

L2 D Contd : SOLID Design Principles

Rules / Principles for a good Software

Human Principle

→ Ethical

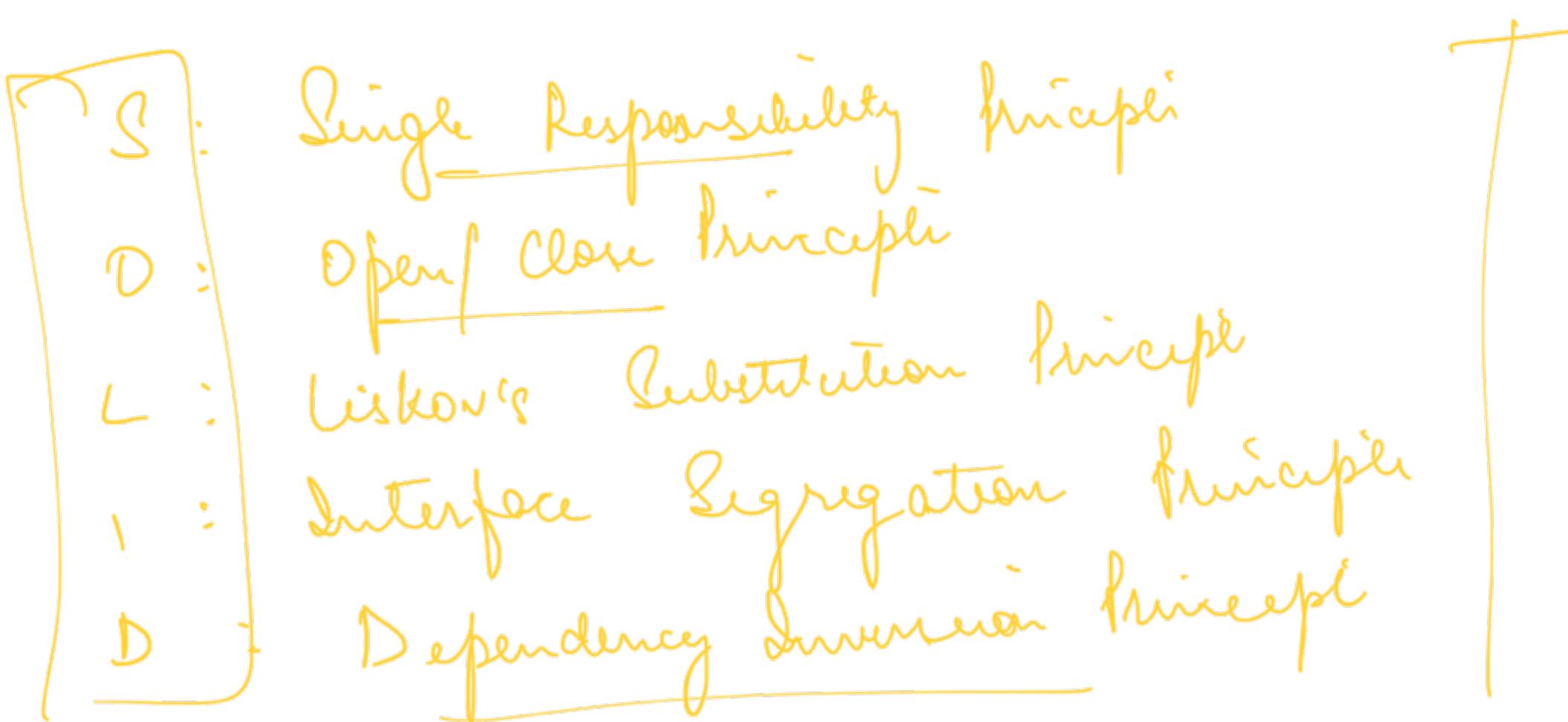
→ Hard Worker

Design Principles : values / qualities / rules that should be followed for a good

