## **SOLID Principles Evaluation Report**

**Project Name**: Live Betting Application - Bulletin Management

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## 1. Single Responsibility Principle (SRP)

**Definition**: Each class should have only one reason to change, meaning it should only have one job/responsibility.

### Did I follow this principle before the updates?

 $\square$  Yes  $\square$  Partially  $\square$  No

### **Good Implementation(s):**

- 1. <u>Class Name(s):</u> WrongArgumentException, MissingArgumentException <u>Responsibility:</u> Handle errors for specified cases.
- 2. <u>Class Name(s):</u> ApiExceptionHandler

  <u>Responsibility:</u> Single responsibility of handling exceptions globally

#### **Violations and Issues**

1. Class Name(s): ScheduledTasks Class

<u>Explanation:</u> Multiple Responsibility: Updating info every second, generating valid odd values.

<u>How to improve:</u> Move generateValidOdds() function to EventService to keep business logic in one file.

<u>Did I apply the improvement:</u> YES

### 2. <u>Class Name(s):</u> EventService Class

Explanation: Multiple Responsibility: Validation, Odds Generation, Conversion

<u>How to improve:</u> Create and move different functions into different service files

Did I apply the improvement: YES

Extra notes: After applying the suggested improvements, AI is telling me

'EventValidationService' is handling two jobs: validation and update. However I do not know how to separate them.

### 3. <u>Class Name(s):</u> ScheduledTasks

Explanation: Handling scheduling and updating

<u>How to improve</u>: A new service file can be created to have the responsibilty of updating event odds which will be called by scheduler.

<u>Did I apply the improvement:</u> YES

## SRP Compliance Score Given by AI After the Updates: 6/10

## SRP Compliance Score Given by AI After the Updates: 10/10

## 2. Open/Closed Principle (OCP)

**Definition**: Classes should be open for extension but closed for modification.

### Did I follow this principle?

☐ Yes ☐ Partially ☐ No

### **Good Implementation(s):**

- 1. <u>Class Name(s):</u> ApiExceptionHandler (@ControllerAdvice)
  <u>Explanation:</u> Controller advice is open for extension. New exceptions can be easily added.
- 2. <u>Class Name(s)</u>: EventErrorResponse
  <u>Explanation</u>: Consistent response stucture

#### **Violations and Issues**

- <u>1. Class Name(s):</u> EventValidationService >> validateAndApplyUpdates() <u>Explanation:</u> Hard-coded field handling - closed for extension <u>How to improve:</u> Do validation in different class or function so that in the future developers can handle codes without needing to change the main code. <u>Did I apply the improvement: NO</u>
- 2. <u>Class Name(s)</u>: EventValidationService >> validateRequiredFields()
  <u>Explanation</u>: If conditions are making the code more difficult for extensions.
  <u>How to improve</u>: Add new validators by implementing `RequiredFieldValidator`
  <u>Did I apply the improvement</u>: NO
- <u>3.</u> <u>Class Name(s):</u> EventValidationService

<u>Explanation:</u> Single class handles all validation types - not extensible. - Cannot plug in new validation rules without modifying the core class

<u>How to improve:</u> Split into separate validation strategies managed by a central orchestrator to make it extensible. Replace hard-coded field updates with a handler system for dynamic field processing. Use a result object to simplify adding new validation rules. `EventValidationService` split into separate validation strategies managed by a central orchestrator to make it extensible. Replace hard-coded field updates with a handler system. Use a result object to simplify adding new validation rules.

`EventValidationService`

<u>Did I apply the improvement:</u> NO

### 4. Class Name(s): ApiExceptionHandler

<u>Explanation:</u> The limitation in \*\*`ApiExceptionHandler`\*\* arises because each exception type (e.g., , ) is handled in separate methods, resulting in duplicated code and inconsistency in handling `WrongArgumentException``MissingArgumentException` <u>How to improve:</u> 1. Add a more reusable exception-handling mechanism to cover multiple exception cases uniformly

<u>Did I apply the improvement:</u> YES

## SRP Compliance Score Given by AI After the Updates: 7.5/10

## 3. Liskov Substitution Principle (LSP)

**Definition**: Objects of a superclass should be replaceable with objects of its subclasses without altering the correctness of the program.

