DePaul University

Design Principles:

S.O.L.I.D.

(2)

Object-oriented Software Development
SE 350– Spring 2021

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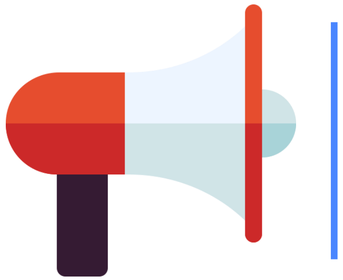
Week 6.2
May 6, 2021



Announcements

UML Class Diagram Q&A Session

Wednesday May 12, 2021

3:00 PM – 4:30 PM

Design Principles

SOLID

Open-Closed Principle

- **Component**
  - Can be anything from a single class to an entire program
- **Modification:**
  - Changing the code
- **Extension:**
  - Adding new functionality
- **OCP is usually done with the help of interfaces and abstract classes.**
- **How to make sure your code follows the Open/Closed Design Principle?**
  - Implementation inheritance
  - Interface inheritance

> **"Software components should be open for extension, but closed for modification"**

OCP Example: Calculator App Problem

```java
public interface CalculatorOperation {}
//=================================================================
public class Addition implements CalculatorOperation {
    private double left;
    private double right;
    private double result = 0.0;

    public Addition(double left, double right) {
        this.left = left;
        this.right = right;
    }

    // getters and setters

}
//=================================================================

public class Subtraction implements CalculatorOperation {
    private double left;
    private double right;
    private double result = 0.0;

    public Subtraction(double left, double right) {
        this.left = left;
        this.right = right;
    }

    // getters and setters
}
```

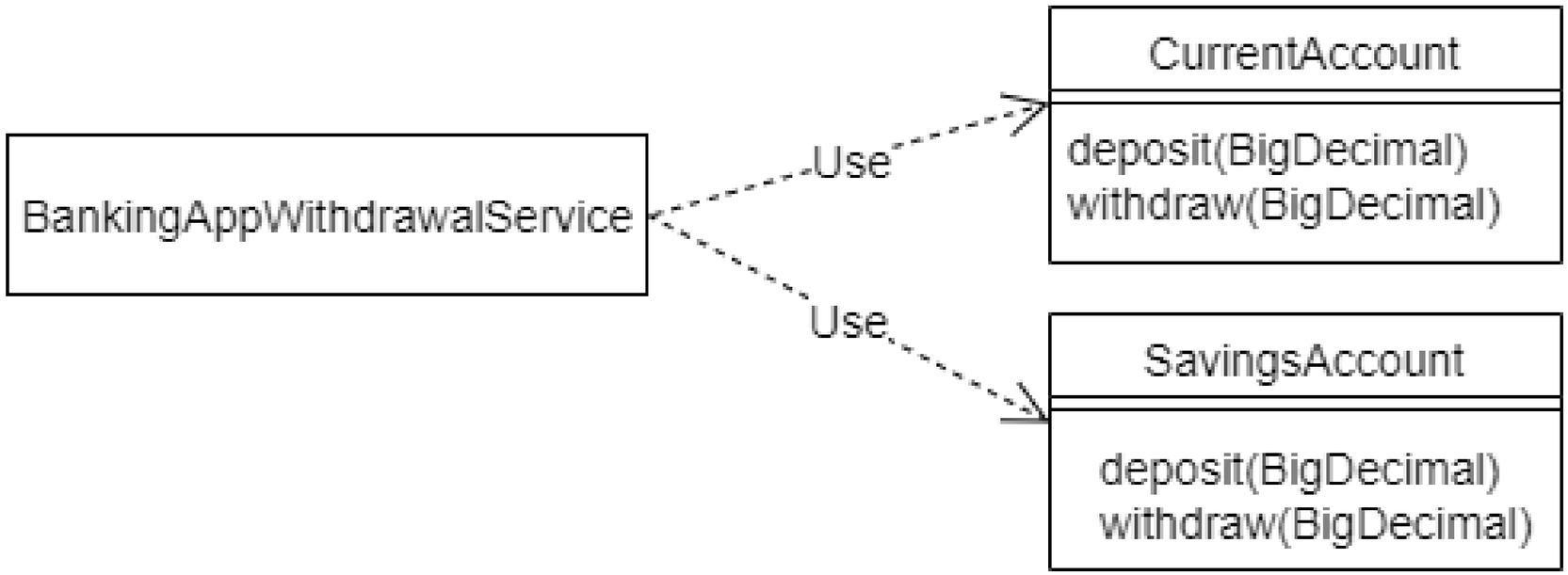
```java
public class Calculator {

    public void calculate(CalculatorOperation operation) {
        if (operation == null) {
            throw new InvalidParameterException("Can not perform operation");
        }

        if (operation instanceof Addition) {
            Addition addition = (Addition) operation;
            addition.setResult(addition.getLeft() + addition.getRight());
        } else if (operation instanceof Subtraction) {
            Subtraction subtraction = (Subtraction) operation;
            subtraction.setResult(subtraction.getLeft() - subtraction.getRight());
        }
    }
}
```

