Notes part 13

Clean C++20. Ch. 6. Modularization
• information hiding
• strong cohesion
• loose coupling
• **SRP** – Single Responsibility Principle – similar to Separation of Concerns in database design
• **SLA** – Single Level of Abstraction
• **OCP** – Open-Closed Principle
• type erasure
• duck-typing
• **LSP** – Liskov Substitution Principle
• final specifier
• **RTTI** – run-time type information/identification
• **ISP** – Interface Segregation Principle
• **DIP** – Dependency Inversion Principle
• *Law of Demeter* – don't talk to strangers
– aspect-oriented software development
– separate interface from hidden implementatiton
• avoid anemic classes
• avoid static class members
• **BMI** – Built Module Interface file

Modern C++. Ch. 12. Modules
• Nice for reference

Advanced C++. Ch. 12. Modules
• Nice for reference

Exploring C++20. Ch. 43. Old-Fashioned "Modules"
• Nice for reference