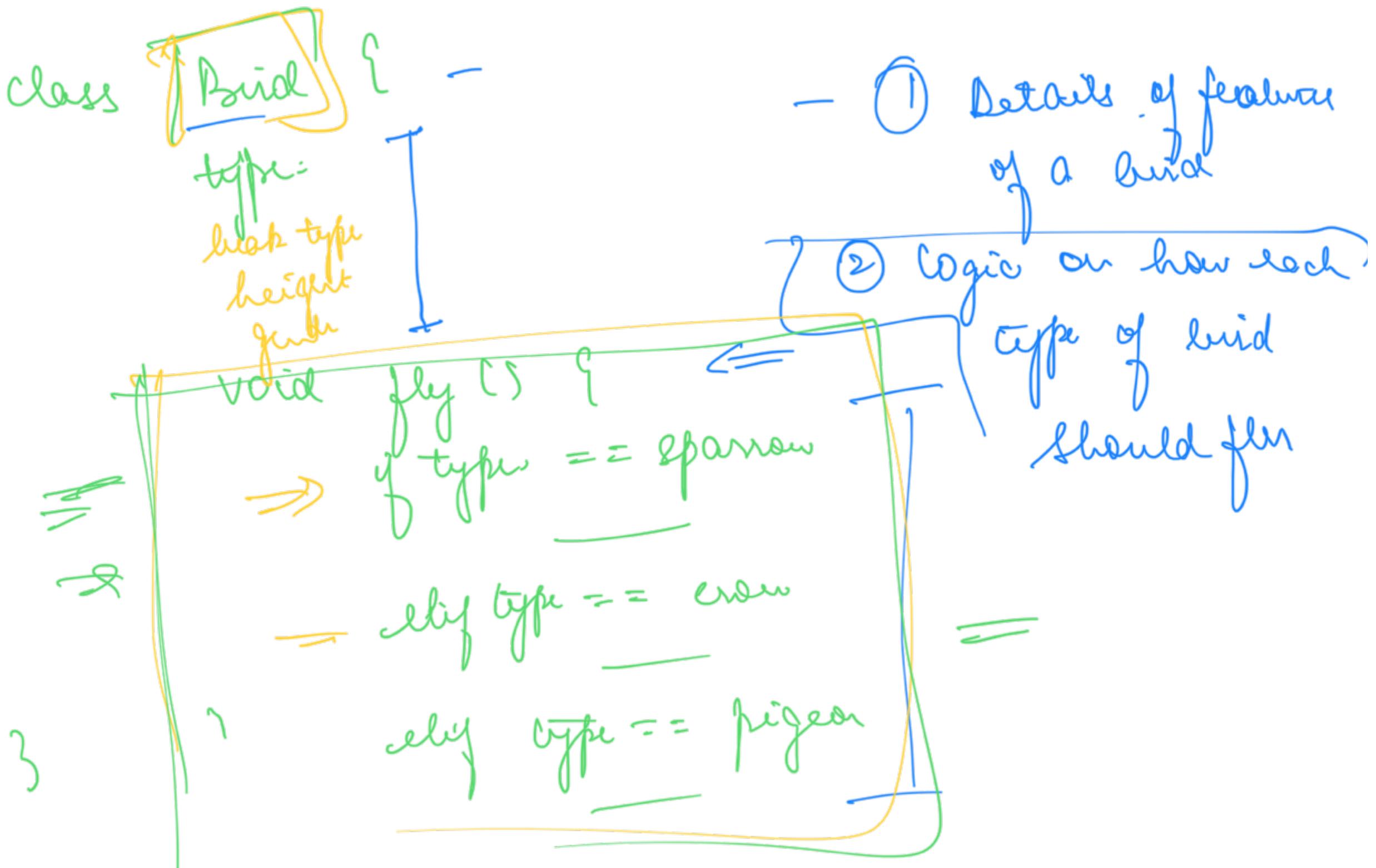
be ideally followed for ~

software dev

SoLID Design Principles



SINGLE RESPONSIBILITY



Single Resp principle

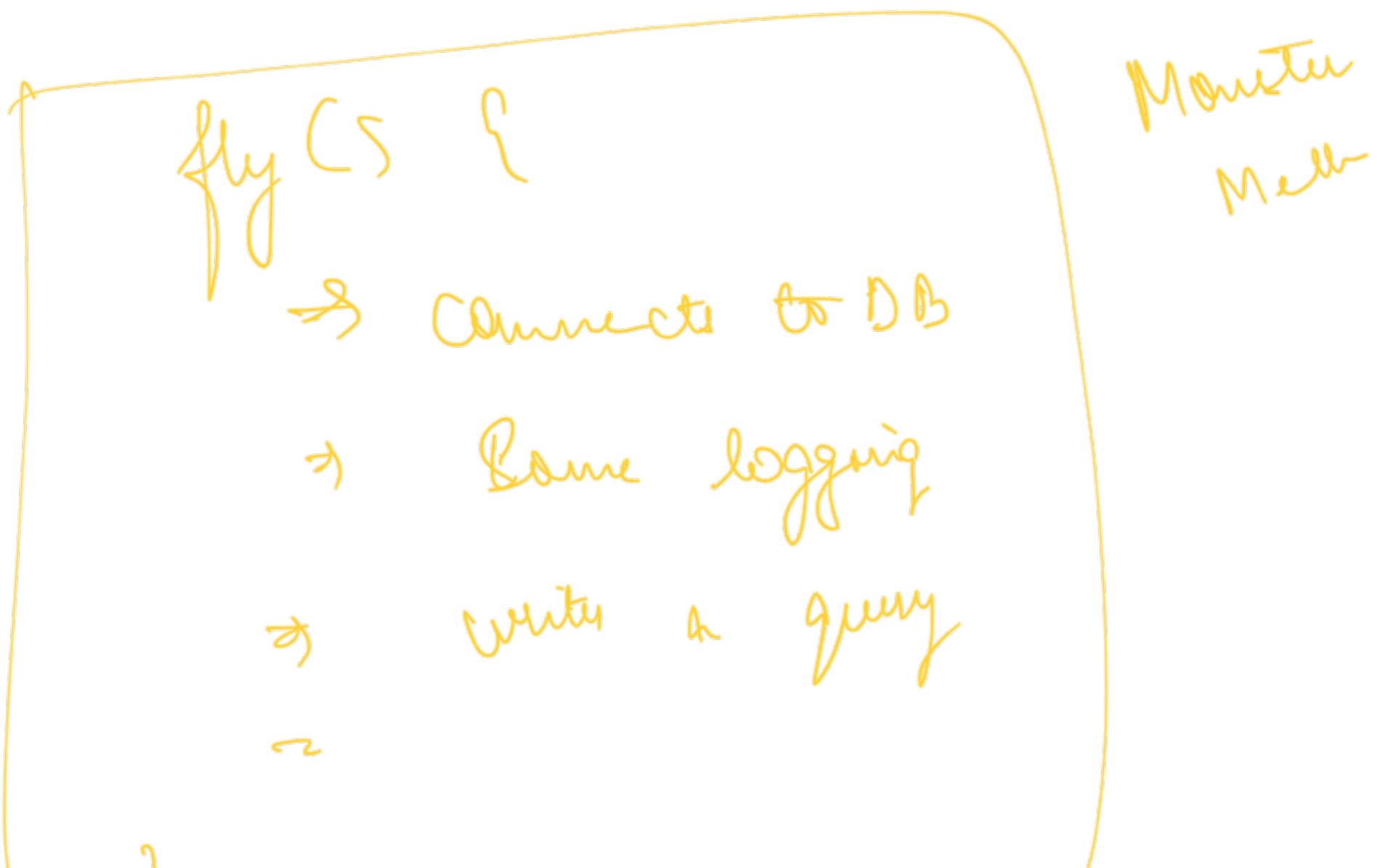
Class Method }
code unit }
Package Project } serv.
→ Every code unit should have a single
well defined ownership

How to identify violation of SRP

- ① Multiple if - else / Switch case
(conditions)

② Monster Method | Class

→ does a lot more than what it
name says

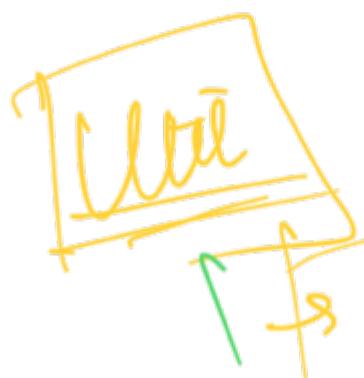


③ Utility Packages / Classes



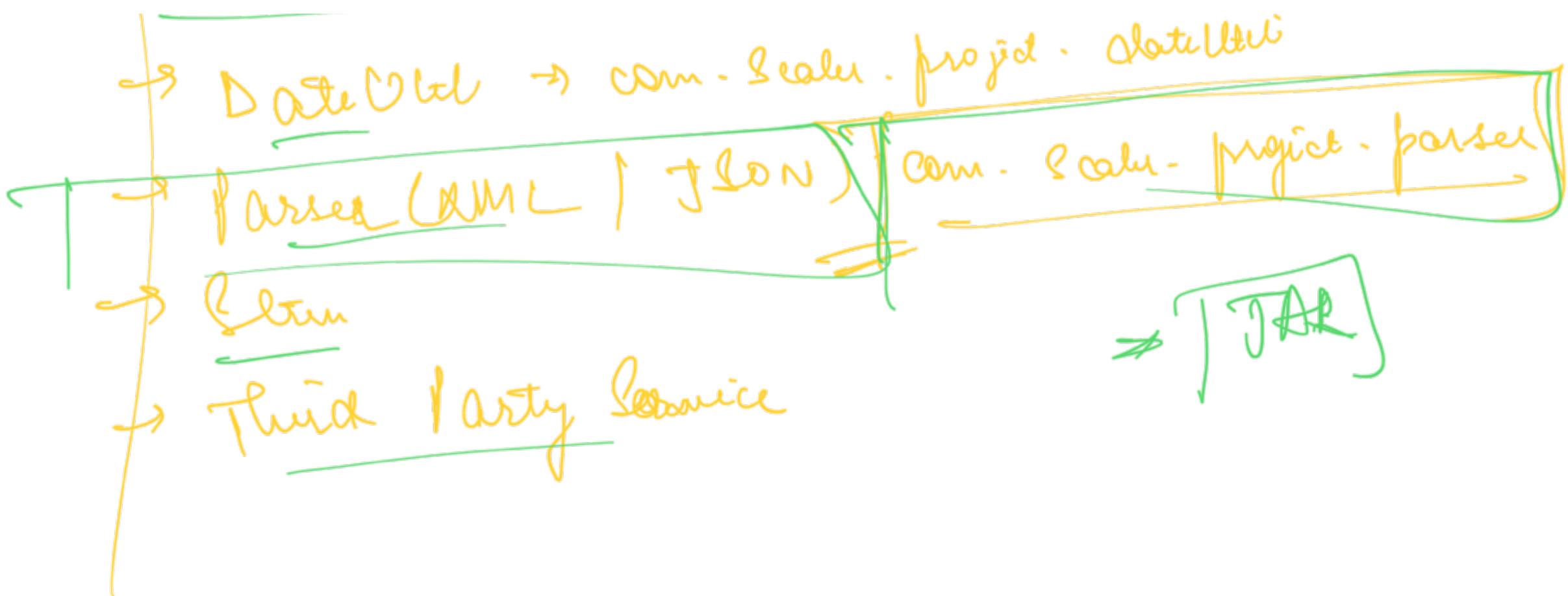
Common / Helper

← Become a jumbled
of multiple types of
things
violates SRP



Package

↳ connects to Database → Com. Scalar. project. database
connector



used to feel like:

Save User And Log CS ↗

Why is SRP useful

What will go wrong if SRP not followed:

