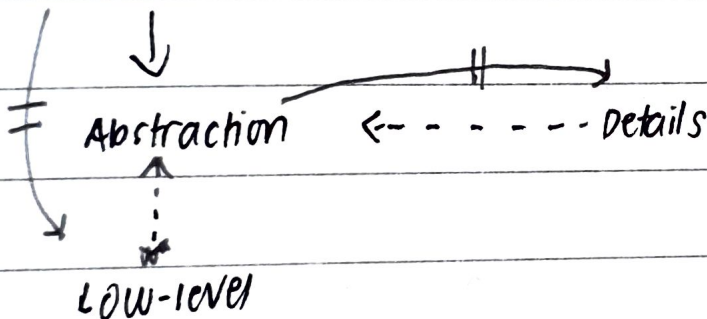


principle

Dependency Inversion

- 1) High-level modules should not depend on low-level modules. Both should depend on abstractions.
- 2) Abstractions should not depend on details. Details should depend on abstractions.

High-level



Ideal system:
incorporate new features
by extending the
system, not by modification
to existing code

Open-closed principle

- * Open for extension → adding new ~~interfaces~~ ^{methods}
- * closed for modification → hiding implementation details

Single-responsibility Principle

- * a class should only have one reason to change
- * class should have one responsibility to change.
- * systems should compose of many small classes, not few large ones