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| OOPs Design Principles | | |
| PINI (Programming for Interface not for Implementation) | | |
| This OOPs Design Principles says that Always program for the interface and not for implementation; this will lead to flexible code that can work with any new implementation of the interface. But hold on for a min and go through below lines!  An interface might be a language keyword and even an interface might also be a design principle. | | |
| WHERE ? | | * Use interfaces (the design principle) to decouple your own system from external system. It refers to loose coupling between modules or systems. * Use interfaces (the language keyword) if you have multiple concrete implementations. |
| HOW ? | * Always use interface type as a reference type. * Always use interface type as a return type. * Always use Interface Types as a method argument. | |