**The One constant in software development is: **

* **No Matter where you work, what you’re building, or what language you are programming in, the one thing that will always be constant is change.**
* **No matter how well you design an application, over time an application must grow and change or it will die.**

**Design Principle:**

* **identify the aspects of your application that vary and separate them from what stays the same.**
* **Program to an interface, not an implementation**
* **Program to an interface really means program to a supertype**
* **HAS-A can be better than IS-A ( favor composition over inheritance).**

**The Strategy Pattern defines a family of algorithms encapsulates each one, and makes them interchangeable. Strategy lets the algorithm vary independently from clients that use it.**