SOA (Service-Oriented Architecture) Principles

1. **Standardized Service Contracts**
   Services should follow a common set of design standards, making them consistent and easy to understand.

2. **Loose Coupling**
   Services should be minimally dependent on each other, allowing them to function independently and be modified without affecting others.

3. **Abstraction**
   The internal details of a service should be hidden from consumers while exposing only what is necessary through well-defined interfaces.

4. **Reusability**
   Services should be designed in a way that allows them to be used in multiple applications or business processes.

5. **Autonomy**
   Each service should have control over its own logic and resources, ensuring independent execution.

6. **Statelessness**
   Services should not retain client-specific information between requests, making them scalable and efficient.

7. **Discoverability**
   Services should be easily found and understood, often through service registries or metadata descriptions.

8. **Composability**
   Services should be designed to be combined to create larger, more complex applications.