

Explain the types of software design strategies available.

Types of software design strategies:

1. **Modular Design:** This approach breaks down a system into smaller, independent modules, each with a well-defined interface. The goal is to make each module easy to understand, develop, test, and maintain.
2. **Object-Oriented Design:** This approach organizes software components into objects that have properties, methods, and relationships with other objects. The goal is to create reusable, flexible, and maintainable software components.
3. **Data-Driven Design:** This approach focuses on the data structures used in a software system. The goal is to ensure that the data is organized and processed efficiently and effectively.
4. **Event-Driven Design:** This approach focuses on how events trigger actions in a software system. The goal is to create a system that can respond to a variety of events in real-time.
5. **Component-Based Design:** This approach involves creating software components that can be reused across multiple systems. The goal is to increase software reuse, reduce development time and costs, and improve software quality.
6. **Service-Oriented Design:** This approach involves breaking down a software system into smaller, reusable services that can be accessed over a network. The goal is to create a system that is more flexible, scalable, and interoperable.
7. **Model-Driven Design:** This approach involves using models to represent the design of a software system. The goal is to create a system that is easier to understand, modify, and maintain.

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