## Did I follow this principle?

☐ Yes ☐ Partially ☐ No

### **Good Implementation(s):**

- 1. <u>Class Name(s):</u> ApiExceptionHandler and it's child classes <u>Explanation:</u> Controller advice is open for extension. New exceptions can be easily added.
- 2. Class Name(s): EventErrorResponse
  Explanation: Extends Spring Data's JpaRepository<Event, Integer> interface. Any other
  JpaRepository implementation could be swapped in and all callers would still work

## LSP Compliance Score Given by AI After the Updates: 10/10

## 4. Interface Segregation Principle (ISP)

**Definition:** Clients should not be forced to depend on interfaces they do not use; many client-specific interfaces are better than one general-purpose interface.

### Did I follow this principle?

☐ Yes ☐ Partially ☐ No

### **Good Implementation(s):**

- 1. <u>Class Name(s):</u> JpaRepository usage (EventRepository)
  <u>Explanation:</u> JpaRepository already splits read-only and write operations through smaller interfaces (CrudRepository, PagingAndSortingRepository).
- 2. Class Name(s): OddsGeneratorService Explanation: Exposes a single, well-focused method generateValidOdds()

#### Violations and Issues

#### <u>1. Class Name(s):</u> EventService

<u>Explanation</u>: Despite the refactor, the service still couples CRUD, conversion, and validation logic. Consumers requiring only read operations are forced to depend on the entire service.

<u>How to improve:</u> Create separate interfaces like EventReader (for getAllEvents/getEventById) and EventWriter (for save/update operations).

<u>Did I apply the improvement:</u> NO

#### 2. Class Name(s): EventValidationService

<u>Explanation:</u> Provides multiple unrelated validation helpers (validateEventId, validateOddRange, etc.). If another component needs only ID validation it must still depend on odds checks.

<u>How to improve:</u> Create separate validator interfaces (IdValidator, OddsValidator) and inject only the specific validator needed instead of the entire EventValidationService. Did I apply the improvement: NO

## 3. Class Name(s): OddsUpdateService

<u>Explanation:</u> Depends on the whole EventService although it really needs only an "update odds" capability.

<u>How to improve:</u> Create an EventUpdater interface with just the updateEvent method and make OddsUpdateService depend on that instead of the full EventService.

Did I apply the improvement: NO

## ISP Compliance Score Given by AI After the Updates: 6/10

## 5. Dependency Inversion Principle (DIP)

**Definition**: High-level modules should not depend on low-level modules. Both should depend on abstractions.

## Did I follow this principle?

☐ Yes ☐ Partially ☐ No

## **Good Implementation(s):**

- 1. Class Name(s): Spring Dependency Injection
  Explanation: The project leverages constructor injection (@Autowired) so classes don't create their own dependencies
- <u>Class Name(s):</u> Spring Dependency Injection
   <u>Explanation:</u> Spring Dependency Injection

#### **Violations and Issues**

<u>1. Class Name(s):</u> EventRestController

<u>Explanation:</u>: Controller depends directly on concrete EventService class instead of an interface.

<u>How to improve:</u> Create IEventService interface and make controller depend on that abstraction, allowing easy swapping of implementations.

Did I apply the improvement: NO

2. Class Name(s): OddsUpdateService

<u>Explanation:</u> Depends on concrete EventService and OddsGeneratorService classes. This makes testing difficult and prevents easy substitution of different odds generation algorithms

<u>How to improve:</u>: Define IEventService and IOddsGenerator interfaces, inject these abstractions to enable easy swapping of implementations without changing the service logic.

<u>Did I apply the improvement:</u> NO

### 3. Class Name(s): EventService

<u>Explanation:</u> Calls concrete EventValidationService and EventConversionService without interface contracts. This creates rigid dependencies - you can't easily substitute different validation strategies or conversion logic.

<u>How to improve:</u> Create IEventValidator and IEventConverter interfaces, make EventService depend on these abstractions to enable flexible validation and conversion strategies.

<u>Did I apply the improvement:</u> NO

# ISP Compliance Score Given by AI After the Updates: 5/10