



Principles

GOOD PROGRAMMING PRINCIPLES

Developers will love you if you stick to these basic principles.

DRY

Don't repeat yourself.

In software engineering, Don't Repeat Yourself (DRY) or Duplication is Evil (DIE) is a principle of software development aimed at reducing repetition of information of all kinds, especially useful in multi-tier architectures. The DRY principle is stated as:

“Every piece of knowledge must have a single, unambiguous, authoritative representation within a system”

Convention over Configuration

“Convention over Configuration (also known as Coding by convention) is a software design paradigm which seeks to decrease the number of decisions that developers need to make, gaining simplicity, but not necessarily losing flexibility.”

KISS

Keep it simple stupid

“The KISS principle states that simplicity should be a key goal, and that unnecessary complexity should be avoided.”

Source: *Wikipedia*