

# Principle of Least Knowledge (pages 273-277)

Guides us to reduce interactions between objects to a few close friends

Talk only to your friends

An object should only invoke methods belonging to:

The object itself

Objects passed in as a parameter

Objects that it instantiated

Components of the object

## Principle of Least Knowledge (pages 273-277)

When designing a system be careful of the number of classes an object interacts with

When there are lots of dependencies your system can become fragile ... costly and complex to maintain

We'll see this again when we cover the Adapter and Façade patterns

For now ... read the paper *The Paperboy, the Wallet...*

# Principle of Least Knowledge

Also known as Law of Demeter

Proposed at Northeastern University towards the end of 1987

<http://www.ccs.neu.edu/home/lieber/LoD.html>

Also ... Wikipedia

[https://en.wikipedia.org/wiki/Law\\_of\\_Demeter](https://en.wikipedia.org/wiki/Law_of_Demeter)

# Law of Demeter