OCP Example: Calculator App Solution

```java
public interface CalculatorOperation {
    void perform();
}
//================================================================
public class Addition implements CalculatorOperation {
    private double left;
    private double right;
    private double result;

    // constructor, getters and setters

    @Override
    public void perform() {
        result = left + right;
    }
}
//================================================================

public class Division implements CalculatorOperation {
    private double left;
    private double right;
    private double result;

    // constructor, getters and setters
    @Override
    public void perform() {
        if (right != 0) {
            result = left / right;
        }
    }
}
```

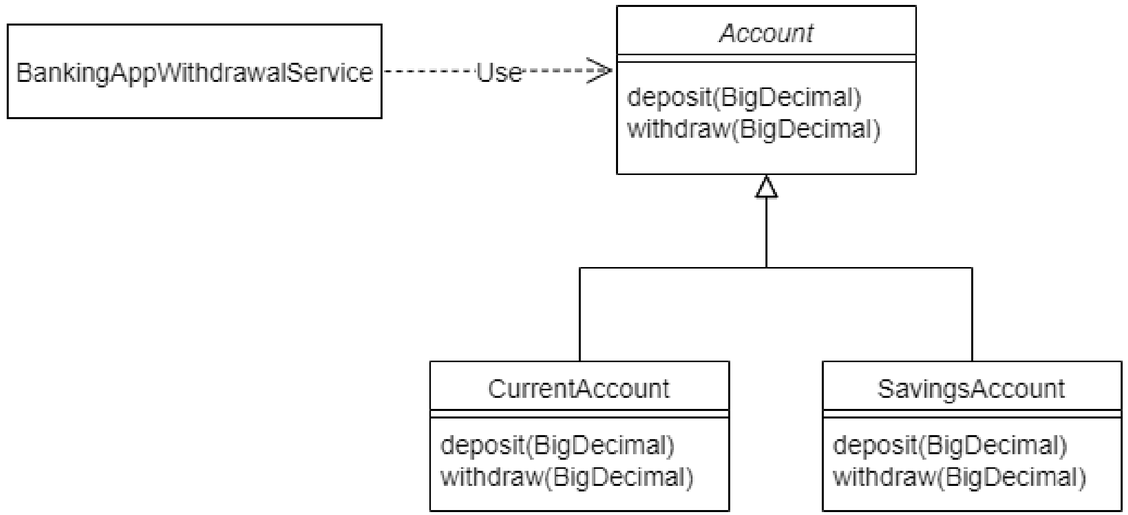
```java
public class Calculator {

    public void calculate(CalculatorOperation operation) {
        if (operation == null) {
            throw new InvalidParameterException("Cannot perform operation");
        }
        operation.perform();
    }
}
```