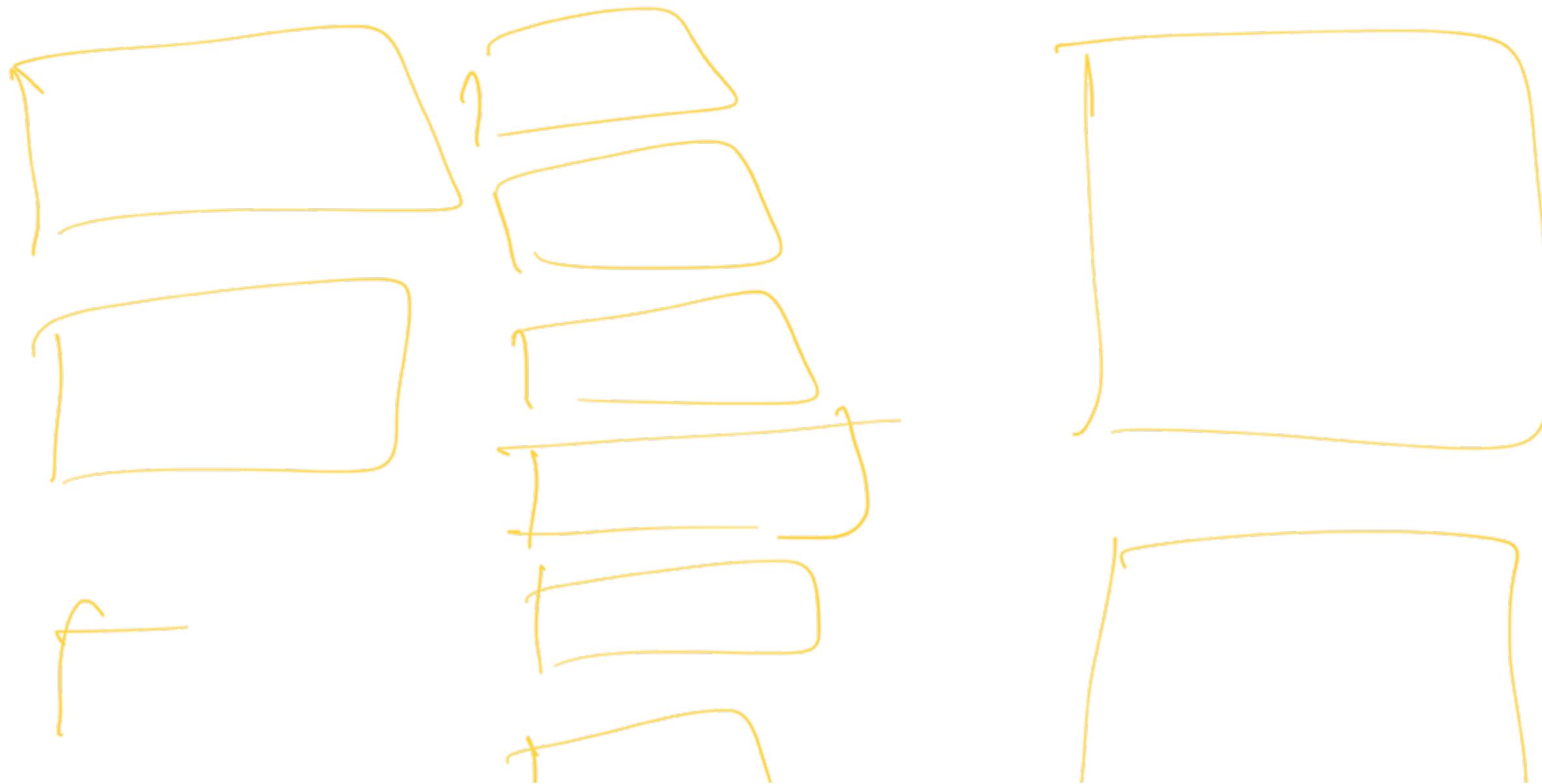
① Code Reusability

② Packages / classes will become bloated \Rightarrow Understand

③ Testing

with SRP have more classes / package / ...

Following any DP idiom is not practical - You have to decide on a trade off



Clear Code

≈ 10 min

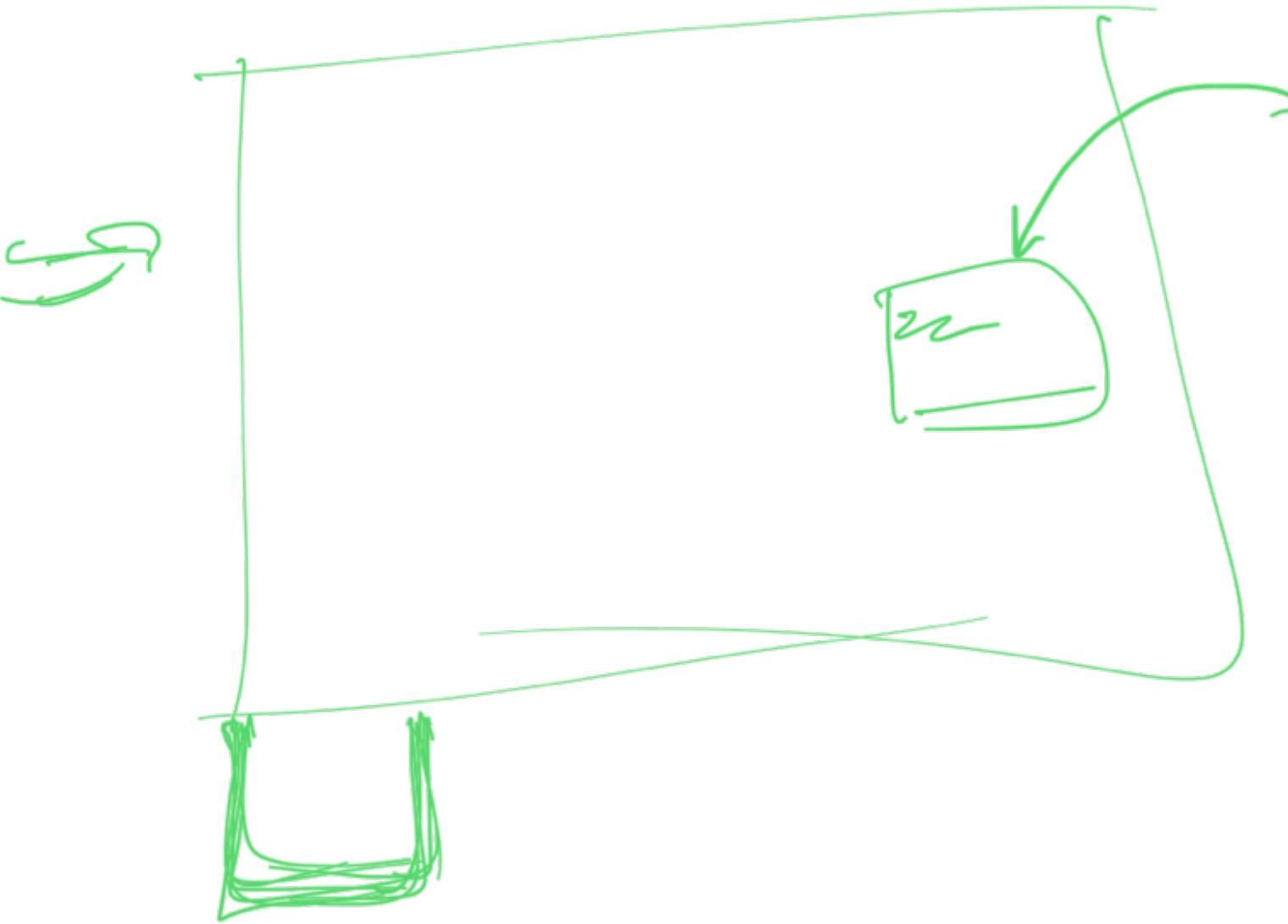
O: Open close Principle

⇒ Any code unit

should be ~~open~~ for extension

But closed for modification

~~When adding new feature~~



void fly () {
 ...
}

T. Parrot

if type == PJ

{ ↗ }

elif type == Sparrow:

elif type == crow:

Modify existing CB
↓
Modify Tell G

elif type == parrot:

}

Present Design



Color
weight
gender
fly > ?
fly -
not -

?

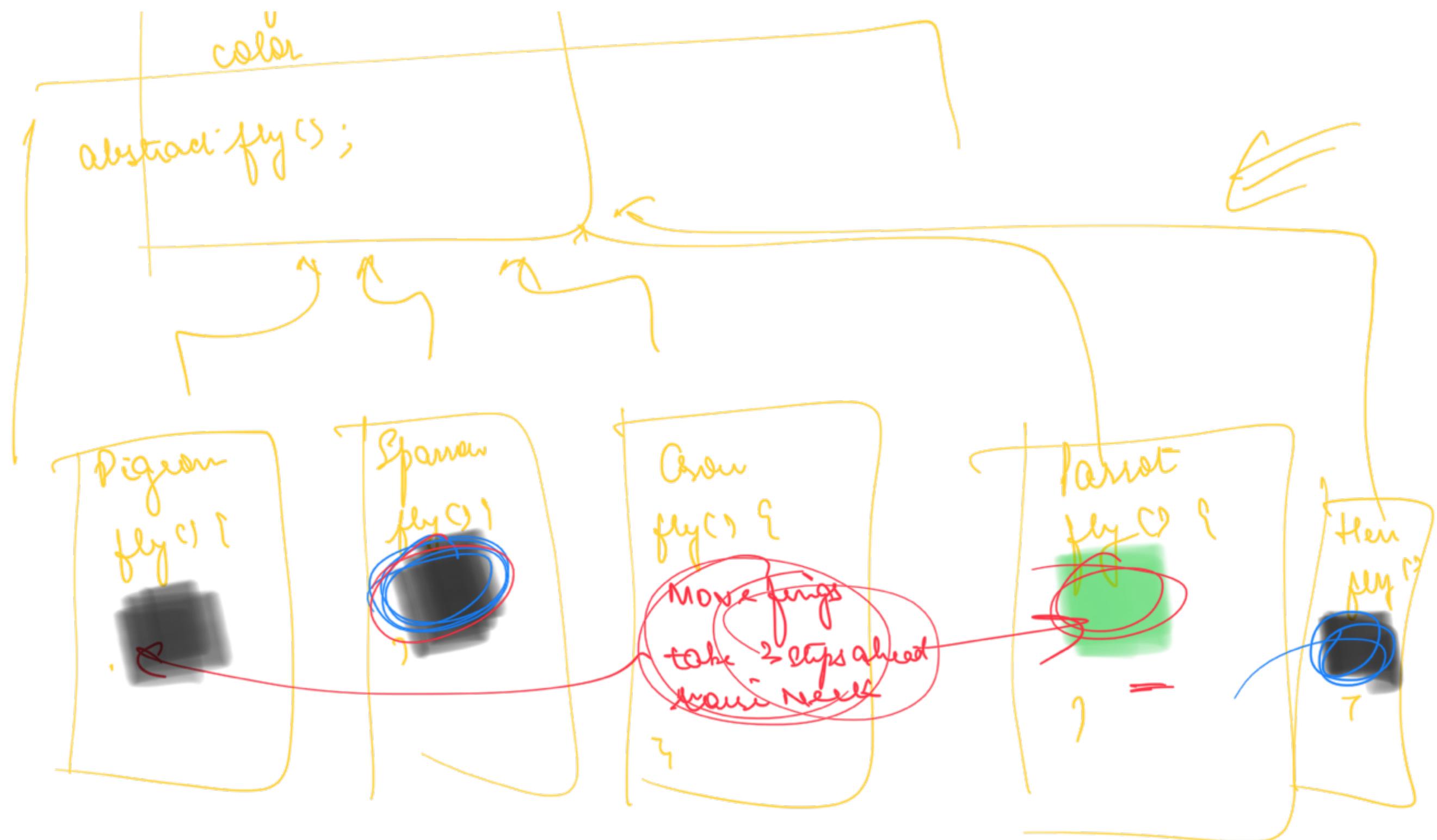
?

