

Strategic Design vs. Tactical Design

Levels of Design

- **High Level Design**
 - What are the major classes, what are the relationship between these classes, what are their responsibilities?
 - Systems, sub-system, components.
 - The direction we'd like to go knowing what we know now.
- **Tactical Design**
 - Very low level design
 - Specifics of classes — what are the methods, how many methods, what are the parameters the methods are going to take, what is the length of these methods going to be, the variable, properties.
 - Should certain classes be merged, or should classes be divided into two, etc.
- Tactical Design cannot be done early on in the strategic design phase.
 - We waste time.
 - We come up with decision that are irrelevant in the future, which will hurt us rather than help us moving forward.
- The most important decision is what decision to *not* make right now.
 - **Last Responsible Moment** → a moment beyond which we cannot make this decision and before which, we don't really need to.
 - Right decision at the right time needs to be taken.
- Don't do Big Up Front Design.
 - Enough, minimum, Up Front Design is good.

Purpose of Strategic Design

- Strategic Design is a very coarse grain, a very high level design.
- This is design that deserves to be maintained, enhanced, and evolved.
- A good designer creates a draft of a design.
 - Suggest classes etc, those can be evolved.

Purpose of Tactical Design

- Low level, fine-grain detail.
- Names of methods, classes, variables, how many parameters, etc.