

Originality is Overrated: OO Design Principles

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Lecture Goals

- Review material from Chapter 8 of the OO A&D textbook
 - Object-Oriented Design Principles
 - Open-Closed Principle
 - Don't Repeat Yourself
 - Single Responsibility Principle
 - Liskov Substitution Principle
 - Aggregation and Composition, Revisited
 - Discuss the examples in Chapter 8
 - Emphasize the OO concepts and techniques encountered in Chapter 8

Originality is Overrated

- Corollary: “Only Steal from the Best” — various sources
- OO A&D has been performed in various forms and in various contexts for nearly 40 years
 - Over that time, designers have developed a set of principles that ease the task of creating OO designs
 - If you apply these principles in your own code, you will be “stealing” from the best that the OO A&D community has to offer
 - The same is true of Design Patterns