OCP Example: Banking System Problem

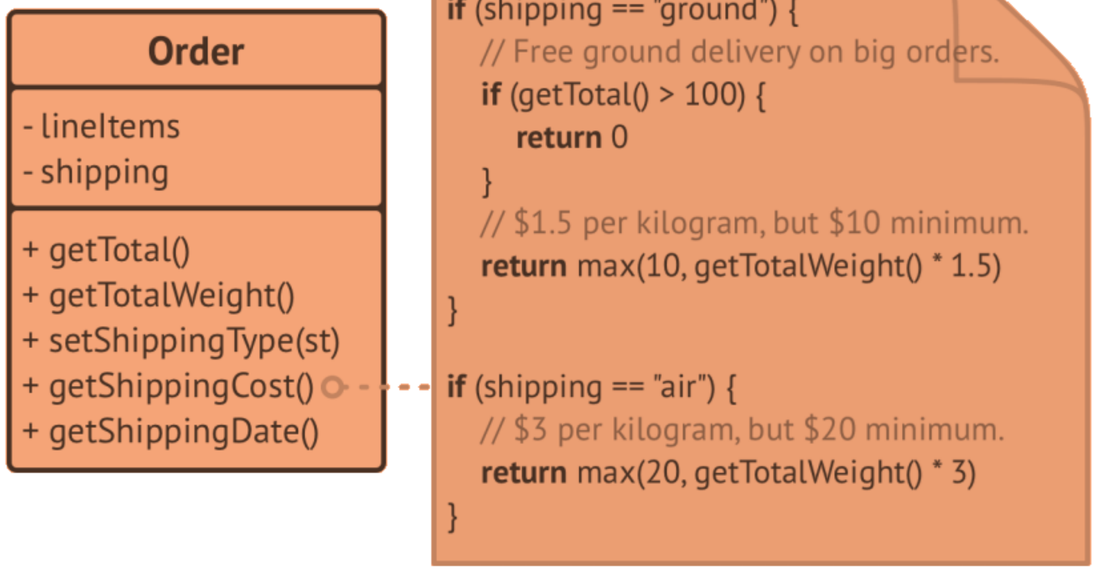


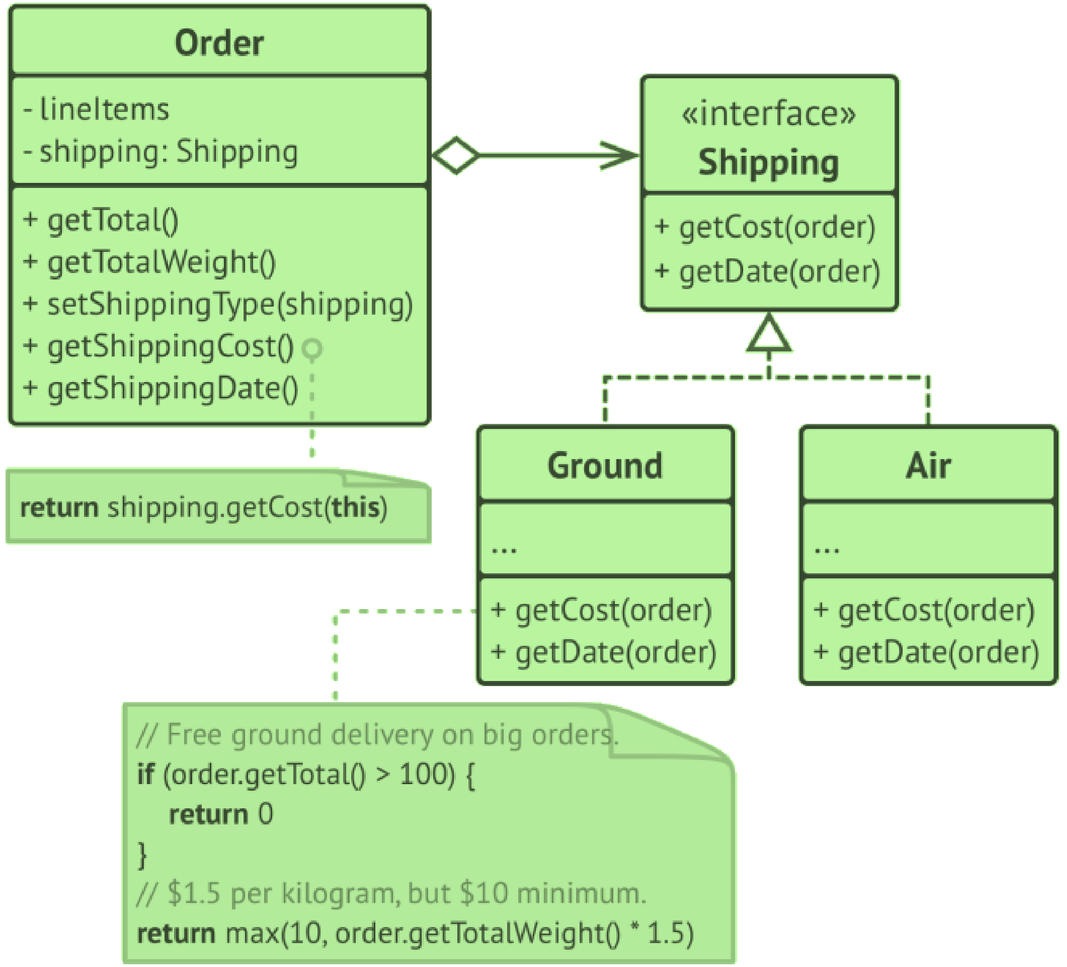
OCP Example: Banking System Solution

```java
public abstract class Account {
    protected abstract void deposit(BigDecimal amount);
    protected abstract void withdraw(BigDecimal amount);
}
//=======================================================
public class BankingAppWithdrawalService {
    private Account account;

    public BankingAppWithdrawalService(Account account) {
        this.account = account;
    }

    public void withdraw(BigDecimal amount) {
        account.withdraw(amount);
    }
}
```



