

LLD - SOLID principles

Agenda

- ✓ What is good software
- ✓ Design principles
 - SOLID
 - ✓ SRP
 - ✓ OCP

Good software

- Maintainable
 - Debug
 - Test
 - Understand

- Extensible
 - Scalable
-

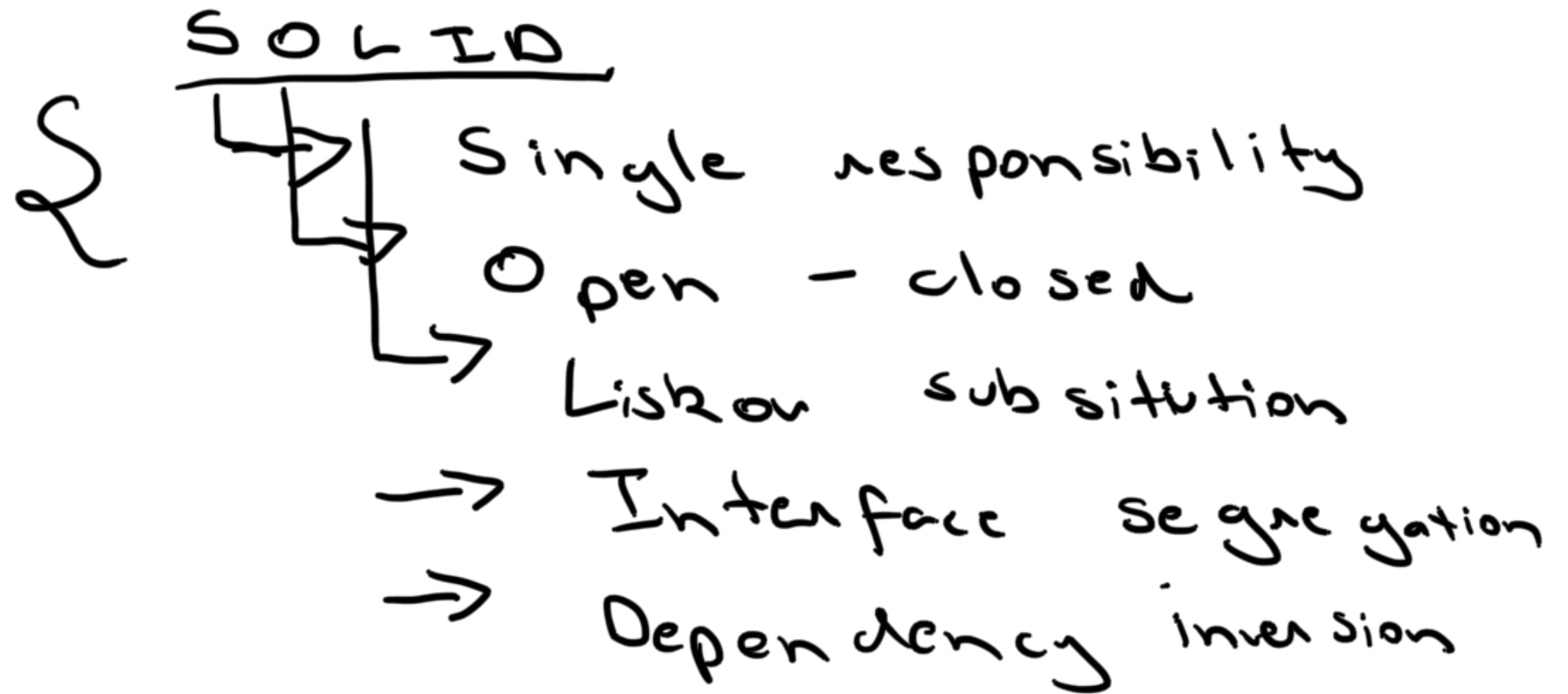
Design principles

- Set of rules
- Guidelines to create good software

SOLID

- CUPID

- GRASP



Case study

Design a bird

VO

Colour
GREEN
BLUE
RED



Bird
name: str
colour: Colour
weight: double
beak: Beak
type: Type
size: Size
Fly() eat() sleep()



