

- Summary: some design principles were listed
- 1) behavior which vary are isolated from class to multiple behavior classes
 - 2) programming is about relationships between behavior classes, implement their behavior
 - 3) behavior class plan for class not behavior on class relationship

Intro + strategy pattern

11 May 2023 10:07

Design Principles

1) Identify the aspects of your system that may vary and separate them from what stays the same

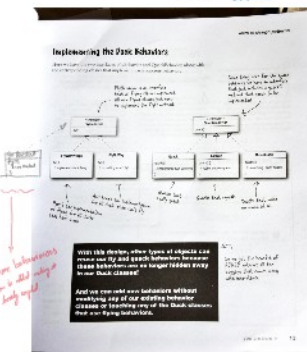
check class - **same**
check class - **vary**
check class - **same**
check class - **vary**

2) Program to an interface, not an implementation

At what time is the program to a specific interface or abstract class or interface. class is it not that abstract class and the way design is generally design coupled to each variable use it is of any concrete implementation of open type

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3) Increase composition over inheritance

has-a - relationship
is-a - relationship

Let's look how flying and quack behavior are composed into the right behavior. The approach is interchangeable behavior of behavior.

Behavioral Relationships

before is a family of behaviors
- interchangeable and use the same behavior
- interchangeable and use the same behavior
- interchangeable and use the same behavior

