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## **SOLID Design Principles In Common Lisp**

Learn how to apply SOLID design principles with Common Lisp and the powerful CLOS system.



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### What is SOLID?

- Single Responsibility Principle
- Open/Closed Principle
- Liskov Substitution Principle
- Interface Segregation Principle
- Dependency Inversion Principle

### S: Single Responsibility

A class should have one, and only one, reason to change.

#### **Bad**

```
(defclass truck ()
    ((brand
     :initarg :brand
     :accessor brand)))
  (defmethod get-brand ((self truck))
    (brand self))
  (defmethod set-brand ((self truck) new-brand)
    (setf (brand self) new-brand))
  (defmethod send-detail ((self truck) customer-id)
    "send truck's brand detail to customer..")
  (defclass truck ()
    ((brand
     :initarg :brand
     :accessor brand)))
  (defmethod get-brand ((self truck))
    (brand self))
  (defmethod set-brand ((self truck) new-brand)
    (setf (brand self) new-brand))
(defclass detail-sender () ((customer-id :initarg :customer-id :accessor customer-id)))
(defmethod set-customer-id ((self detail-sender) new-customer-id) (self (customer-id self) new-customer-id))
```

(defmethod get-customer-id ((self detail-sender)) (customer-id self))

(defmethod send-detail ((self detail-sender)) (send (customer-id self)))

# O: Open/Closed

 $Software\ entities\ (classes,\ modules,\ functions,\ etc)\ should\ be\ open\ for\ extension,\ but\ closed\ for\ modification.$ 

### L: Liskov Substitution

Let  $\Phi(x)$  be a property provable about objects x of type T. Then  $\Phi(y)$  should be true for objects y of type S where S is a subtype of T.

# **L:** Interface Segregation

Clients should not be forced to depend upon interfaces that they do not use.

## **D:** Dependency Inversion

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