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**BOUNDARIES (CHAPTER 8)**

**Using Third-Party Code.** It refers to the libraries frameworks or modules you use in your codebase, which can accelerate the development process and enhance the functionality of your system. The downside of using third-party code is that your system may become dependent and may introduce risks related to the availability, compatibility, stability.

**Exploring and Learning Boundaries.** When using a new third-party code, we usually try to learn it through documentation and deciding to experiment it in your system and its too time consuming to do that, instead write a test to explore the third-party code on which where you can use it and what is the limit of this third-party code you use.

**Learning Tests Are Better Than Free.** It is advantage to learn tests, you need anyways because you’ll use API. It can be beneficial when you use third-party packages you need to run a test if its compatible of what you need.

**Using Code That Does Not Yet Exist.** In this case you need to explore more about the unknown, where you don’t have enough idea but you need to apply it to your codebase system so that it will not block of your progress.

**Clean Boundaries.**