OCP Example: eCommerce Application

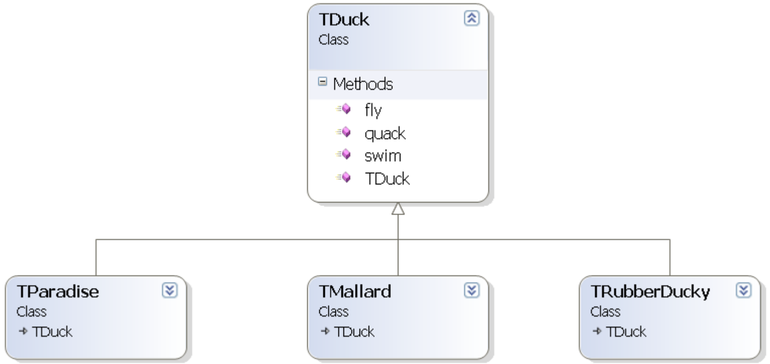


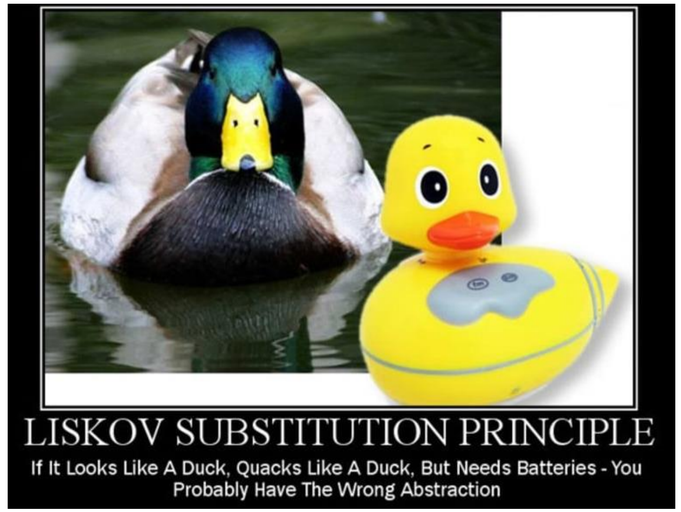


Liskov Substitution Principle

- **Barbara Liskov - 1988**
  - If for each object o1 of type S there is an object o2 of type T such that for all programs P defined in terms of T, the behavior of P is unchanged when o1 is substituted for o2 then S is a subtype of T.
- **Design by contract – Bertrand Meyer**
  - helps us conform to the "is-a" relationship
- **Implementations of the same interface should never give a different result.**
- **To be substitutable, the subtype must behave like its supertype.**
- **Example Scenario: Using file system for testing purposes before developing database structure.**
- **How to make sure your code follows LSP?**
  - mindful programming

"Derived types must be completely substitutable for their base types"





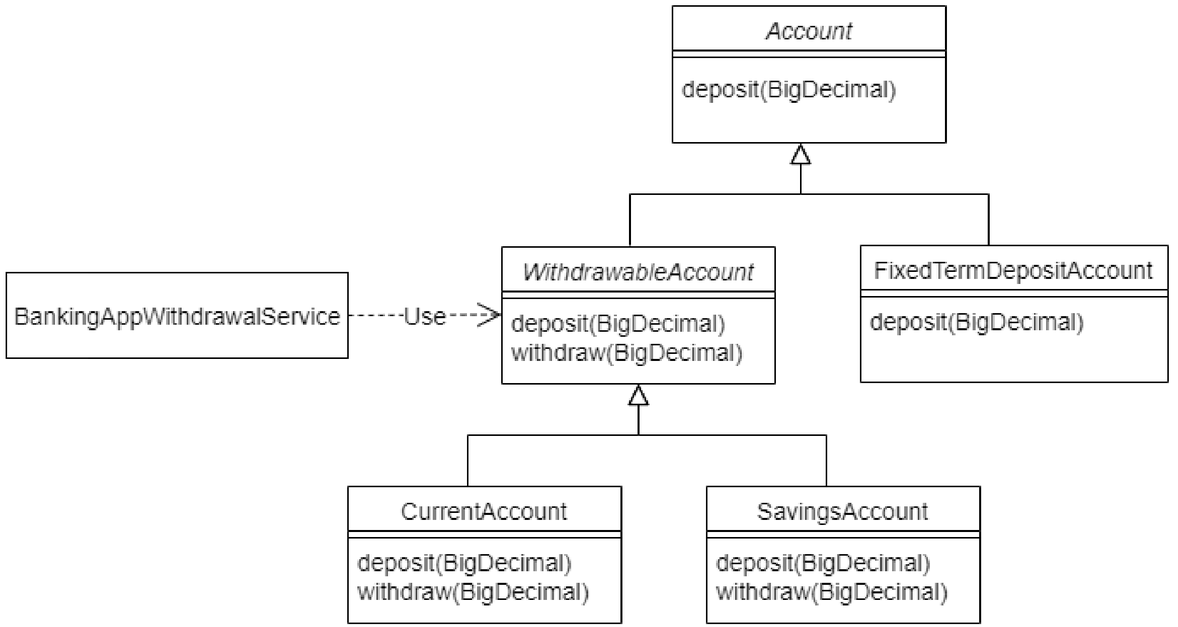
LSP Example: Banking System Problem

```java
public class FixedTermDepositAccount extends Account {
    @Override
    protected void deposit(BigDecimal amount) {
        // Deposit into this account
    }

    @Override
    protected void withdraw(BigDecimal amount) {
        throw new UnsupportedOperationException("Withdrawals are not supported by FixedTermDepositAccount!!");
    }
}
```