Abstract

Bird

type
gender
weight

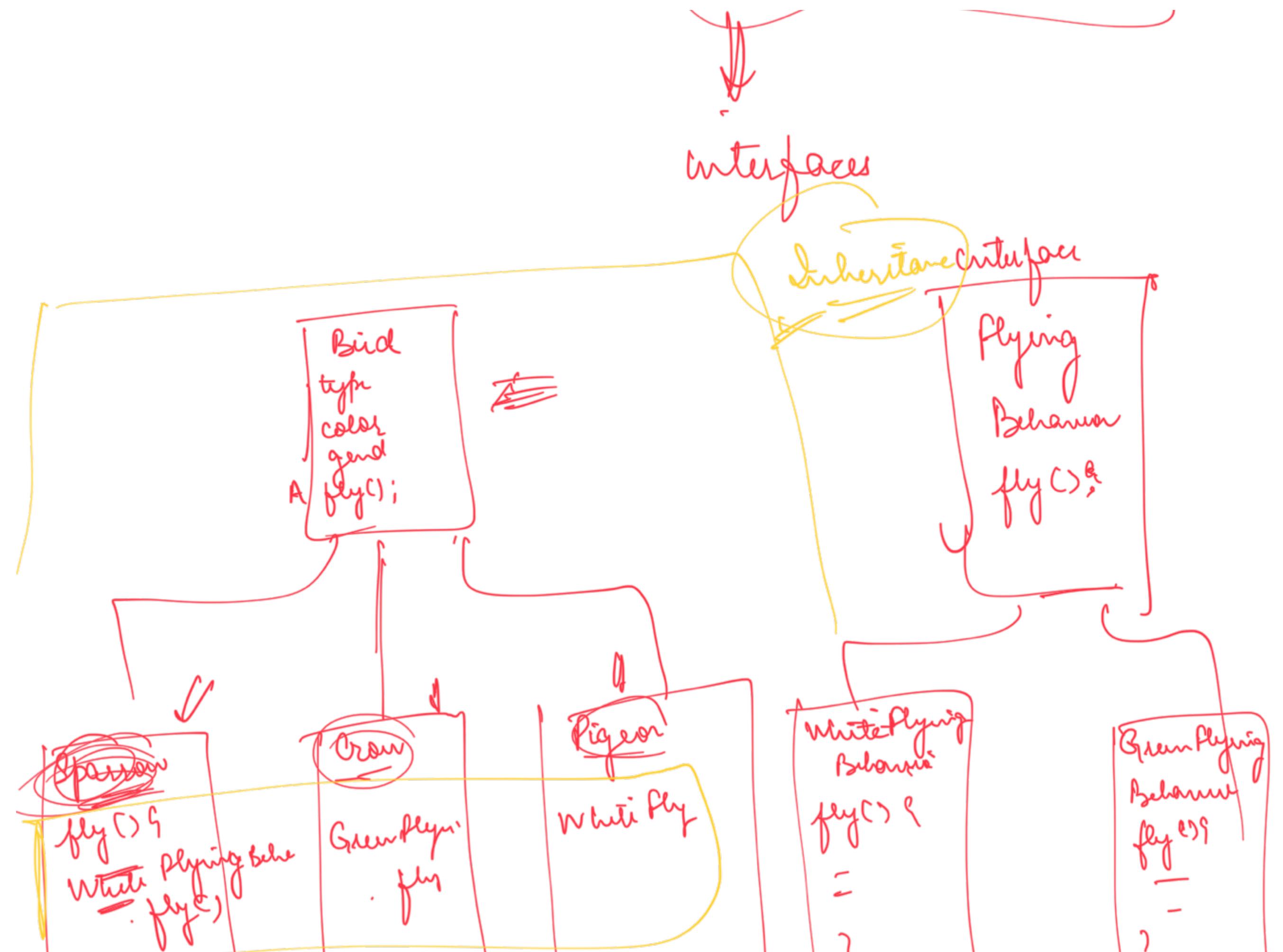
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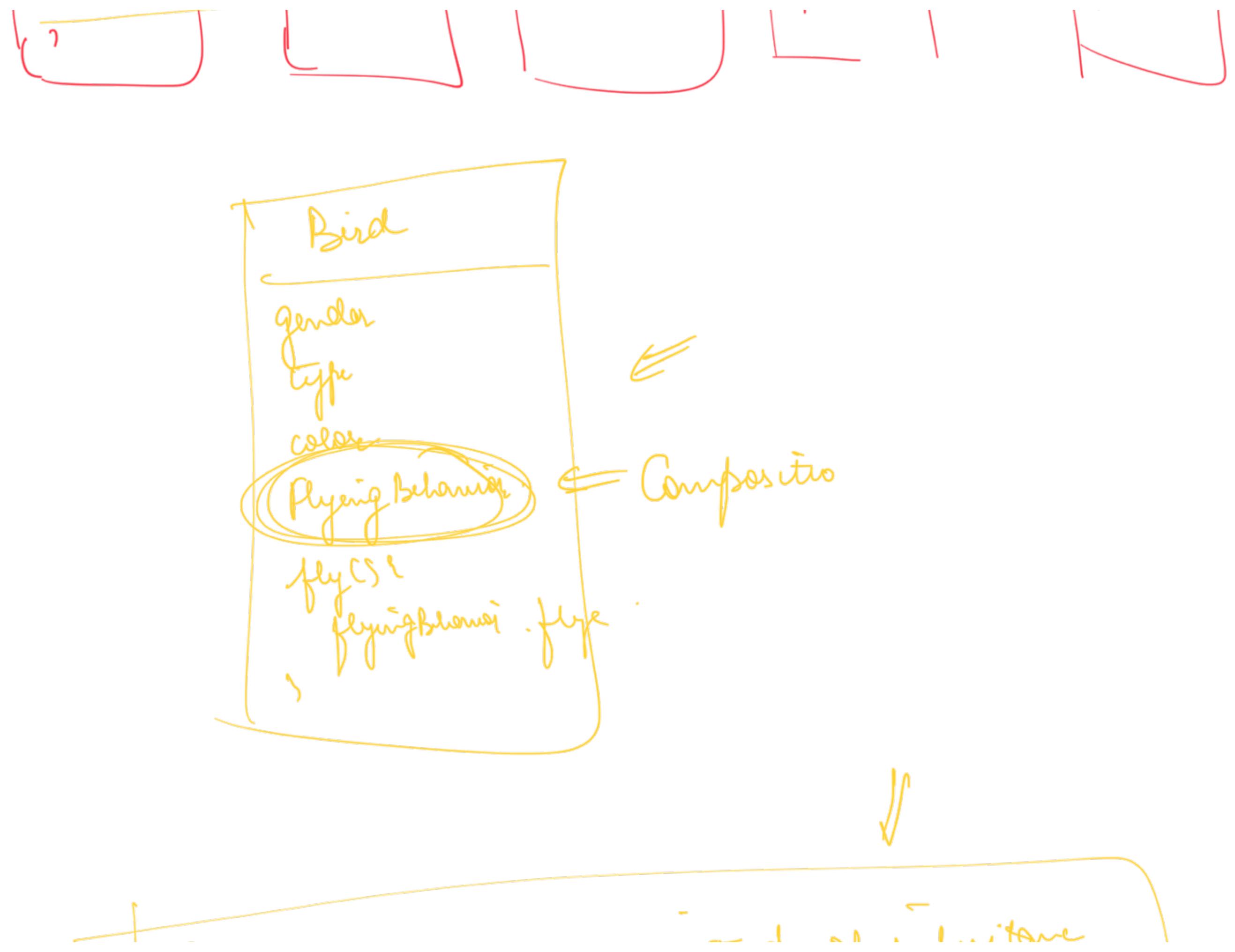


