Quote/Reference List

This page contains a list of quotes and references used throughout the course.

***Quotes***

**Introduction**

*"Good design adds value faster than it adds cost."*~ Thomas C. Gale

<http://hackersays.com/57ebd9>

**Single Responsibility Principle**

*"Any fool can write code that a computer can understand. Good programmers write code that humans can understand."*~ Martin Fowler

<https://www.goodreads.com/quotes/6341736-any-fool-can-write-code-that-a-computer-can-understand>

**Open/Closed Principle**

*"A good design is not the one that correctly predicts the future, it’s one that makes adapting to the future affordable."*~ Venkat Subramaniam

<https://twitter.com/venkat_s/status/561046784186015744>

**Liskov Substitution Principle**

*"If our designs are failing due to the constant rain of changing requirements, it is our designs that are at fault. We must somehow find a way to make our designs resilient to such changes and protect them from rotting."*~ Robert C. Martin

<https://books.google.com/books?id=hckt7v6g09oC&printsec=frontcover#v=onepage&q&f=false> (book)

**Interface Segregation Principle**

*"Perfection (in design) is achieved not when there is nothing more to add, but rather when there is nothing more to take away."* ~ Antoine de Saint-Exupery

<https://www.brainyquote.com/quotes/quotes/a/antoinedes103610.html>

**Dependency Inversion Principle**

*"Simplicity is prerequisite for reliability."*~ Edsger W. Dijkstra

<https://www.brainyquote.com/quotes/quotes/e/edsgerdijk204332.html>

**Summary**

*"Why do we never have time to do it right, but always have time to do it over?"*- Anonymous

<http://www.defprogramming.com/quotes-by/anonymous/>

***References***

**Single Responsibility Principle**

Martin, Robert C. Agile Software Development, Principles, Patterns, and Practices. 1st ed. Upper Saddle River, N.J.: Pearson Education, 2003. Print.

**Open/Closed Principle**

Meyer, Bertrand. Object-Oriented Software Construction. 1st ed. New York [u.a.]: Prentice Hall, 1995. Print.

**Liskov Substitution Principle**

Liskov, B.  Data Abstraction and Hierarchy, 1988.

**Interface Segregation Principle**

Martin, Robert C. Agile Software Development, Principles, Patterns, and Practices. 1st ed. Upper Saddle River, N.J.: Pearson Education, 2003. Print.

**Dependency Inversion Principle**

Martin, Robert C. Agile Software Development, Principles, Patterns, and Practices. 1st ed. Upper Saddle River, N.J.: Pearson Education, 2003. Print.