Beak
Sharp
Curved

Type
Eagle
Sparrow



Problems

- ① Not readable
- ② Not easy to test
- ③ Merge conflicts
- ④ Not reusable

Too many
things
in our
method

Single responsibility

A single code unit

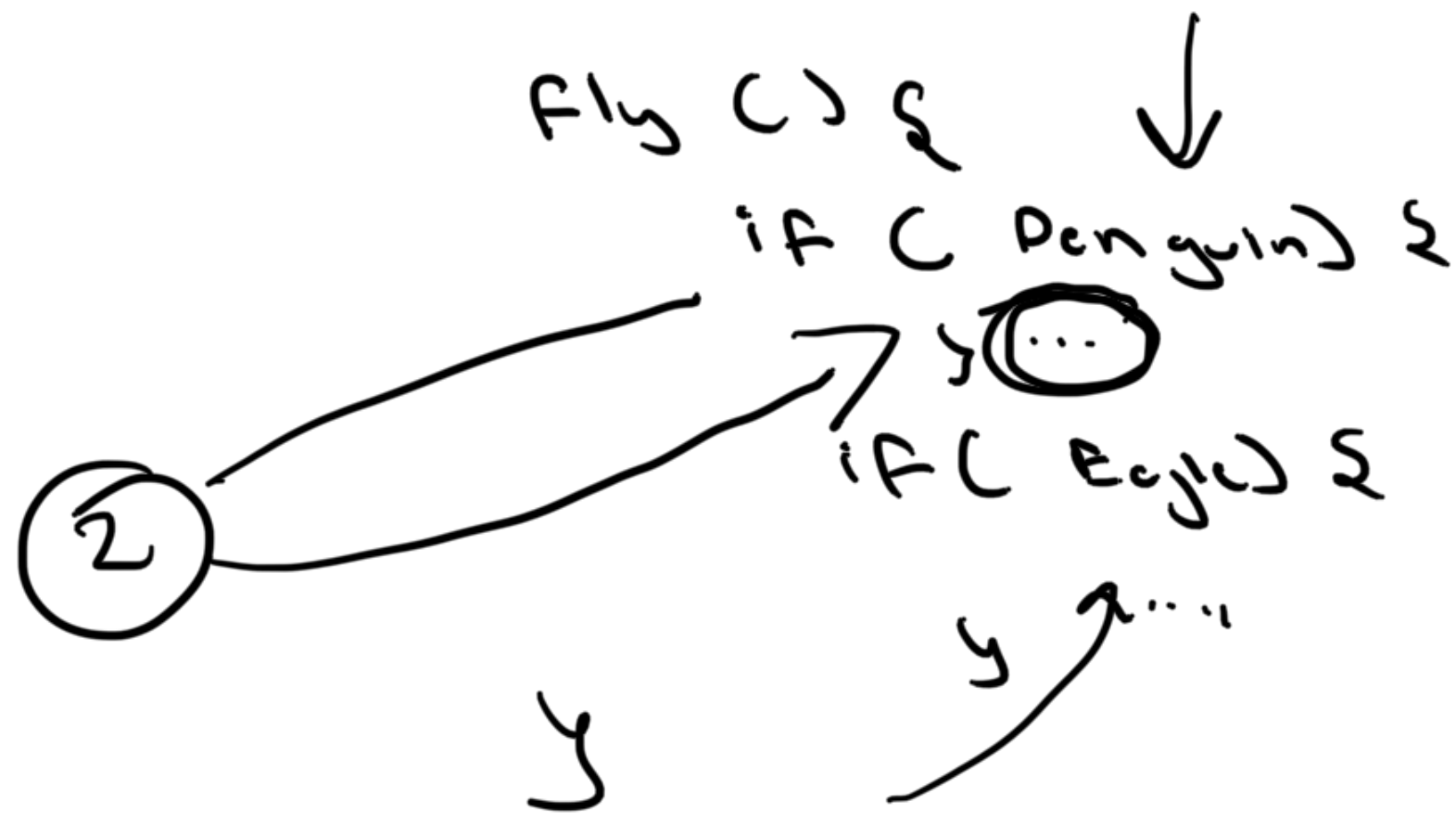
⇒ One responsibility

↓
method
class
Package

→ f's
→

change → What are the diff.
reasons to change a
class





① if-else Switch

② Monster methods on God classes

Save a Bird to the DB () 2

- ① Create a bird
- ② Connect to the DB
- ↳ ③ Query name, type
- ④ Execute
- ⑤ Create a new Bird
- ⑥ Close the connection

}

↓
monster methods

③ Utilis

6:07 - 6:15

- 10:45



Cyclomatic complexity

if - else

What?