\Rightarrow Code Duplication if

behaviour

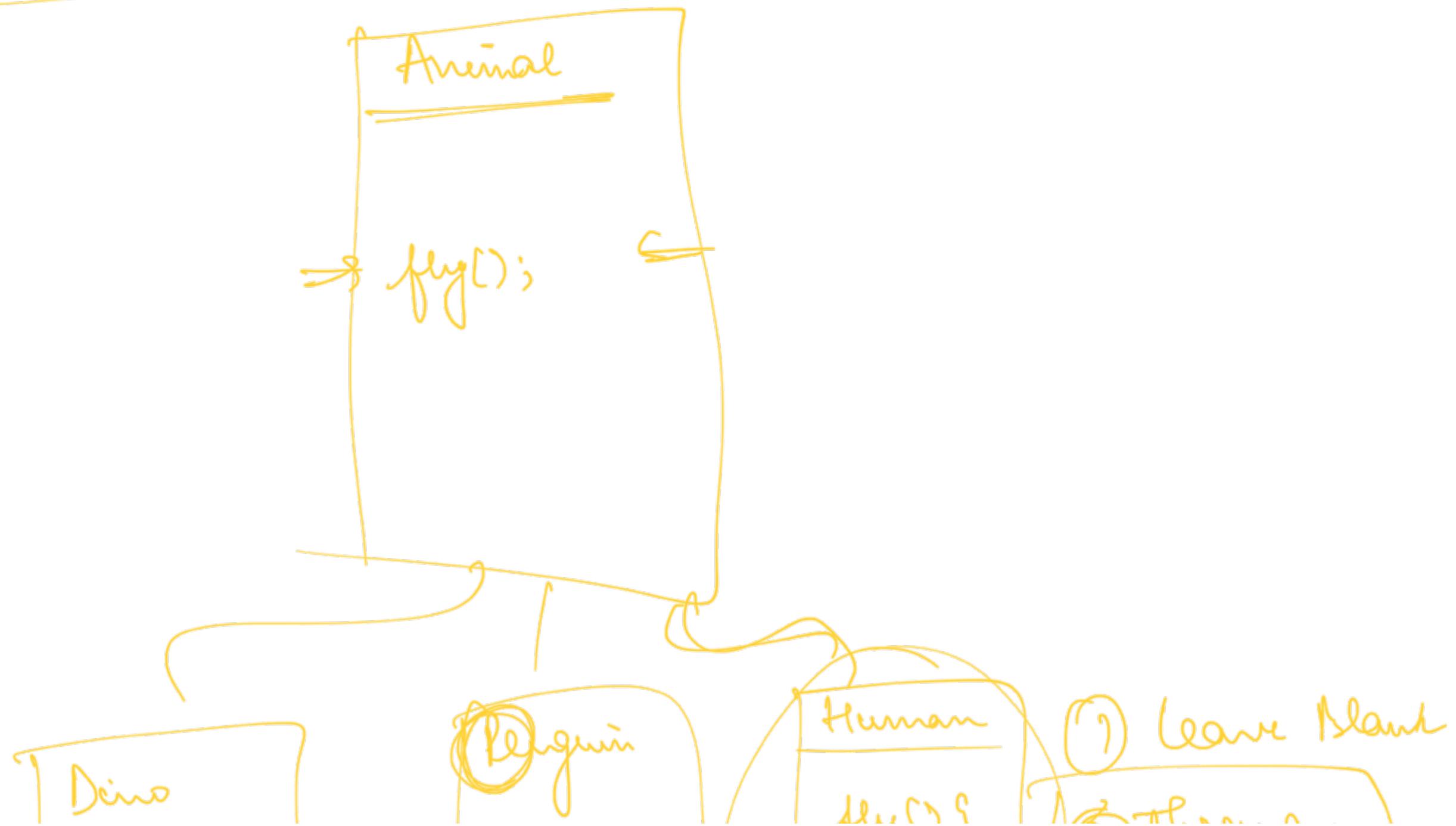
Shared

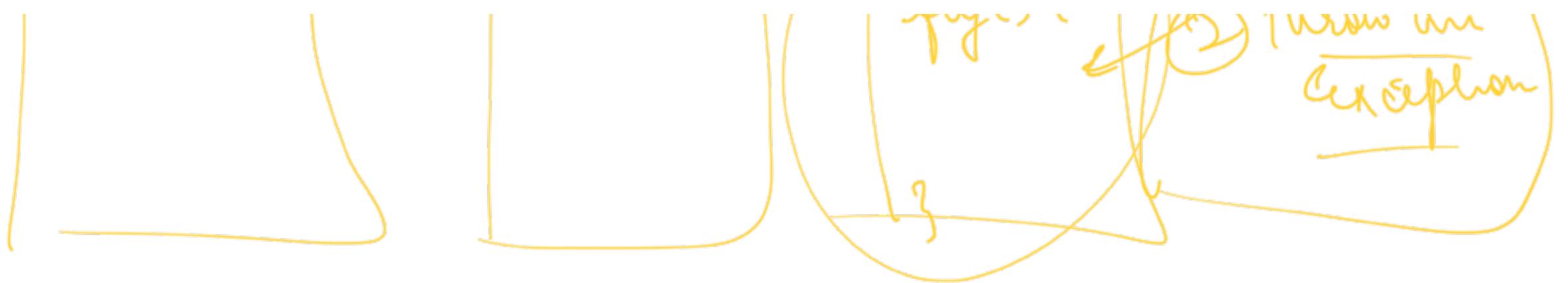




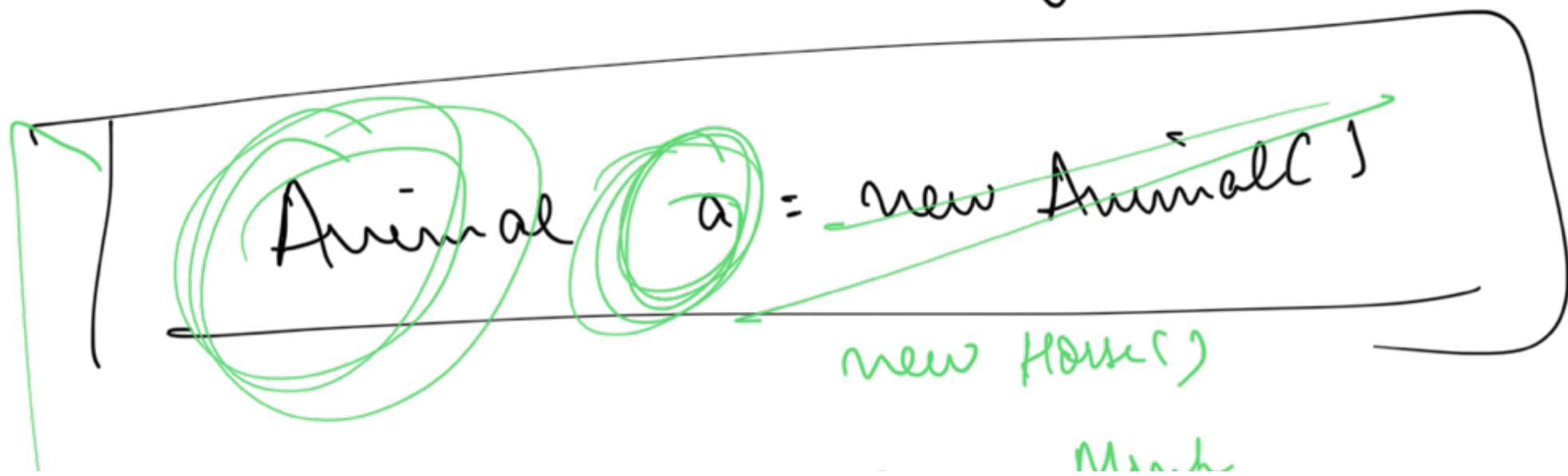
favorable composition instead of univer-

(2) Liskov's Substitution Principle





② → Any parent class should be as replaceable by an instance of a child class without any special treatment needed





