

4 Design Principles

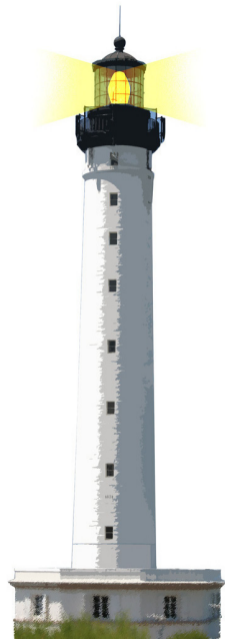
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WXSYY



<http://www.pharo.org>



"Dady" Kent Beck

- Extreme Programming
- Agile Manifesto
- Test-Driven Development



The 4 Design Principles

1. Passes the tests
2. Reveals intention
3. No duplication
4. Fewest elements



I. Passes the Tests

- your code must work as intended
- the tests make sure that's always true



II. Reveals Intention

- the code must be easy to understand
- always remember that:
 - you spend most of your time reading/browsing code
 - if you can't understand, you can't modify



III. No duplication ("aka." D.R.Y.)

- Don't **R**epeat **Y**ourself
- say things "Once and only once"
- create abstractions



IV. Fewest Elements ("aka." no over-engineering)

- don't design future requirements
- you don't know what you will need tomorrow, don't design for it today
- this only makes code harder to change



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