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Master SOLID Principles

1. Single Responsibility Principle (SRP)

A class should have only one reason to change.

Violating SRP (A class that manages user authentication, profile updates, and reporting user activities all in one place)



```
class UserService {  
  
    void registerUser(String username, String password) {  
        // User registration logic  
    }  
  
    void loginUser(String username, String password) {  
        // User authentication logic  
    }  
  
    void updateProfile(String username, String bio) {  
        // Update user profile  
    }  
  
    void reportUser(String reportedUser) {  
        // Report user logic  
    }  
}
```

Example Following SRP

```
class AuthenticationService {  
    void registerUser(String username, String password) {}  
    void loginUser(String username, String password) {}  
}
```



```
class ProfileService {  
    void updateProfile(String username, String bio) {}  
}
```

```
class ReportingService {  
    void reportUser(String reportedUser) {}  
}
```

2. Open-Closed Principle (OCP) - Post Management.

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

Violating OCP (Adding a new post type (video, text, or image) requires modifying the existing PostService)



```
class PostService {  
    void createPost(String type) {  
        if (type.equals("text")) {  
            // Create text post  
        } else if (type.equals("image")) {  
            // Create image post  
        } else if (type.equals("video")) {  
            // Create video post  
        }  
    }  
}
```

Example Following OCP(Using polymorphism to support new post types without modifying existing code)

```
interface Post {  
    void create();  
}
```

```
class TextPost implements Post {  
    public void create() { System.out.println("Creating text post"); }  
}
```



```
class ImagePost implements Post {  
    public void create() { System.out.println("Creating image post"); }  
}
```

```
class PostService {  
    void createPost(Post post) {  
        post.create();  
    }  
}
```

3. Liskov Substitution Principle (LSP)

Objects of a derived class must be replaceable for objects of the base class without affecting functionality.

Scenario: Subscription-Based Payments in a Social Media Platform

A social media platform offers three types of subscriptions:

1. **Free Subscription** - No payment required.
2. **Basic Subscription** - Monthly fixed fee.
3. **Premium Subscription** - Pay-per-feature model (e.g., extra storage, ad-free experience).

Bad Example (Violating LSP)

Here, Subscription is the base class, but the FreeSubscription subclass **throws an exception** because it doesn't support payments.

```
class Subscription {  
    void processPayment() {  
        System.out.println("Processing payment for the subscription...");  
    }  
}
```

```
class FreeSubscription extends Subscription {  
    @Override  
    void processPayment() {  
        throw new UnsupportedOperationException("Free subscription does not  
require payment!");  
    }  
}
```



```
class BasicSubscription extends Subscription {  
    @Override  
    void processPayment() {  
        System.out.println("Processing monthly subscription payment...");  
    }  
}
```

```
class PremiumSubscription extends Subscription {  
    @Override  
    void processPayment() {  
        System.out.println("Processing pay-per-feature payment...");  
    }  
}
```

Example following LSP

```
interface Payment {  
    void processPayment();  
}
```

```
abstract class Subscription {  
    abstract void subscribe();  
}
```

```
class FreeSubscription extends Subscription {  
    @Override  
    void subscribe() {  
        System.out.println("User subscribed for free!");  
    }  
}
```

```
class BasicSubscription extends Subscription implements Payment {  
    @Override  
    void subscribe() {  
        System.out.println("User subscribed to the Basic plan.");  
    }  
}
```

```
    @Override  
    public void processPayment() {  
        System.out.println("Processing monthly subscription payment...");  
    }  
}
```

```
class PremiumSubscription extends Subscription implements Payment {  
    @Override  
    void subscribe() {  
        System.out.println("User subscribed to the Premium plan.");  
    }  
}
```

```
    @Override  
    public void processPayment() {  
        System.out.println("Processing pay-per-feature payment...");  
    }  
}
```



4. Interface Segregation Principle (ISP) - Media Upload

Clients should not be forced to depend on interfaces they don't use.

Bad Example (Violating ISP)



```
interface MediaUpload {  
    void uploadImage();  
    void uploadVideo();  
    void uploadGIF();  
}  
  
class ImageUploader implements MediaUpload {  
    public void uploadImage() {}  
    public void uploadVideo() { throw new UnsupportedOperationException(); }  
    public void uploadGIF() { throw new UnsupportedOperationException(); }  
}
```

Example following ISP



```
interface ImageUpload {  
    void uploadImage();  
}  
  
interface VideoUpload {  
    void uploadVideo();  
}  
  
class ImageUploader implements ImageUpload {  
    public void uploadImage() {}  
}  
  
class VideoUploader implements VideoUpload {  
    public void uploadVideo() {}  
}
```

5. Dependency Inversion Principle (DIP) - Notification System

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

Bad Example (Violating DIP)

Tightly coupling the notification system to a specific implementation (Email):



```
class EmailNotification {  
    void sendEmail(String message) { }  
}  
  
class NotificationService {  
    private EmailNotification emailNotification = new EmailNotification();  
  
    void notifyUser(String message) {  
        emailNotification.sendEmail(message);  
    }  
}
```

Example following DIP



```
interface Notification {  
    void send(String message);  
}  
  
class EmailNotification implements Notification {  
    public void send(String message) { }  
}  
  
class SmsNotification implements Notification {  
    public void send(String message) { }  
}  
  
class NotificationService {  
    private Notification notification;  
  
    NotificationService(Notification notification) {  
        this.notification = notification;  
    }  
  
    void notifyUser(String message) {  
        notification.send(message);  
    }  
}
```

Summary of SOLID Principles

| Principle | Use Case | Problem | Solution |
|-----------|-----------------|---|---|
| SRP | User Management | UserService is handling multiple responsibilities | Separate AuthenticationService, ProfileService, and ReportingService |
| OCP | Post Creation | PostService needs modification for every new post type | Use a Post interface and create separate classes for text, image, and video posts |
| LSP | Payments | FreeSubscription throws an exception in processPayment() method | Add a separate Interface called Subscription so that FreeSubscription will implement Subscription Interface as it is nothing to do with payment |
| ISP | Media Upload | ImageUploader is forced to implement uploadVideo() | Split into separate interfaces for ImageUpload and VideoUpload |
| DIP | Notifications | NotificationService is tightly coupled with EmailNotification | Use a Notification interface and support multiple implementations |

