Policy and Level

Software systems are statements of policy

- Policy
  - A computer program is a detailed description of the policy by which inputs are transformed into outputs
  - Policy can be broken down into smaller policies
  - Policies regroup (into components) based on the ways that they change (e.g., reason, time, *level*) - SRP and CCP
- Level - measure the distance of policy from inputs and outputs
  - The farther a policy from inputs/outputs, the higher its level
  - Higher level policy tends to be stable

Business Rules

The most independent and reusable code in the system

- Rules & procedures to make / save the money
- Entity - an object or software module with high-level concepts
  - Having a set of *Critical Business Rules* operating on *Critical Business Data*
  - The interface of entity consists of the functions that implement the Critical Business Rules that operate on that data
- Use Case - application-specific business rules describe low-level concepts
  - Input, output, and the steps to produce output
  - How and when the critical business rules within the entities are invoked
- High-level entities know nothing of low-level use cases; instead use cases must know about the high-level entities