



# **SOLID PRINCIPLES**

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# SINGLE RESPONSIBILITY

## Single Responsibility Principle (SRP):

A class should have only one reason to change, meaning that a class should have only one responsibility or job

### Responsibility: Storing Payment Information

The primary responsibility of the **PaymentDetails** class is to store information related to a payment.

```
public class PaymentDetails {  
    private String paymentToken;  
    private double amount;  
    public PaymentDetails() {  
        super();  
        this.paymentToken = paymentToken;  
        this.amount = amount;  
    }  
    public String getPaymentToken() {  
        return paymentToken;  
    }  
    public void setPaymentToken(String paymentToken) {  
        this.paymentToken = paymentToken;  
    }  
    public double getAmount() {  
        return amount;  
    }  
    public void setAmount(double amount) {  
        this.amount = amount;  
    }  
}
```

# OPEN/CLOSED PRINCIPLE

## Open/Closed Principle (OCP):

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

## BasePayment Class:

The **BasePayment** class is declared as an abstract class and implements the **PaymentProcessor** interface.

This class is open for extension because you can create subclasses that inherit from it.

```
public abstract class BasePayment implements
PaymentProcessor{
    public boolean processPayment(String paymentToken, double
amount) {
        System.out.println("Basic payment logic for all payment
method");
        return true;
    }
}
```

# OPEN/CLOSED PRINCIPLE

## APIPayment Class:

- The **APIPayment** class extends **BasePayment** and overrides the **processPayment** method. It introduces new behavior specific to API payments without modifying the existing logic in the base class.

```
public class APIPayment extends BasePayment{
    private static final double DISCOUNT = 50; //
    public boolean processPayment(String paymentToken, double
amount) {
    System.out.println("API Payment");
    double totalAmount = calculateTotalAmount(amount);
    System.out.println("Original Amount: " + amount);
    System.out.println("Total Amount with Discount: " + totalAmount);
    return true; // Return success or failure
    }

    public double calculateTotalAmount(double originalAmount) {
    return (originalAmount-DISCOUNT);
    }

    @Override
    public boolean processPayment(PaymentDetails paymentDetails) {
        double totalAmount =
calculateTotalAmount(paymentDetails.getAmount());
        System.out.println("API Payment");
        System.out.println("Original Amount: " + paymentDetails.getAmount());
        System.out.println("Total Amount with Discount: " + totalAmount);
        return true;
    }
}
```



# OPEN/CLOSED PRINCIPLE

## CreditCardPayment Class:

- Similar to **APIPayment**, the **CreditCardPayment** class extends **BasePayment** and introduces new behavior specific to credit card payments without modifying the existing logic in the base class. It overrides the **processPayment** method and adds a new method, **calculateTotalAmount**, to calculate the total amount with a 5% tax rate.

```
public class CreditCardPayment extends BasePayment {
    private static final double TAX_RATE = 0.05; // 5% tax rate
    @Override
    public boolean processPayment(String paymentToken, double
amount) {
        double totalAmount = calculateTotalAmount(amount);
        System.out.println("Card Payment");
        System.out.println("Original Amount: " + amount);
        System.out.println("Total Amount with 5% Tax: " + totalAmount);
        return true; // Return success or failure
    }
    @Override
    public boolean processPayment(PaymentDetails paymentDetails) {
        double totalAmount =
calculateTotalAmount(paymentDetails.getAmount());
        System.out.println("Card Payment");
        System.out.println("Original Amount: " + paymentDetails.getAmount());
        System.out.println("Total Amount with 5% Tax: " + totalAmount);
        return true;
    }
    public double calculateTotalAmount(double originalAmount) {
        return originalAmount + (originalAmount * TAX_RATE);
    }
}
```

# LISKOV SUBSTITUTION PRINCIPLE

## Liskov substitution Principle:

The Liskov Substitution Principle (LSP) is about ensuring that objects of a base class can be replaced with objects of a derived class without affecting the correctness of the program.

