The Common Reuse Principle
Don't depend upon things you don't need

- Don't force users fo a component to depend on things they don't need

- Classes in a component should be inseparable

  - The classes should be tightly bound to each other

  - It impossible for the user to depend on some and not on the others

- ___ advises us not to depend on ___ that have ___ we don't need

  - ISP: … classes … methods …

  - CRP: … components … classes …

Tension Diagram for Component Cohesion

- Inclusive principle: larger component

  - REP

  - CCP

- Exclusive principle: smaller component

  - CRP

- Projects evolve from right to left, roughly

  - Early stage: develop-ability over reusability

  - Late stage: reusability over develop-ability