



Design Heuristics



1. Evaluate the preliminary software structure to reduce coupling and improve cohesion, by implosion (combining modules) and explosion (splitting modules).
2. Attempt to minimize high fan-out. Strive for high fan-in (shared modules) as depth increases.
3. Keep the **scope of effect** of a module within the **scope of control** of that module.
4. Evaluate module interfaces to reduce complexity and redundancy and improve consistency.
5. Strive for single entry single exit modules. Avoid problematical (or pathological) connections.