Glossary

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| Term/Phrase | Definition | Synonyms |
| Reason to change |  | Axis of change.  Responsibility. |
| Loose coupling |  |  |
| Rigidity | The system is not easy to change without changing many parts of the system. |  |
| Fragility | A change to one part of the system breaks seemingly unrelated parts of the system. |  |
| Immobility | A useful part of the system is not easy to use without also bringing along many other parts of the system. | Difficult to reuse. |
| Flexible |  |  |
| Robust |  |  |
| Maintainable |  |  |
| Portable |  | Reusable |
| Needless Complexity |  |  |
| Module |  |  |
| High-level |  |  |
| Low-level |  |  |
| Procedural |  |  |
| Policy |  |  |
| Mechanism |  |  |
| Utility |  |  |
| Cohesion |  |  |
| Coupling |  |  |
| Stability |  |  |
| Class Categories | Groups of classes that can be reused only in collaboration with each other. |  |
| Contravariance |  |  |
| Covariance |  |  |
| Invariance |  |  |