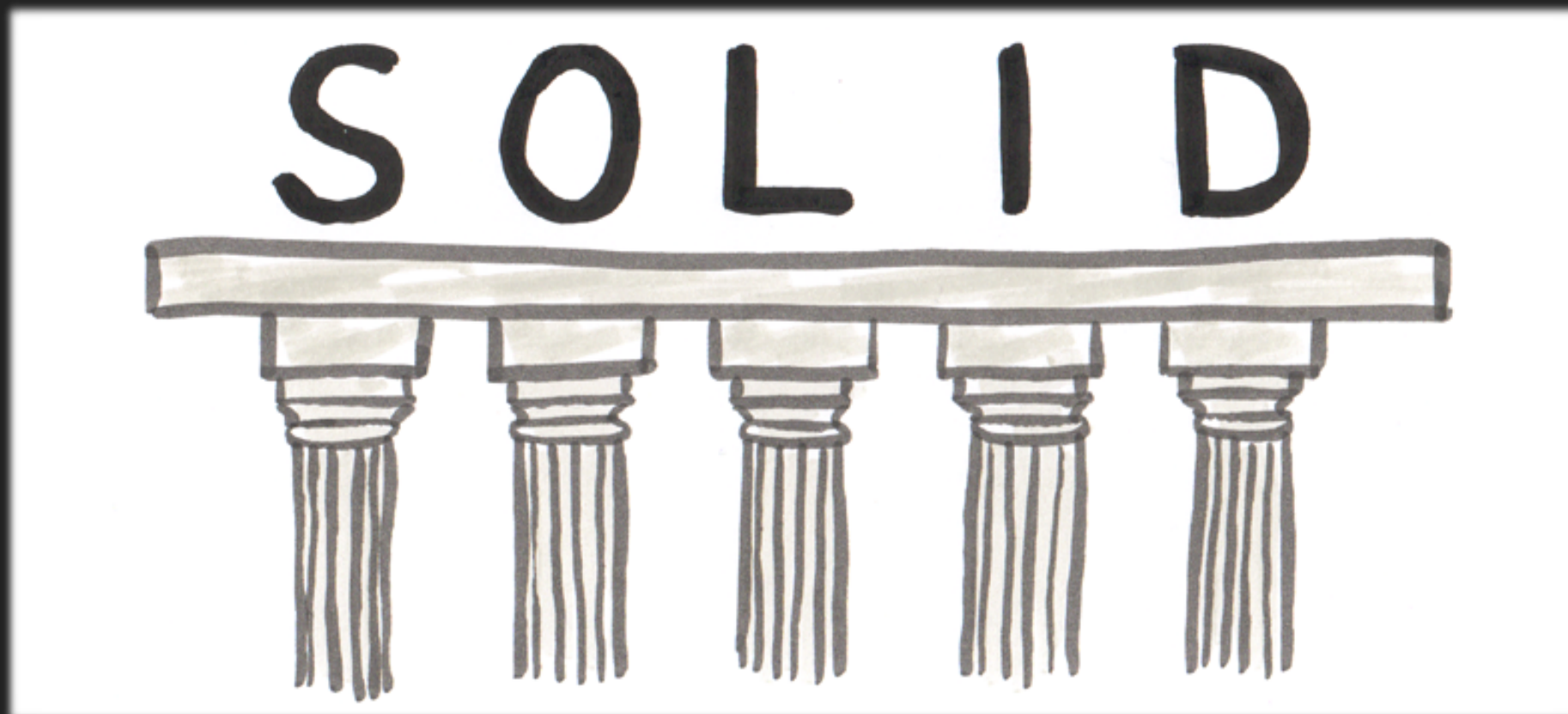


The SOLID principles of Software Design

Presenter:
Pavel Sulimau

HISTORY

- ▶ In the early 2000s Robert C. Martin ("Uncle Bob") came up with a list of 11 principles of good Object Oriented Design (OOD).
- ▶ The first five principles are principles of what makes good class design.
- ▶ The five principles are what have become known by the acronym "SOLID" which Michael Feathers helped coin.



- ▶ **S**ingle Responsibility Principle
- ▶ **O**pen/Closed Principle
- ▶ **L**iskov Substitution Principle
- ▶ **I**nterface Segregation Principle
- ▶ **D**ependency Inversion Principle

What for?

