

# Duplication

**May not be always the evil**

- True duplication
  - all instances have the same change always simultaneously, and necessarily
- False or accidental duplication
  - all instances change at different rates, and for different reasons

# Boundaries

**Drawing lines between things that matters and things that don't**

- Boundary lines between the core business rules and irrelevant plugins
  - the GUI and the business rules
  - the GUI and the database
- Boundary is often drawn across the inheritance relationship
- Dependency arrows across boundary lines
  - From lower-level details to higher-level abstractions
  - Always toward the core business