandro Di Giola, Marco Consolaro, Pedro Moreira Santos, 2019

Wikipedia