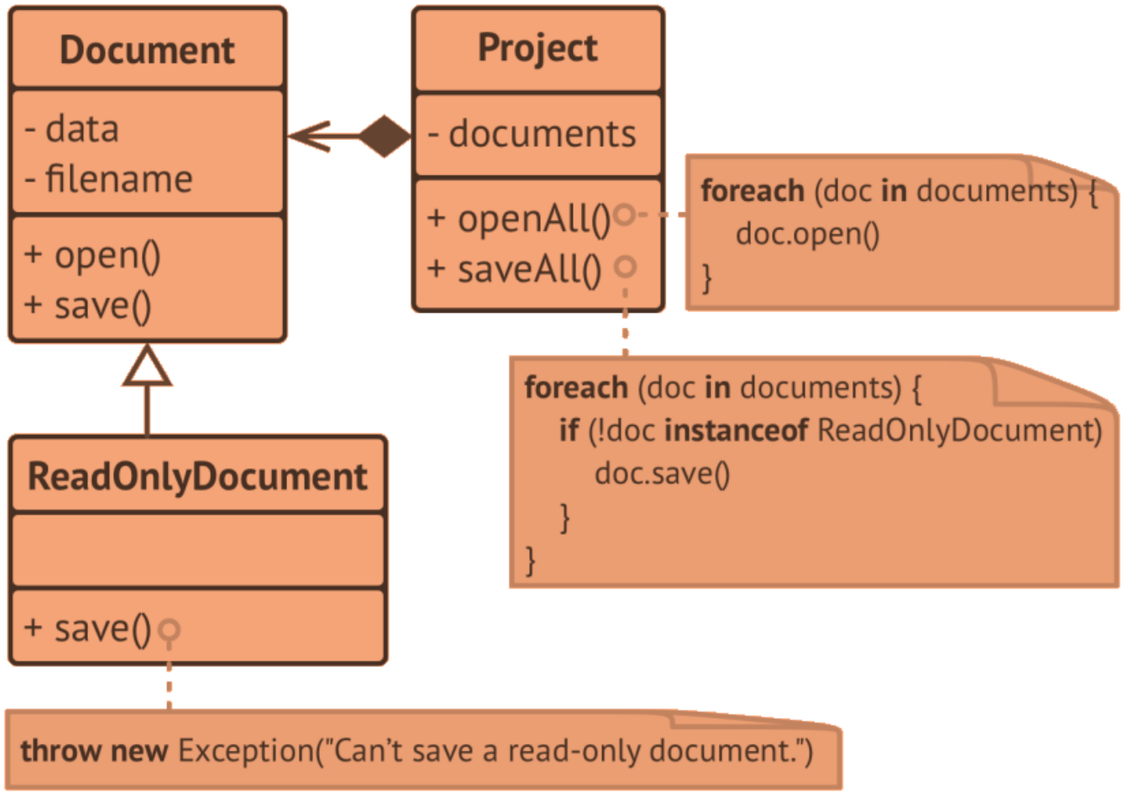
```java
Account myFixedTermDepositAccount = new FixedTermDepositAccount();
myFixedTermDepositAccount.deposit(new BigDecimal(1000.00));

BankingAppWithdrawalService withdrawalService = new BankingAppWithdrawalService(myFixedTermDepositAccount);
withdrawalService.withdraw(new BigDecimal(100.00));
```

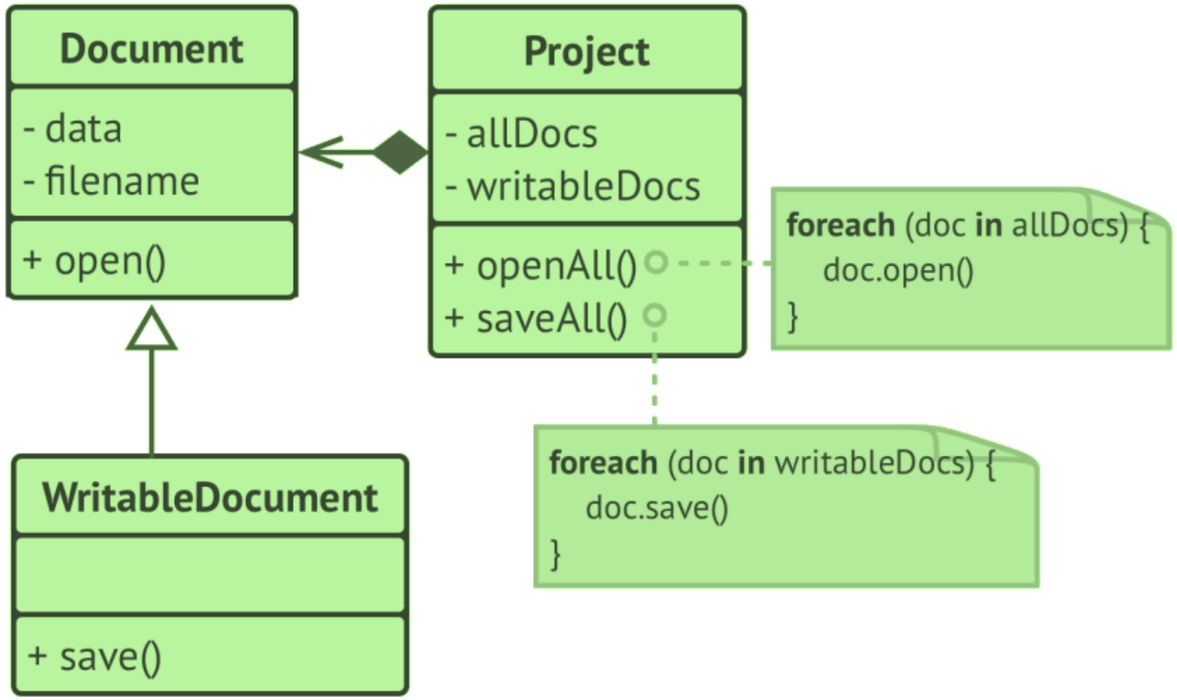
LSP Example: Banking System Solution

```java
public class BankingAppWithdrawalService {
    private WithdrawableAccount withdrawableAccount;

    public BankingAppWithdrawalService(WithdrawableAccount withdrawableAccount) {
        this.withdrawableAccount = withdrawableAccount;
    }

    public void withdraw(BigDecimal amount) {
        withdrawableAccount.withdraw(amount);
    }
}
```