TO DEVELOP

SOFTWARE

THAT IS EASY

TO MAINTAIN

AND EXTEND

MOTIVATION: MAINTAINABILITY & EXTENSIBILITY

- ▶ **Maintainability** refers to the degree to which a code base handles updates without generating regression and new issues.
- ▶ Usually the notion of adding features (**extensibility**) is included in the idea of maintenance as well.



All programming is maintenance programming because you are rarely writing original code. It's only the first 10 minutes that the code's original, when you type it in the first time. That's it.

Dave Thomas and Andy Hunt

SINGLE RESPONSIBILITY PRINCIPLE

There should never be more than one reason for a class to change (more than one responsibility).

Robert C. Martin

SINGLE RESPONSIBILITY PRINCIPLE

Responsibilities are axes of changes:

- ▶ Requirements changes typically map to responsibilities.
- ▶ More responsibilities => more likelihood of a change.
- ▶ The more classes a change affects, the more likely the change will introduce errors.

SINGLE RESPONSIBILITY PRINCIPLE

Examples of responsibilities:

- ▶ persistence;
- ▶ validation;
- ▶ notification;
- ▶ logging;
- ▶ parsing;
- ▶ mapping;
- ▶ object construction.

Demo

OPEN/CLOSED PRINCIPLE

Software entities should be open for extension, but closed for modification.

Bertrand Meyer

"Open for extension". This means that the behavior of the module can be extended.

"Closed for modification." Extending the behavior of a module does not result in changes to the source or binary code of the module.

Robert C. Martin

OPEN/CLOSED PRINCIPLE

When do we apply OCP:

- ▶ Experience will tell you.
- ▶ Otherwise: "Fool me once, shame on you; fool me twice shame on me":
 - Don't apply OCP at first.
 - If the module changes once, accept it.
 - If it changes a second time, refactor to achieve OCP.
- ▶ Remember TANSTAAFL:
 - There Ain't No Such Thing As A Free Lunch.
 - OCP adds complexity to design.
 - No design can be closed against all changes.

OPEN/CLOSED PRINCIPLE

Demo

LSKOV SUBSTITUTION PRINCIPLE

Derived classes must be substitutable for their base classes.

Robert C. Martin

A subclass should behave in such a way that it will not cause problems when used instead of superclass.

Chris Klug

LISKOV SUBSTITUTION PRINCIPLE

LSP rules on signatures:

- ▶ Contravariance of method arguments in the subtype.
- ▶ Covariance of return types in the subtype.
- ▶ No new exceptions should be thrown by methods of the subtype, except where those exceptions are themselves subtypes of exceptions thrown by the methods of the supertype.

LSKOV SUBSTITUTION PRINCIPLE

LSP behaviors conditions:

- ▶ Preconditions cannot be strengthened in a subtype.
- ▶ Postconditions cannot be weakened in a subtype.
- ▶ Invariants of a supertype must be preserved in a subtype.

Demo

INTERFACE SEGREGATION PRINCIPLE

Clients should not be forced to depend on methods that they do not use.

Robert C. Martin

INTERFACE SEGREGATION PRINCIPLE

ISP smells:

- ▶ Unimplemented interface methods (remember, it violates LSP).
- ▶ Client references a class but uses only a small portion of it.

INTERFACE SEGREGATION PRINCIPLE

When do we fix ISP:

- ▶ Once there is pain.

If there is no pain, there is no problem to address.

- ▶ If you find yourself depending on a "fat" interface of your own.

Create a smaller interface with just what you need.

Have the "fat" interface implement your new interface.

Reference the new interface with your code.

- ▶ If you find "fat" interfaces problematic but you do not own them.

Create a smaller interface with just what you need.

Implement this interface using a Facade pattern.

Demo

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.

Robert C. Martin

DEPENDENCY INVERSION PRINCIPLE

What are dependencies:

- ▶ Framework.
- ▶ Third party libraries.
- ▶ Database.
- ▶ File system.
- ▶ Email.
- ▶ Web service.
- ▶ System resources (clock).
- ▶ Configuration.
- ▶ The new keyword.
- ▶ Static methods.
- ▶ Random.

Demo

CONCLUSION

- ▶ Object modeling is neither easy nor is an exact science. The principles are not silver bullets, they exist for the most part to show you the way to go – to give guidance and possibly to point you in the right direction.
- ▶ Be diligent in applying the principles, every one of them has its price. You should understand which problem a principle solves and whether the problem is relevant in your circumstances.