Child class should not give a diff output
behavior to any method of the

add diff
parent

Class
Console Printer

~~Runner~~



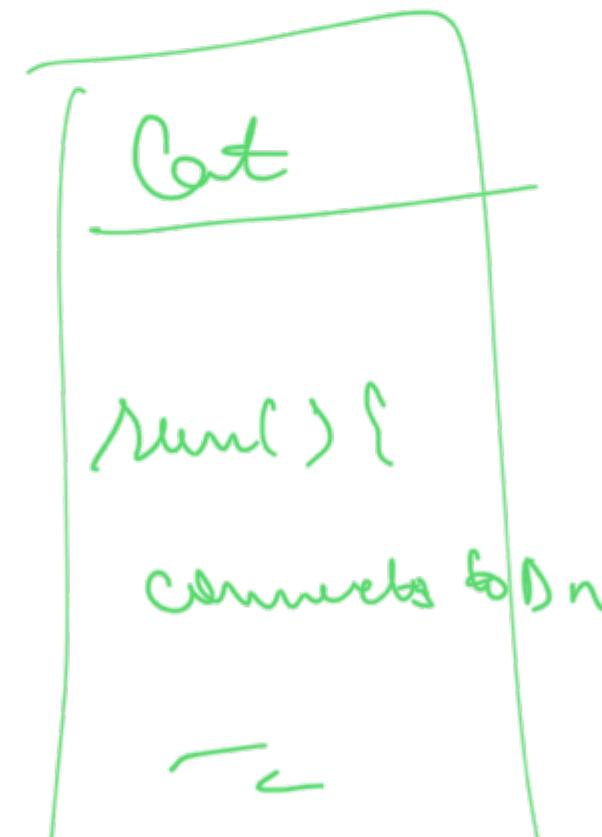
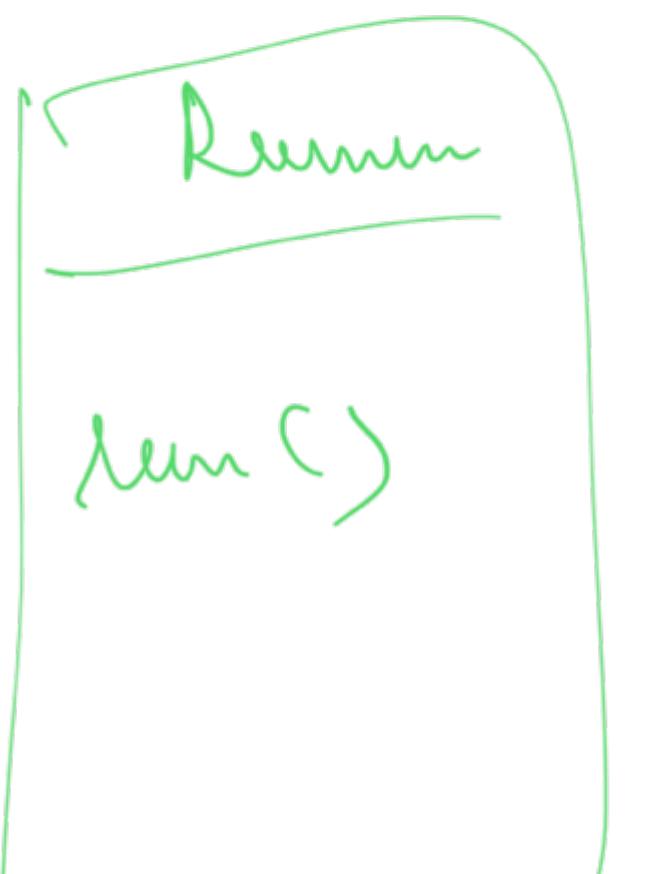
run():

Thread
run() {
}
}

Interpreter

Child class should not give a new meaning

- Go to a method of the parent class
 - ⇒ Add any other behavior (e.g. throw exception)
- Do anything else



