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.