1. Intent first, language next
   1. Loyalty is towards project and not towards some jargon or technology
   2. Focus is on project
      1. Architecture first
         1. Entry point, I know exit point
         2. Fill up an excel sheet
         3. Broad idea
            1. regarding which part is loosely coupled
            2. lot of clarity regarding models.

This depicts the domain

This is a data type.

1. Nobody gets killed because of knowing more theory..
   1. Object oriented != just writing classes.
   2. We have to show interface usage
      1. 1 to 4.
   3. Relationship between classes
      1. Dependency
      2. Association
         1. Aggregation -- Mobile and Sim, Socket and IPAddress
         2. Composition --Mobile and Battery Process and Thread
      3. Inheritance
         1. Proving that super class features are accessible by subclass objects
         2. In super class thinking whether to make functions
            1. Non final or final.
         3. Runtime polymorphism
            1. Calling of some non final function
            2. By using super class reference
            3. Which function gets called depends on type of object that is being assigned
2. Function design ie we are deciding on function
   1. Thinking who is going to call it
   2. What does input indicate
   3. How does the caller know that function succeeded or function failed
3. Iteration starts and we can think of applying design patterns
   1. Don’t start with the pattern name.
   2. Write your scenario
   3. Think which patterns helps you in the scenario
   4. Implementing the design pattern
4. Performance
   1. Adjectives != performance
   2. Measure data and prove something is performing or something is not performing.
      1. Architecture..