# System Design

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## DRY

## SOLID

Good reference from MSDN: [Link](https://learn.microsoft.com/en-us/archive/msdn-magazine/2014/may/csharp-best-practices-dangers-of-violating-solid-principles-in-csharp" \l "the-single-responsibility-principle)

### Single Responsibility Principle

An object should only have one reason to change

*public IList<IList<Nerd>> ComputeNerdClusters(*

*List<Nerd> nerds,*

*IPlotter plotter = null) {*

*...*

*foreach (var nerd in nerds) {*

*...*

*if (plotter != null)*

*plotter.Draw(nerd.Location,*

*Brushes.PeachPuff, radius: 10);*

*...*

*}*

*...*

*}*

The above code 1. Computes nerd cluster and 2. Draws the cluster.

### Open-Closed Principle

Open for extension, closed for modification. Ability to add new functionality without changing existing code. New functionality should be implemented by adding new classes, attributes and methods instead of changing the current ones.

*void DrawNerd(Nerd nerd) {*

*if (nerd.IsSelected)*

*DrawEllipseAroundNerd(nerd.Position, nerd.Radius);*

*if (nerd.Image != null)*

*DrawImageOfNerd(nerd.Image, nerd.Position, nerd.Heading);*

*if (nerd is IHasBelt) // a rare occurrence*

*DrawBelt(((IHasBelt)nerd).Belt);*

*// Etc.*

*}*

**Corrected Code**

*readonly IList<IRenderer> \_renderers = new List<IRenderer>();*

*void Draw(Nerd nerd)*

*{*

*foreach (var renderer in \_renderers)*

*renderer.DrawIfPossible(\_context, nerd);*

*}*

### Liskov Substitution Principle

S is a subtype of T, then objects of type T may be replaced with objet of type S

Derived type must be completely substitutable for their base types

It’s a definition of a subtyping relation, called (string) behavioral subtyping.

Example in github

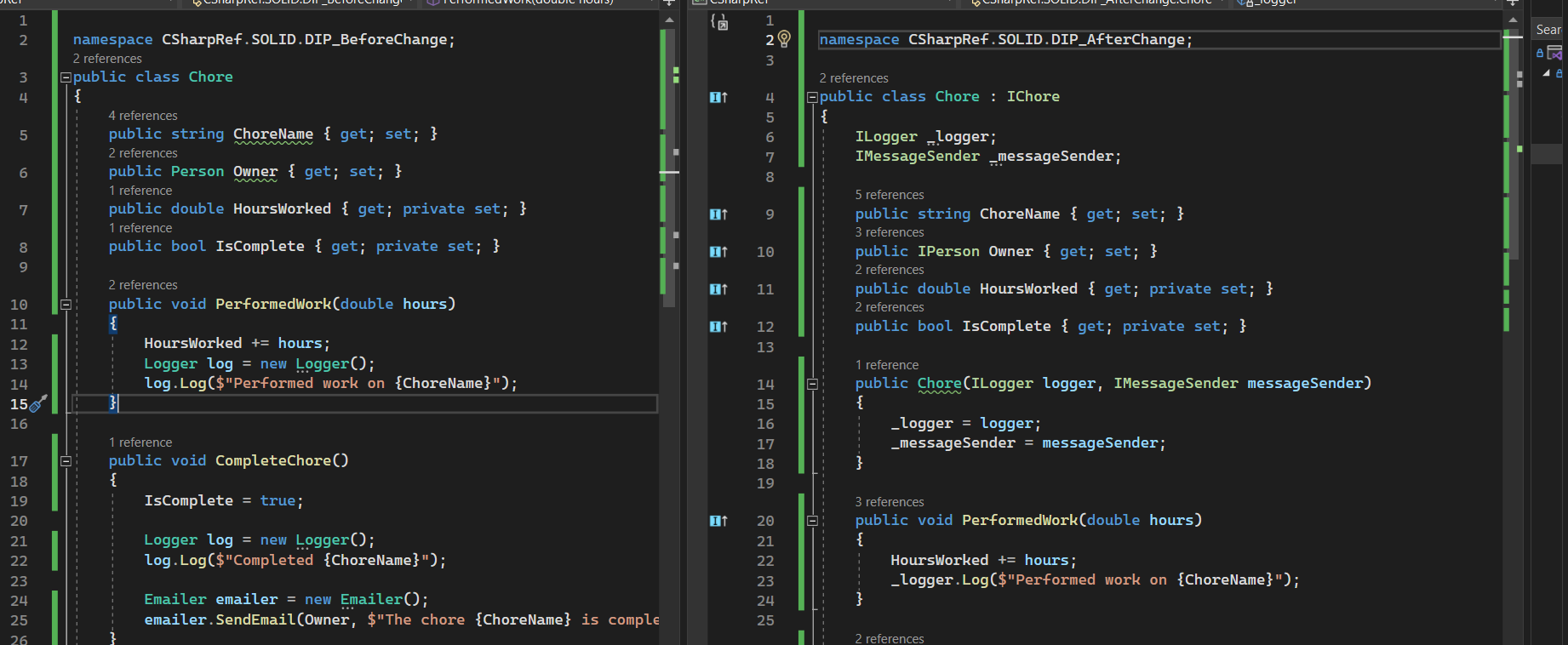
### Interface Segregation Principle

Each interface should have a specific purpose. You shouldn’t be forced to implement an interface when your object doesn’t share that purpose.

### Dependency Inversion Principle

High-level modules should not depend on low-level modules. Both should depend on abstractions. Abstractions should not depend on details. Details should depend on abstractions.

Example in github



## Design Pattern

### Creational Patterns

These patterns provide various **object creation mechanisms**, which increase flexibility and reuse of existing code.

#### Factory Method

#### Abstract Factory

#### Builder

#### Prototype

#### Singleton

### Structural Patterns

These patterns explain **how to assemble** objects and classes into larger structures while keeping these structures flexible and efficient.

#### Adapter

#### Bridge

#### Composite

#### Decorator

#### Facade

#### Flyweight

#### Proxy

### Behavioral Patterns

These patterns are concerned with **algorithms and the assignment of responsibilities between objects**.

#### Chain of Responsibility

#### Command

#### Iterator

#### Mediator

#### Memento

#### Observer

#### State

#### Strategy

#### Template method

#### Visitor

## Microservices

## Kubernates

## Docker

## High Level

## Low Level