OO Design:

Reusability - Preferences of which relationship to use

1st Pref. Identify classes and responsibilities;
each class uses other relevant classes (**delegation**) - **Helper** classes
-Dependency

2nd Pref. Association

3rd Pref. Composition

4th Pref. Inheritance (only if and when needed). Should not violate the "L" in SOLID

Substitutability - child objects (subclasses) should be substitutable for parent objects without breaking behaviors