

Software Design Principles: Next Steps

Review what you just learned in Software Design Principles

Congratulations! The goal of this unit was to introduce you to important software design principles used to engineer applications that are extensible, reliable, and maintainable.

Having completed this unit, you are now able to:

- Describe key concepts and activities in the software design process.
- Explain the role of OOP in system design.
- Relate important design patterns to problems that they solve.
- Explain each of the SOLID principles.

If you are interested in learning more about these topics, here are some additional resources:

- [UML Official Site](#)
- [Design Patterns by Refactoring Guru](#)
- [Clean Coders: Software Architecture](#)

Remember, you will put all of this knowledge into practice with an upcoming Portfolio Project. If you ever get stuck while working on the project, you can come back to this Unit and review what you have learned.

Learning is social. Whatever you're working on, be sure to connect with the Codecademy community in the [forums](#). Remember to check in with the community regularly, including for things like asking for code reviews on your project work and providing code reviews to others in the [projects category](#), which can help to reinforce what you've learned.