LSP Example: Saving Documents





Interface Segregation Principle

- **Many client-specific interfaces are better than one general-purpose interface.**
- **Reduce the side effects of using larger interfaces by breaking application interfaces into smaller ones.**
- **Similar to SRP:**
  - Each class or interface serves a single purpose.
- **It take more time and effort in the design phase .**
- **It increase the code complexity.**
- **It leads to flexible code.**
- **Examples:**
  - logging interface for writing and reading logs – DB vs Console
  - Reportable interface: generateExcel() and generatedPdf().
  - Large Employee class:
    - EmployeeTimeLogController, EmployeeTimeOffController, EmployeeSalaryController
- **How to make sure your code follows the ISP?**

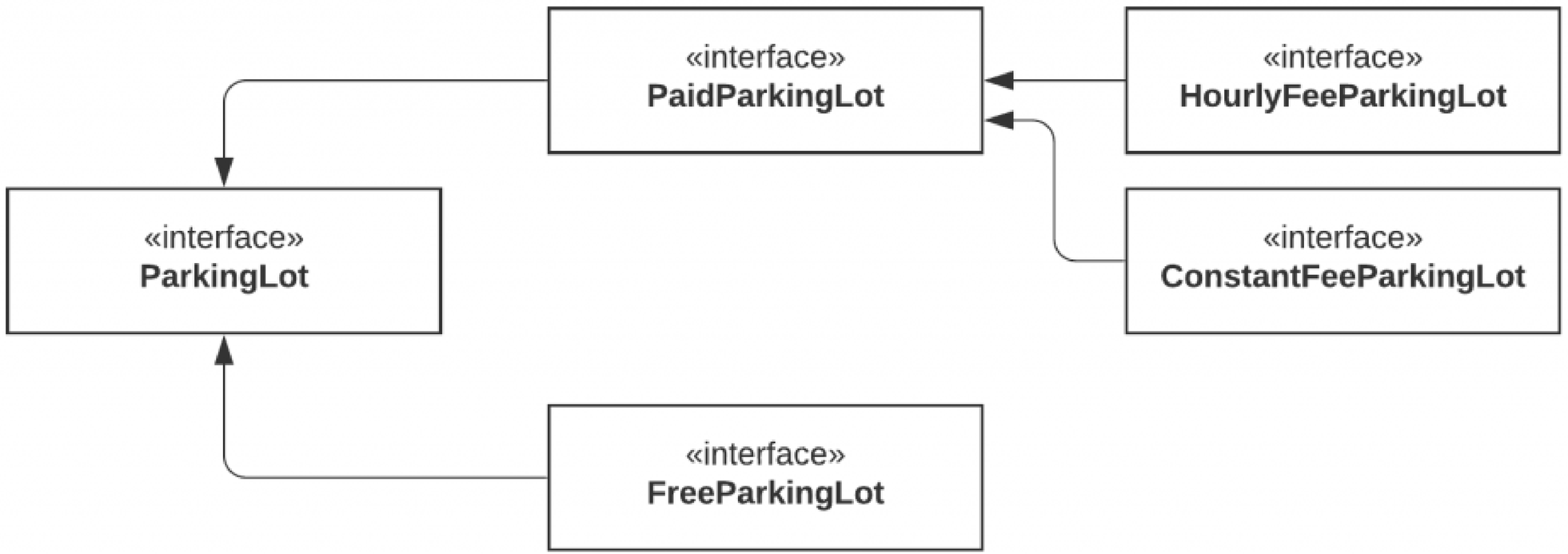
"Clients should not be forced to implement unnecessary methods which they will not use"

ISP Example: ParkingLot App Problem

```java
public interface ParkingLot {

    void parkCar(); // Decrease empty spot count by 1
    void unparkCar(); // Increase empty spots by 1
    void getCapacity(); // Returns car capacity
    double calculateFee(Car car); // Returns the price based
  on number of hours
    void doPayment(Car car);
}
```

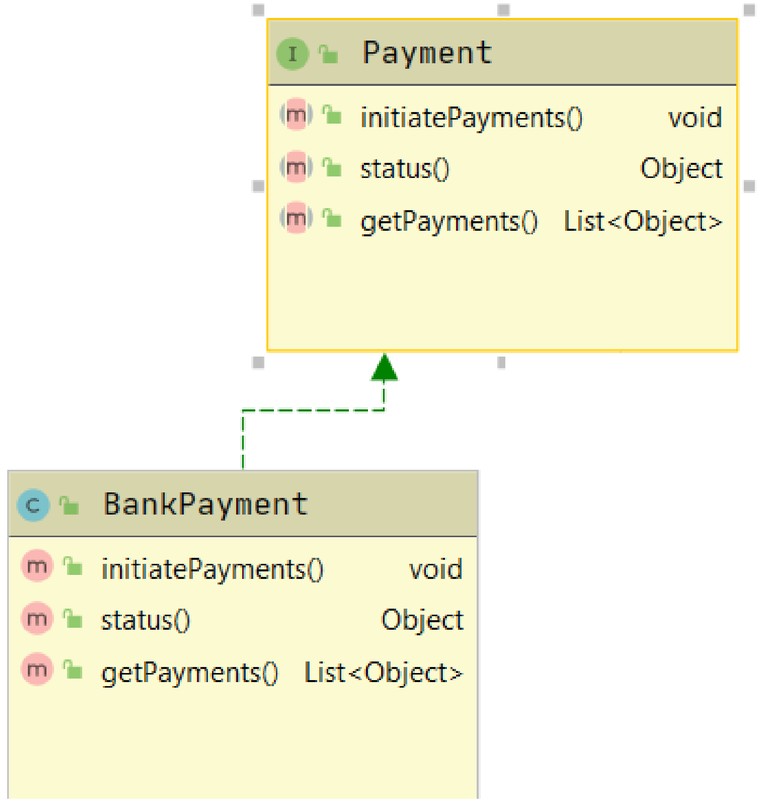
```java
public class FreeParking implements ParkingLot {

    @Override
    public void parkCar() {

    }

    @Override
    public void unparkCar() {

    }

    @Override
    public void getCapacity() {

    }

    @Override
    public double calculateFee(Car car) {
        return 0;
    }

    @Override
    public void doPayment(Car car) {
        throw new Exception("Parking lot is free");
    }
}
```

