10 Guidelines	Description
Write Short Units of Code	Limit code units to 15 LOCs because smaller units are easier to understand, reuse and test them
Write Simple Units of Code	Limit branch points to 4 per unit because makes units easier to test and modify
Write Code Once	Do not copy code because bugs tend to replicate at multiple places (inefficient and error-prone)
Keep Unit Interfaces Small	Limit the number of parameters to at most 4 because makes units easier to understand and reuse
Separate Concerns in Modules	Avoid large modules because changes in loosely coupled databases are easier to oversee and execute
Couple Architecture Components Loosely	Minimize the amount of code within modules that is exposed to modules in other components
Keep Architecture Components Balanced	Balancing the number of components ease locating code and allow for isolated maintenance
Keep your Codebase Small	Reduce and avoid the system size because small products are easier to manage and maintain
Automate Tests	Test your codebase because it makes development predictable and less risky
Write Clean Code	Avoid producing software with code smells because it is more likely to be maintainable in the future