Activity: Good SE Principles

Importance

This activity is designed to exercise the 5 SE design principles defined by Martin. It is also the 1st in-class exercise for the course.

Learning Objectives

- To understand how in-class activities are run in the course as well as how good SE design principles are programmed in an OO language like Java.

Success Criteria

- To be able to work on the activity in a group of students and submit the results as well as define Java code examples of the SE principles

Resources

- None

Exercises

Consider the following 5 SE principles defined by Martin:

1. Single Responsibility
2. Open-Closed
3. LiskovSubstitution
4. Interface Segregation
5. Dependency Inversion

These principles are supported by most OO programming languages such as Java and C++. For each of these principles write Java code examples that reflect these properties.