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.

Explain the types of software design strategies available.