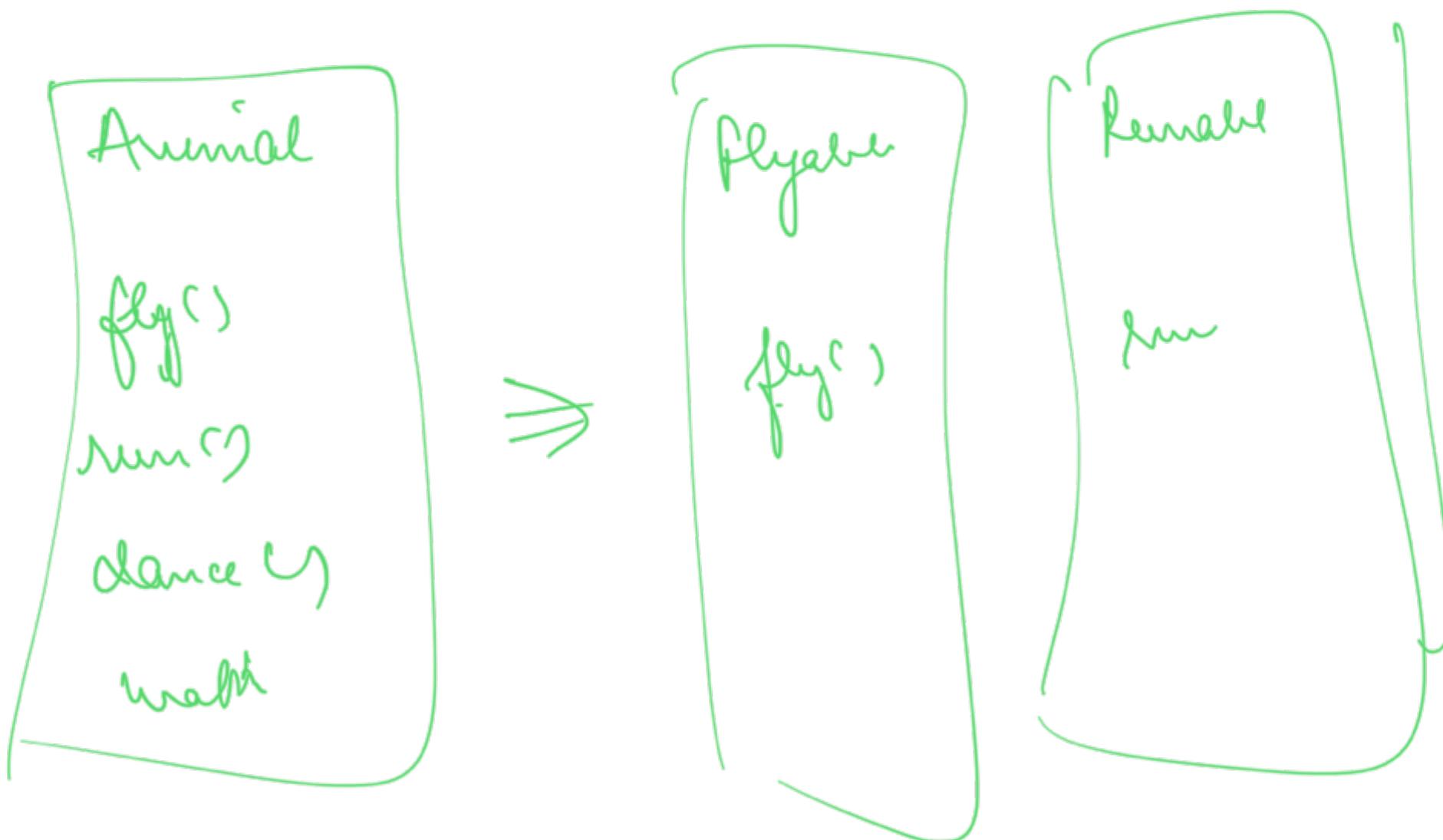
→ Avoid surprise for the client

I → Interface Segregation Principle

→ Don't have thick / fat interfaces
→ Generalize / thin interfaces

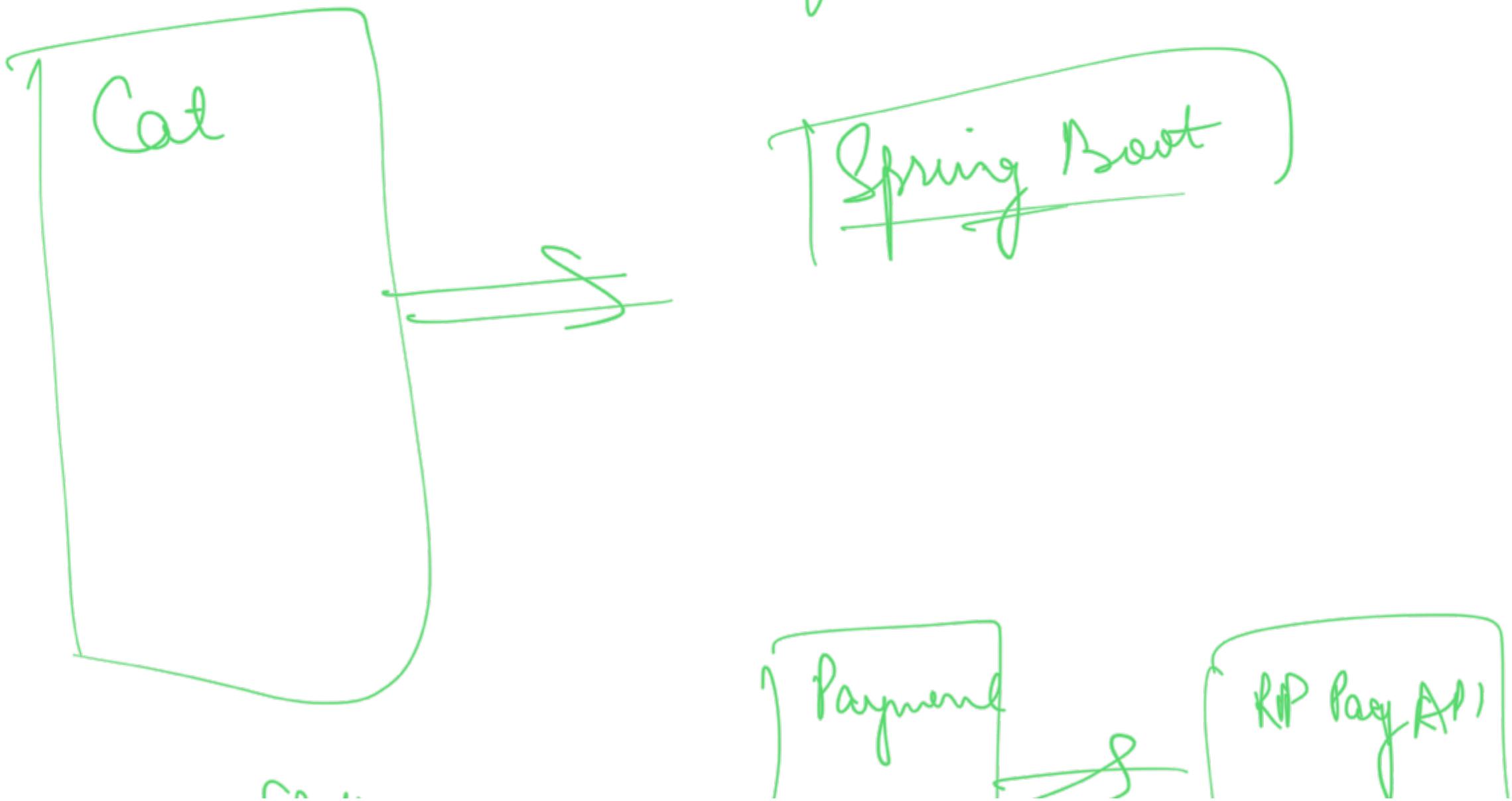
→ Make interfaces specific

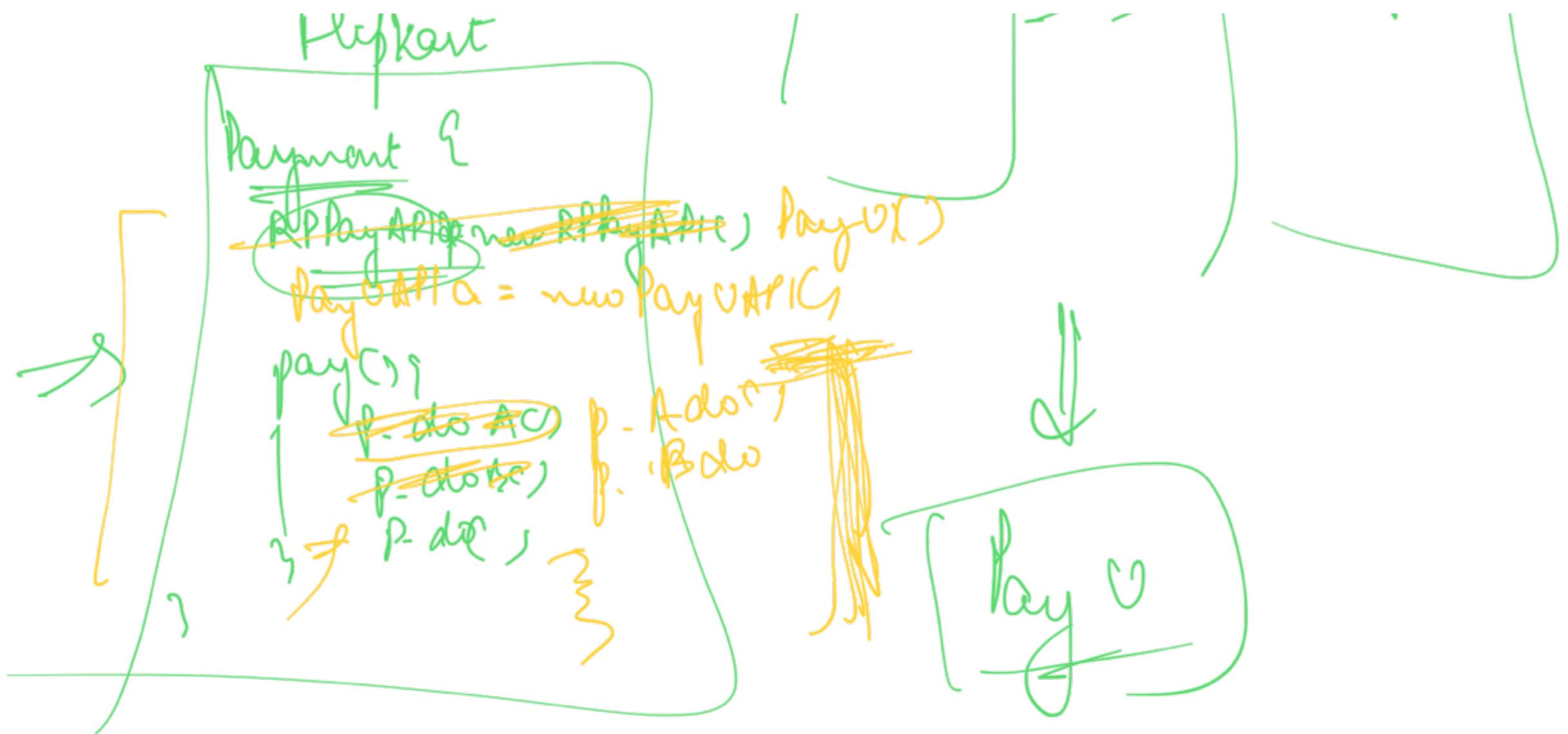
→ Have interfaces with as less methods as possible



D → Dependency Inversion

→ No two classes should be directly dependent on each other. They should be connected via an interface.

