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Utils



What is a Utils class?

A Utils class is a general purposed utility class using which we can reuse the existing block of code without creating instance of the class

How to create a utils class?

1. Create a class
2. Make its constructor private
3. expose the methods/functions as static

You can access the methods/functions without creating instance of it

When to create a utils class?

Whenever a common block of code needs to be used from multiple places, we can create utils class.

Example:

I want to verify whether a text is null or empty. This will be used in several places in my project.

Advantages of Utils class:

The Utils class provides advantages to reuse the code.

Disadvantages of Utils class:

1. There is possibility of breaking SOLID principle unless considered properly.
2. Static method stays in memory for longer duration

What is the most significant problem of introducing Utils class?

I have seen several projects where :

1. A typical Utils class contains 4000+ lines of code.
2. Atleast 1/3rd of total code are utils classes.
3. A single utils class does multiple types of operations e.g Text related operation, View related operation, Temporary storage, File read/write operation etc etc..
4. In most if utils classes at least 2/3rd of code is never re-used