

primitives objects

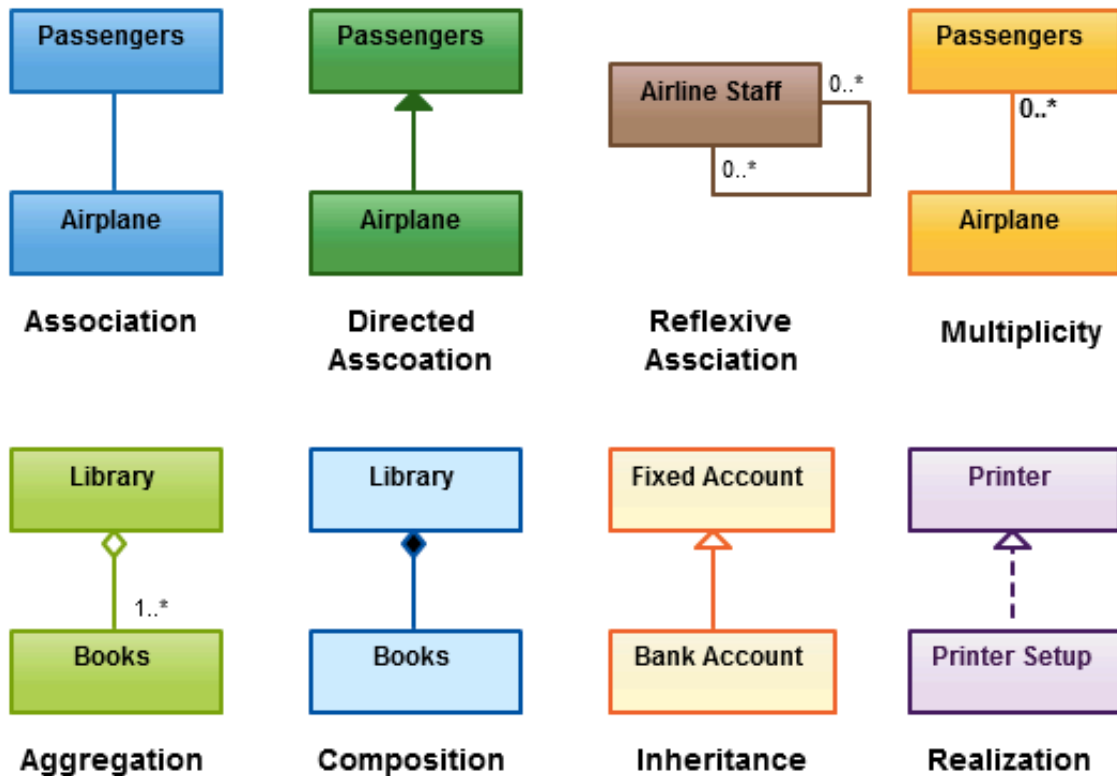
int 4 byte string

char 1 byte integer

long 8 byte

double 8 byte

boolean 1 byte



minimize dependencies

more dependencies-more complexity-possible problems - difficult maintain

reduce dependence:

1. encapsulation: information hiding
2. modularity: deviding each level of design into seperate parts