Core Principles

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Abstract

Presentation introducing core principles series.

It is worth clarifying what we mean by a principle.

Principle

From Merriam-Webster online; 'a rule or code of conduct'

In this series I take a look at the following principles.

Principles

- Design by Subtraction

- YAGNI (You Ain't Gonna Need It)

- DRY (Don't Repeat Yourself)

- Interface Fragility

- Confident but Humble

- If you don't have a problem, you don't have a job

- You learn best from failure

- The ratchet rule

- Best practice is guidance, not commands

- Small steps can mean big problems

- It's easier to criticize than to create.

Design by Subtraction

You Ain't Gonna Need It

> **Author Note**
>
> Double edged sword. Sure you want to avoid writing code you may not need, but adhering to this advice compulsively can lead to poor design and ultimately a LOT of rework.
> As with so much, "it depends" and this is something that separates experienced professionals from the herd.

Don't Repeat Yourself

> **Author Note**
>
> Double edge sword. Over application can lead to poor coupling in your design.

Interface Fragility

Confident but Humble

If you don't have a problem

You learn best from failure

The Ratchet Rule

Best Practice is Guidance

Small Steps, Big Problems