SOFTWARE ENGINEERING PRINCIPLES

- Object-Orientation
 - Design Patterns
 - SOLID
- Functional
 - Immutability
 - Composition

- Architecture & Design
 - · Hexagonal/ports-and-adapters
 - Clean architecture
 - Domain-driven design
 - Design vs. implementation
 - Communication patterns

SOFTWARE ENGINEERING PRACTICES

SOFTWARE ENGINEERING PRINCIPLES

- Object-Orientation
 - Design Patterns
 - SOLID
- Functional
 - Immutability
 - Composition

- Architecture & Design
 - · Hexagonal/ports-and-adapters
 - Clean architecture
 - Domain-driven design
 - Design vs. implementation
 - Communication patterns