<http://en.wikipedia.org/wiki/Category:Programming_principles>

Category:Programming principles

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This category describes laws or rules that according to their proponents are nearly universal truths in [software engineering](http://en.wikipedia.org/wiki/Software_engineering). For less general and/or less formal rules see [Category:Programming rules of thumb](http://en.wikipedia.org/wiki/Category:Programming_rules_of_thumb" \o "Category:Programming rules of thumb).

Pages in category "Programming principles"

The following 22 pages are in this category, out of 22 total. This list may not reflect recent changes ([learn more](http://en.wikipedia.org/wiki/Wikipedia:FAQ/Categories#Why_might_a_category_list_not_be_up_to_date.3F)).

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| --- | --- | --- |
| **A**   * [Abstraction principle (computer programming)](http://en.wikipedia.org/wiki/Abstraction_principle_(computer_programming)) * [Association (object-oriented programming)](http://en.wikipedia.org/wiki/Association_(object-oriented_programming))   **C**   * [Code smell](http://en.wikipedia.org/wiki/Code_smell) * [Command–query separation](http://en.wikipedia.org/wiki/Command%E2%80%93query_separation)   **D**   * [Defensive programming](http://en.wikipedia.org/wiki/Defensive_programming) * [Don't repeat yourself](http://en.wikipedia.org/wiki/Don%27t_repeat_yourself)   **F**   * [Fail-fast](http://en.wikipedia.org/wiki/Fail-fast)   **G**   * [Garbage in, garbage out](http://en.wikipedia.org/wiki/Garbage_in,_garbage_out) | **H**   * [Hybrid coupling](http://en.wikipedia.org/wiki/Hybrid_coupling)   **K**   * [KISS principle](http://en.wikipedia.org/wiki/KISS_principle)   **L**   * [Law of Demeter](http://en.wikipedia.org/wiki/Law_of_Demeter) * [Liskov substitution principle](http://en.wikipedia.org/wiki/Liskov_substitution_principle)   **O**   * [Open/closed principle](http://en.wikipedia.org/wiki/Open/closed_principle)   **P**   * [Principle of good enough](http://en.wikipedia.org/wiki/Principle_of_good_enough) * [Principle of least astonishment](http://en.wikipedia.org/wiki/Principle_of_least_astonishment)   **R**   * [Return early](http://en.wikipedia.org/wiki/Return_early) | **S**   * [Separation of concerns](http://en.wikipedia.org/wiki/Separation_of_concerns) * [Single responsibility principle](http://en.wikipedia.org/wiki/Single_responsibility_principle) * [Subject (programming)](http://en.wikipedia.org/wiki/Subject_(programming))   **U**   * [Uniform access principle](http://en.wikipedia.org/wiki/Uniform_access_principle)   **W**   * [Worse is better](http://en.wikipedia.org/wiki/Worse_is_better)   **Y**   * [You aren't gonna need it](http://en.wikipedia.org/wiki/You_aren%27t_gonna_need_it) |