* Strive for loosely coupled designs between objects that interact
* Encapsulate what varies
* Favor composition over inheritance
* Program to interfaces not implementation
* Classes should be open for extension but closed for modification
* Depend on abstractions. Do not depend on concrete classes.
* Classes should be open for extension, but closed for modification.
* Depend upon abstractions. Do not depend upon concrete classes. (Dependency Inversion Principle). Low level and high-level classes depends on abstractions.
* Principle of Least knowledge: talk only to your immediate friends.