- **PaymentProcessor** is the base interface representing the common behavior of all payment processors.
- **BasePayment** is an abstract class implementing common logic shared by all payment processors. It serves as a base class for specific payment processors.

```
public interface PaymentProcessor {  
  
    boolean processPayment(PaymentDetails paymentDetails);  
}
```

```
public abstract class BasePayment implements  
PaymentProcessor{  
    public boolean processPayment(String paymentToken, double  
amount) {  
        System.out.println("Basic payment logic for all payment method");  
        return true;  
    }  
}
```

# LISKOV SUBSTITUTION PRINCIPLE

## Liskov substituton Principle:

- **CreditCardPaymentProcessor**, and **APIPaymentProcessor** are concrete classes that inherit from **BasePayment** and provide specific implementations for their respective payment methods.

```
public class APIPayment extends BasePayment{
    private static final double DISCOUNT = 50; //
    public boolean processPayment(String paymentToken, double amount)
    {
        System.out.println("API Payment");
        double totalAmount = calculateTotalAmount(amount);
        System.out.println("Original Amount: " + amount);
        System.out.println("Total Amount with Discount: " + totalAmount);
        return true; // Return success or failure
    }
    public double calculateTotalAmount(double originalAmount)
    return (originalAmount-DISCOUNT);
    }
    @Override
    public boolean processPayment(PaymentDetails paymentDetails) {
        double totalAmount =
        calculateTotalAmount(paymentDetails.getAmount());
        System.out.println("API Payment");
        System.out.println("Original Amount: " + paymentDetails.getAmount());
        System.out.println("Total Amount with Discount: " + totalAmount);
        return true;
    }
}
```



# LISKOV SUBSTITUTION PRINCIPLE

```
public class CreditCardPayment extends BasePayment {
    private static final double TAX_RATE = 0.05; // 5% tax rate

    @Override
    public boolean processPayment(String paymentToken, double amount) {
        double totalAmount = calculateTotalAmount(amount);
        System.out.println("Card Payment");
        System.out.println("Original Amount: " + amount);
        System.out.println("Total Amount with 5% Tax: " + totalAmount);
        return true; // Return success or failure
    }

    @Override
    public boolean processPayment(PaymentDetails paymentDetails) {
        double totalAmount = calculateTotalAmount(paymentDetails.getAmount());
        System.out.println("Card Payment");
        System.out.println("Original Amount: " + paymentDetails.getAmount());
        System.out.println("Total Amount with 5% Tax: " + totalAmount);
        return true;
    }

    public double calculateTotalAmount(double originalAmount) {
        return originalAmount + (originalAmount * TAX_RATE);
    }
}
```

# INTERFACE SEGREGATION

Interface Segregation Principle (ISP):

- A class should not be forced to implement interfaces it does not use.

```
public interface PaymentProcessor {  
    boolean processPayment(PaymentDetails paymentDetails);  
}  
  
public abstract class BasicPaymentinterface {  
    boolean processBasicPayment(String paymentToken, double amount);  
}  
  
public abstract class BasePayment implements PaymentProcessor{  
    public boolean processPayment(String paymentToken, double amount)  
    {  
        System.out.println("Basic payment logic for all payment method");  
        return true;  
    }  
}
```

# DEPENDENCY INVERSION PRINCIPLE

## Dependency Inversion Principle (DIP):

High-level modules should not depend on low-level modules. Both should depend on abstractions

- **IMdbProMembership** now takes a **PaymentProcessor** instead of a specific implementation (**creditCardProcessor**). This adheres to DIP by depending on the abstraction (**PaymentProcessor** interface) rather than a concrete implementation.

```
public interface PaymentHandler {  
    void handlePayment(PaymentDetails paymentDetails);  
}  
  
public class IMdbProMembership implements PaymentHandler {  
  
    public IMdbProMembership(PaymentProcessor creditCardProcessor) {  
        System.out.println("IMDB PRO UPGRADED");  
    }  
  
    public void handlePayment(PaymentDetails paymentDetails) {  
        System.out.println("IMDB PRO UPGRADED");  
    }  
}
```