Wrapping up

- Step 1: Everything in the class
- Step 2: Augmenting our model through delegation and composition
- Step 3: Defining contracts or templates
- Step4: Introducing Design Patterns

Guidelines found so far

- Data encapsulation

- Polymorphism

- Delegation vs Composition

- A class with a single responsibility

- Extends instead of modifying

- Depends on abstractions

Going further

Think DSP

https://greenteapress.com/wp/think-dsp/

SOLID Principles

UML

More Design Patterns

Think first, code later

Thanks

Questions?