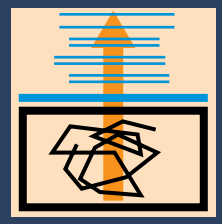
Hiding vs Dividing



must control complexity → hide the implementation → black box abstraction → mapping decisions show through

↳ must let clients control mapping decisions

↳ "If you can't conquer at least divide"

↳ divide what from what?