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| Phiên bản 1.0.0 |
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| Software Architecture and Clean Code Design in OOP |
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| Người lập tài liệu: Khổng Minh Mạnh |

# Danh mục thay đổi tài liệu

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| **STT** | **Nội dung thay đổi** | **Người thay đổi** | **Ngày** |
| 1 | Tạo mới tài liệu | ManhKM | 27/03/2022 |
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Section 1: Introduction

Section 2: SOLID Principles

Bài 3: SOLID principle overview.

Bài 4: Những tip và trick cải thiện kĩ năng

Đặt tốc độ ở 1, bật English Subs.

Bài 5: Open/Closed Principle

Bài 6: Liskov Substition Principle

Bài 7: Interface Segregation Principle

Bài 8: Dependency Injection Principle

Section 3: Object-oritented Architecture, Clean Code Design (Advanced)

Bài 9: Clean Code Architecture, Coupling, Cohesion

+ Which type is better?

Chart, bubble chart

Description automatically generated

Cohesion

Shape, circle

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Type of Cohesion

Diagram

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High vs low conhesion

Diagram

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Plugin Concept

Diagram

Description automatically generated

Plugin Substitution

Chart

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Use case review

Graphical user interface, application

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Bài 10: Tell, Don’t Ask Principle & Data Structures

Bài 11: Law of Demeter

Bài 12: Packaging Pricniples: p1 Cohesion Principles

Bài 13: Packaging Priciniples p2 Coupling Principles and Others

Section 4: GoF Design Pattern of Software Architecture in OOP

Section 5: TDD, BDD, ATTD

Section 6: Database Architecture from Scratch

Section 7: Web Development Design Patterns

Section 8: Exam DAO, Database, JDBC SQL.