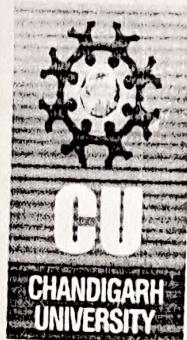


CHANDIGARH UNIVERSITY



Subject: System Design

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Assignment No.: 1

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Question 1: Explain the role of interface and enums in software design with proper example

Solution: Role of interface in software Design

• Definition of Interface

- * An interface is blueprint that define contract for classes
- * It specifies what method a class must implement, but not how those method are implemented.
- * In system design terms, an interface represents behavioral abstraction.

• Why Interface Are Important in System Design

Interface are used to achieve the following design goals:

1) Abstraction

- Hides implementation details
- Exposes only essential behavior

2) Loose coupling

- High level modules depend on interface, not concrete class
- changes in implementation do not affect the system

3) Scalability

- New implementation can be added without modifying existing code

4) Multiple inheritance

- Language like Java allow multiple inheritance using interfaces

5) Testability

- Mock or fake implementation can be used for testing.

Example

```
interface payments {  
    void pay (double amount);  
}  
  
class CreditCardPayment implements Payment {  
    public void pay (double amount) {  
        System.out.println ("Paid using credit card : " +  
            amount);  
    }  
}  
  
class UPISPayment implements Payment {  
    public void pay (double amount) {  
        System.out.println ("Paid using UPI : " +  
            amount);  
    }  
}  
  
public class PaymentImplementation {  
    public static void main (String [] args) {  
        Payment payment = new UPISPayment();  
        payment . pay (500);  
    }  
}
```

- Rules :
 - ① used in API design
 - ② used in microservice communication
 - ③ supports Dependency injection
 - ④ follows open - closed principle
 - ⑤ Interface enable contract first design which is critical in large systems.

Role of Enums in software Design

An enum (enumeration) is data type that represent a fixed set of predefined constant values.

Enums ensure that only valid values are used in a system

why Enums are important

* Enums helps in:

- ① Data Integrity
 - prevent invalid or unexpected values
- ② Readability
 - code becomes self-explanatory
- ③ Maintainability
 - centralized definition of constants
- ④ Elimination of magic strings
 - avoids hard-coded strings like "delivered", "DELIVERED", "delivered".

problem without Enums

string status = "Delivered"; } → syntactically it is correct but may lead to logical error and system failure.

Example (order processing system)

```
enum OrderStatus {  
    CREATED,  
    SHIPPED,  
    DELIVERED,  
    CANCELLED  
}
```

```

order status    status = orderstatus.SHIPPED;
switch (status) {
    case CREATED:
        System.out.println ("Order placed");
        break;
    case DELIVERED:
        System.out.println ("Order delivered");
        break;
}

```

Enums are commonly used in

- Order status tracking
- Payment state management
- User roles (ADMIN, USER, GUEST)

Interface

- ✓ Define behavior
- ✓ Abstraction
- ✓ Contracts
- Architecture design

System Role

- ✓ More flexibility

Enums

- ✓ Define fixed values
- ✓ Data integrity
- ✓ Used for states |
(constants)
- ✓ Workflow control
- System Role
- ✓ less flexibility.

Question 2 Discuss how interfaces enable loose coupling with suitable example.

Solution: In software design, loose coupling is a key design principle that helps in building flexible, scalable, and maintainable systems. Interfaces play a major role in achieving loose coupling by separating what a system does from how it is implemented.

Meaning of loose coupling

- ✓ Components of a system have minimum dependency on each other
 - ✓ Changes in one component do not force changes in other components
 - ✓ Components can be replaced or modified independently.
- * loose coupling is essential in system design, microservices, APIs and enterprise application

Role of Interfaces in Achieving loose coupling

An interface acts as middle layer (onstreet) between two components. Instead of one class depending directly on another class we design one class depending on an interface. This removes tight binding between components

Example

① Tightly coupled Design (without Interface)

class PaymentService {

 creditCardPayment payment = new CreditCardPayment();

 void processPayment (double amount) {

payment . pay (amount);

}

{
problem with this design:

- ① payment service is tightly bound to credit card payment
② Adding up I or wallet require code modification
③ Violates open closed principle
④ Difficult to test and extend

Solution loose coupling using Interface

interface Payment {

 void pay (double amount);

class CreditCardPayment implements Payment {

 public void pay (double amount) {

 System.out.println ("Paid using credit card " + amount);

class UPIPayment implements Payment {

 public void pay (double amount) {

 System.out.println ("Paid using UPI: " + amount);

}

{
class PaymentService {

 private Payment payment;

```
PaymentService (Payment payment){  
    this.payment = payment;  
  
    void processPayment (double amount){  
        payment.pay(amount);  
    }  
  
    Payment payment = new UPIPayment(1);  
    PaymentService service = new PaymentService (Payment)  
    service.processPayment (50);
```

Hence we can see payment service depends
on interface, not implementation

payment method can be changed without modifying
service code