

3. KISS - Keep it Simple Stupid.

Design systems as simple as possible, but no simpler.

- Simplicity over cleverness
- Redundancy over complexity.
- Clarity over over-engineering.

KISS does not mean:

- Writing fewer lines at all costs.
- Avoiding design patterns.
- Avoiding abstraction completely.

KISS does mean:

- choosing the simpler solution that works.
- Avoiding unnecessary complexity.
- Solving today's problems cleanly.

Wrong Design

interface calculatorStrategy

```
int calculate (int a, int b);
```

} class Abstract implements calculateStrategy

```
public int calculate (int a, int b) {
```

```
    return a + b;
```

}

Eg. • use a screwdriver for screws.

• Don't bring power drill for ever task.

DRY \Rightarrow Avoid duplication.

KISS \Rightarrow Avoid unnecessary complexity.

Sometimes slight duplication (DRY violation) is better than complex abstraction (KISS).

KISS encourages writing simple, clear solutions that are easy to understand and maintain.

Correct Design

```
int result = a + b;
```