The Ten Design Commandments

1. Thou shalt keep it simple
2. Thou shalt not repeat code
3. Thou shalt obey the Single Responsibility Principle
4. Thou shalt minimize dependencies between modules
5. Thou shalt properly decompose thy programs
6. Thou shalt create high-quality abstractions through Good naming, Information hiding, and Avoiding primitive obsession
7. Thou shalt depend on abstract interfaces rather than concrete types
8. Thou shalt isolate the implementation of thy design choices, making it easier to repent of those choices in the future
9. Thou shalt write testable code
10. Thou shalt properly report and handle errors in thy code and not silently ignore them