

II

Design

In this part of the book, we're going to raise our perspective slightly above coding issues and look at the principles of clean design. You'll still see plenty of code—but the level will continuously rise as each chapter goes by. We'll cover the basics of lower-level boundaries and systems, Kent Beck's rules of simple design, the SOLID principles, and the principles of component design.

Portions of the following chapters are edited and abridged excerpts from my books *Clean Craftsmanship* and *Clean Architecture*.