ISP Example: ParkingLot App Solution

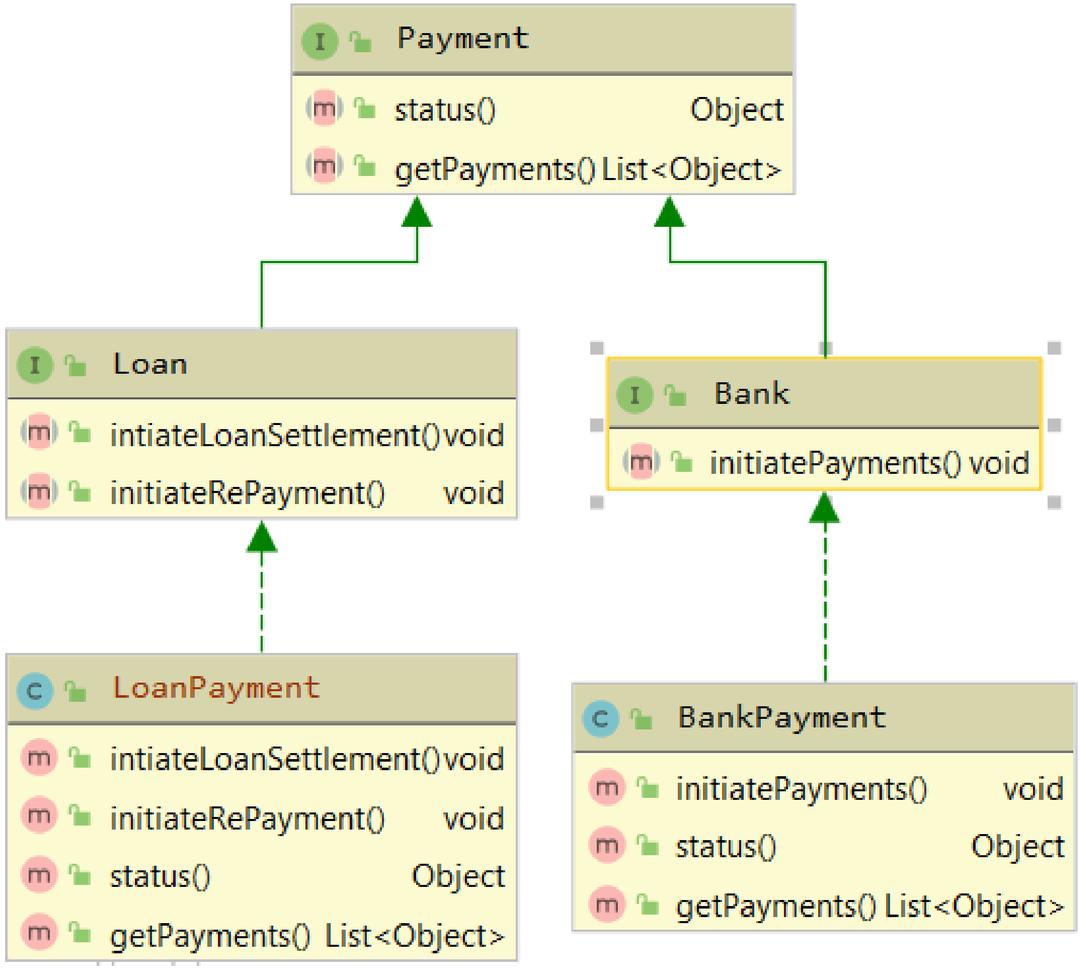


ISP Example: Payment App

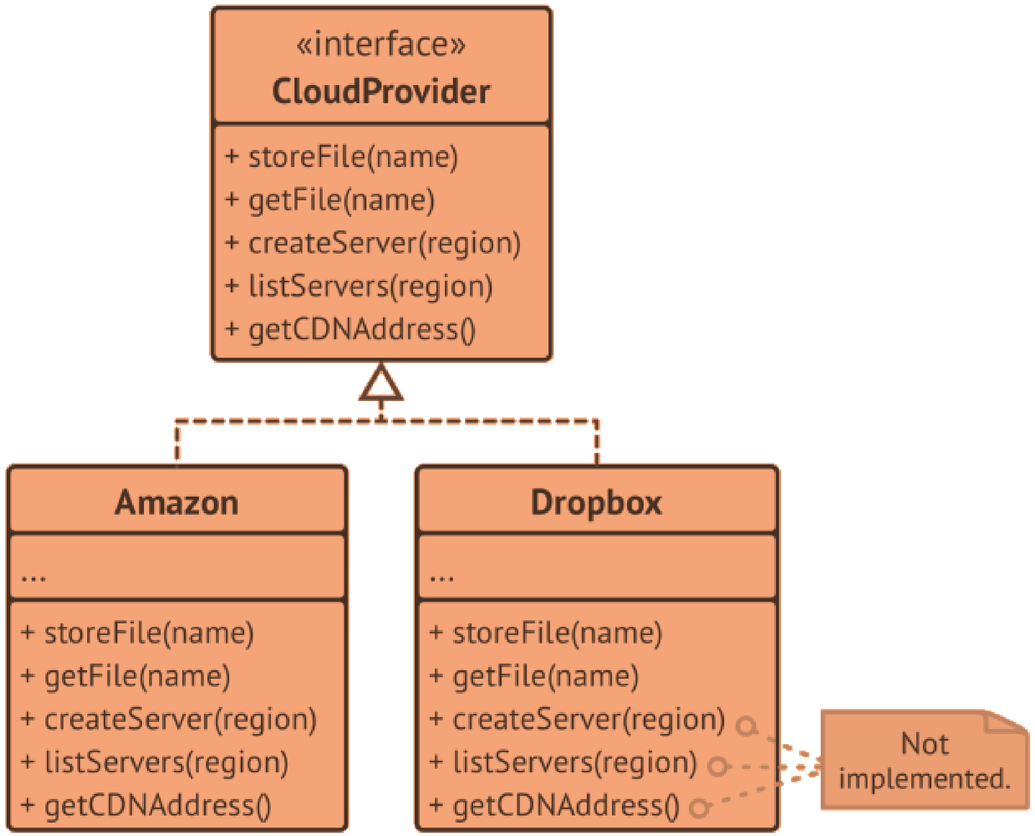
ISP Violation

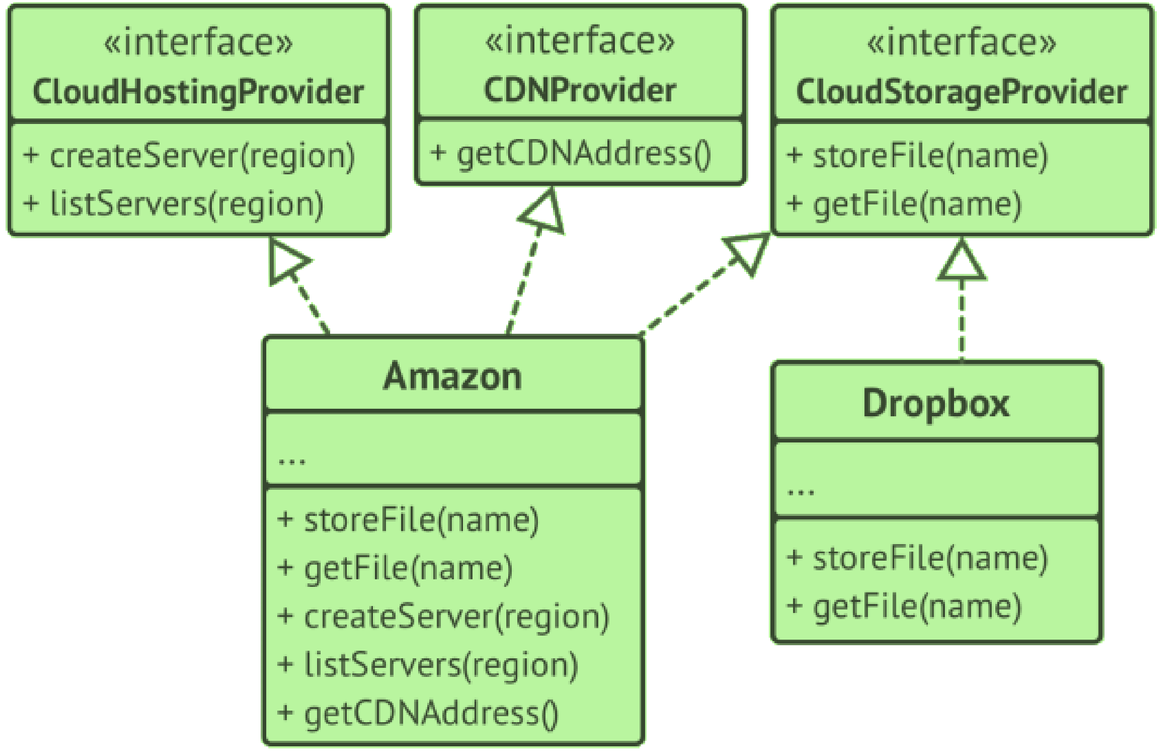


ISP Compliance



ISP Example: Cloud Provider





Any Question

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How do you feel about the course?

Please Send Your Question or Feedback...

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