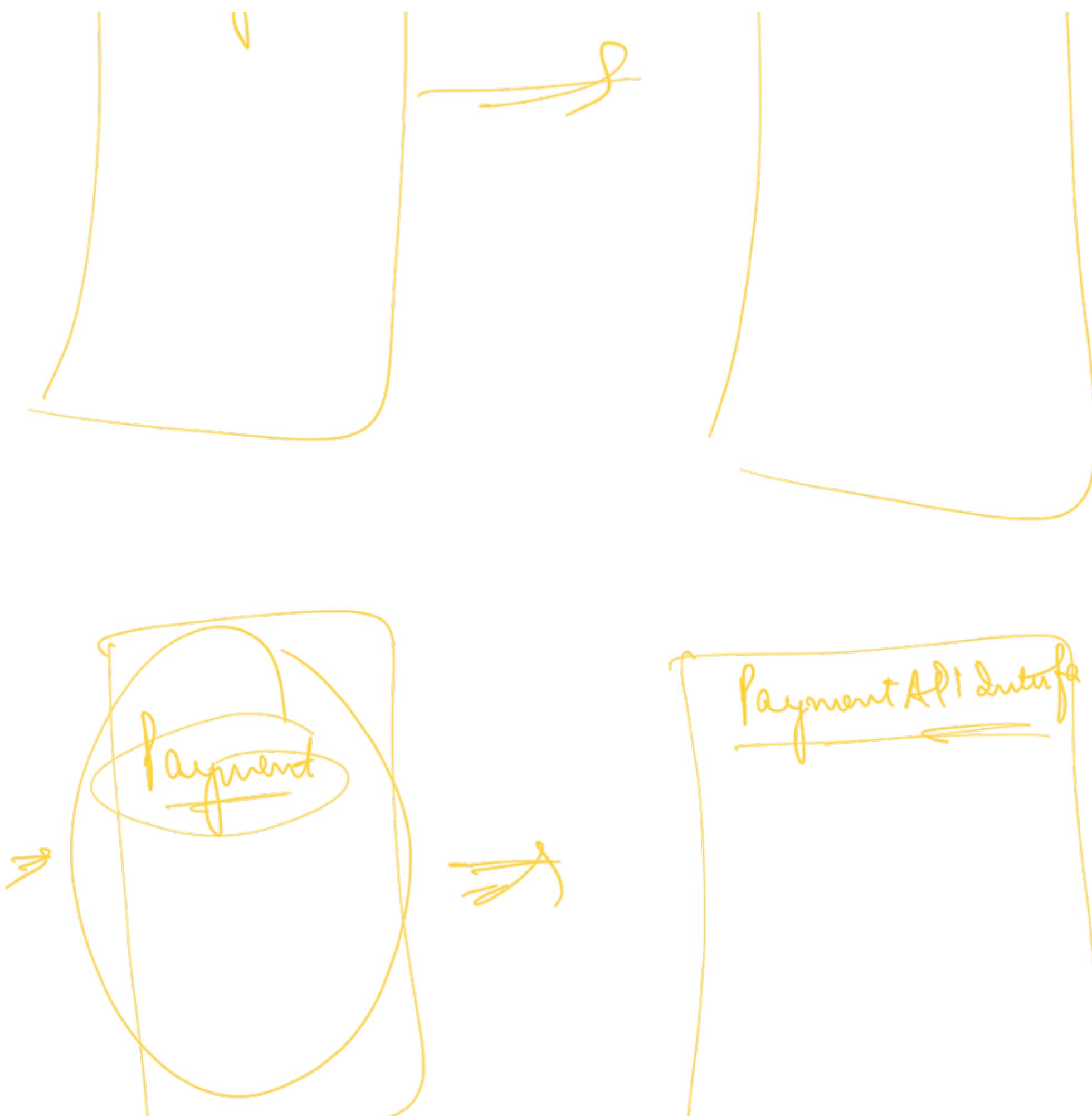




A Testing hazard

Payment

RPPayAPI





No 2 Concrete Classes should depend on

each other.

Code to an interface not to an implementation
(Concrete Class)

SOLID

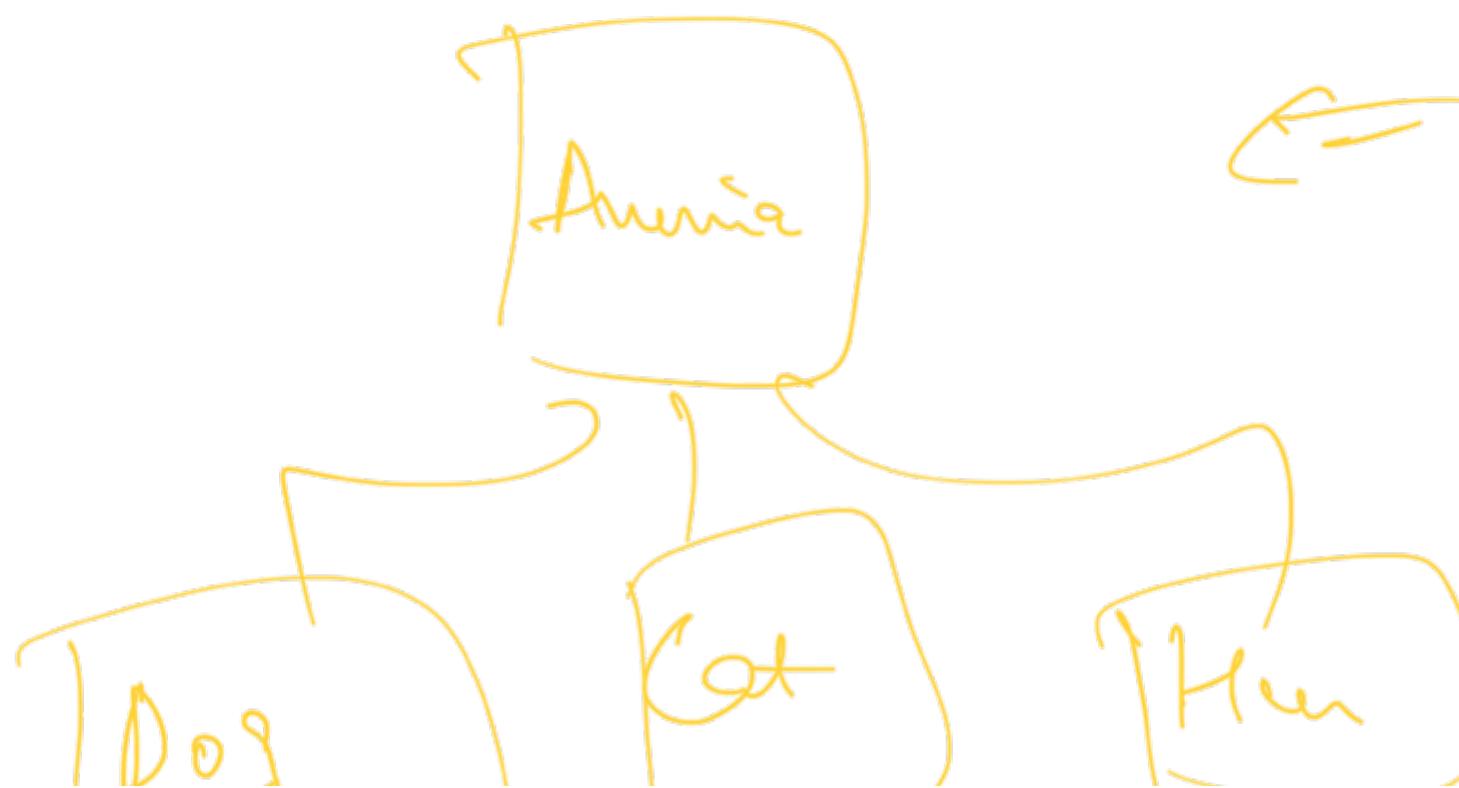
D → Dependency inversion

Dependency injection

⇒ DBMS
⇒ LLD

Abstraction = Idea

Bigger the idea & Bigger the absr



← Highest level of -



← Lower level
of class

Composition

- Money → ① You inherited it from parents ← Inherit
 = ② You created me ← Compose



~~Composition → HAS-A
Payment HAS-A RPPay~~

Inheritance → IS-A

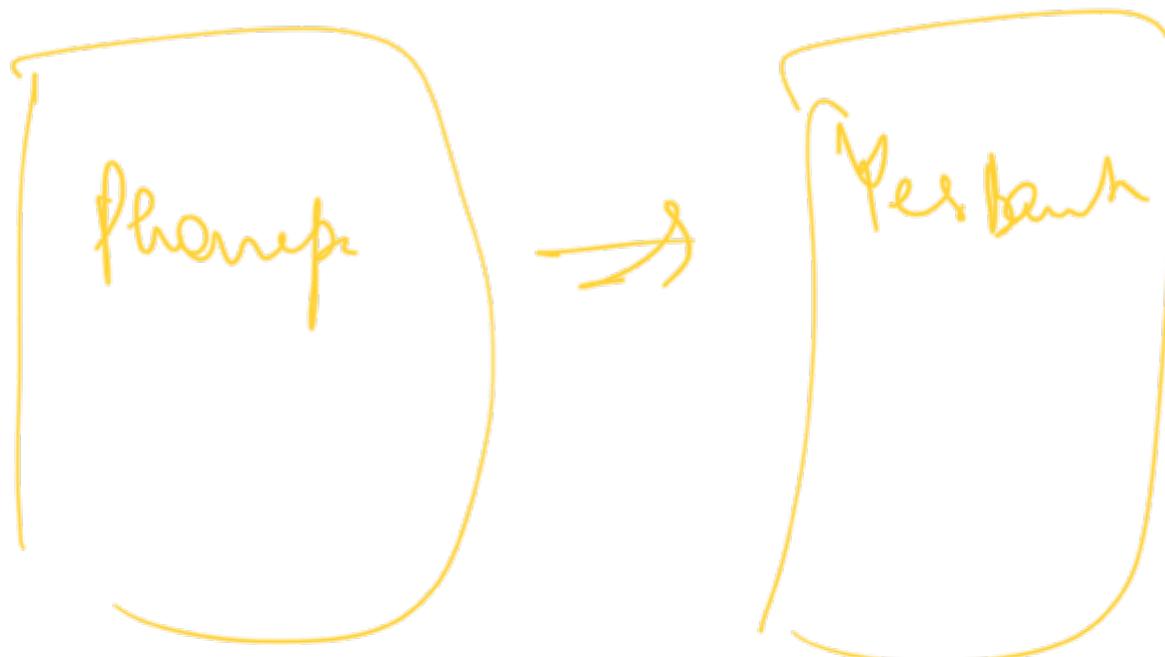
Dog IS A Animal

PhonePe

I. S



Banned By RBI from
Online Payment



Phenop stoppage
work

