

# List of OO Principles

- Encapsulate what varies
- Favor composition over inheritance
- Program to an interface, not an implementation
- Strive for loosely coupled designs between objects that interact
- Classes should be open for extension, but closed for modification
- Depend on abstractions. Do not depend on concrete classes
- Only talk to your friends
- Don't call us, we'll call you
- A class should have only one reason to change

# List of OO Basics

- Abstraction
- Encapsulation
- Polymorphism
- Inheritance