

## Basics

- Abstraction
- Encapsulation
- Polymorphism
- Inheritance

## Patterns

### Strategy

- Defines a family of algorithms, encapsulate each one, and makes them interchangeable.
- Let's the algorithm vary independently from clients that use it.

### Observer

- Defines a one-to-many dependency between objects, so...
- When one object changes state, all its dependents are notified and updated automatically.

## Principles

- Encapsulate what varies.
- Favor composition over inheritance.
- Program to interfaces, not implementations.
- Strive for loosely coupled designs between objects that interact.