3.2. Principis de Disseny: S.O.L.I.D.

Principis de disseny [Robert C. Martin 98]:

- **S**: Single Responsability Principle

- **O**: Open-Close Principle

- **L**: Liskov Substitution Principle

- **I**: Interface Segregation Principle

- **D**: Dependency Inversion Principle

Article resum de R.C. Martin (fins la pàgina 18)

Agile Software Development, Principles, Patterns, and Practices

3.2. Principis de Disseny: S.O.L.I.D.

Principis de disseny [Robert C. Martin 98]:

- **S**: Single Responsability Principle

  "One class should have one and only one responsibility"

- **O**: Open-Close Principle

  "Software components should be open for extension, but closed for modification"

- **L**: Liskov Substitution Principle

  "Derived types must be completely substitutable for their base types"

- **I**: Interface Segregation Principle

  "Clients should not be forced to implement unnecessary methods which they will not use"

- **D**: Dependency Inversion Principle

  "Depend on abstractions, not on concretions"

Transparències de teoria (des de la transparència 31)

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