**Object-Oriented Principles for CSSE220**

1. Structure your program **around the data** that needs storing
    a. Nouns become your classes, operations become their methods

2. Your structure needs to **function correctly**
    a. Every class must have access (directly or indirectly) to the data it needs to complete its operations
    b. Usually this means the problem must be modeled correctly
    c. Data should also not be duplicated

3. Functionality should be **spread** throughout the system
    a. No single part of the system should get too large
    b. Each class should have a single responsibility it accomplishes

4. **Minimize dependencies** between objects when you can
    a. Ask don't tell
    b. Don't have message chains

5. **Don't duplicate** code
    a. Similar "chunks" of code should be unified into functions
    b. Classes with similar features should be given common interfaces
    c. Classes with similar internals should be simplified using inheritance