→ Single code unit

⇒ Single responsibility

Why?

- Maintainability
- Extensibility

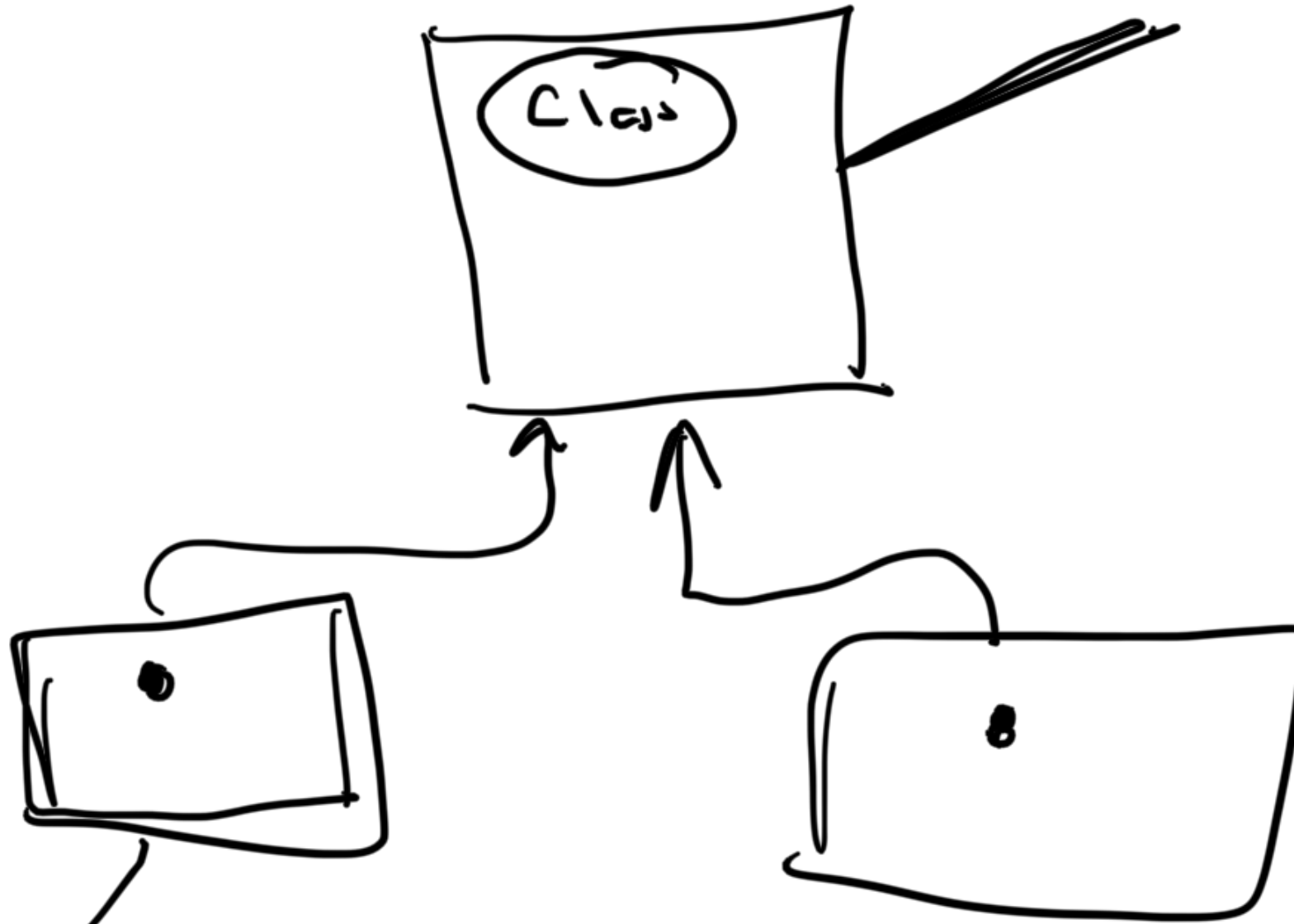
How?

- Numbers of reasons to change
- Subjective

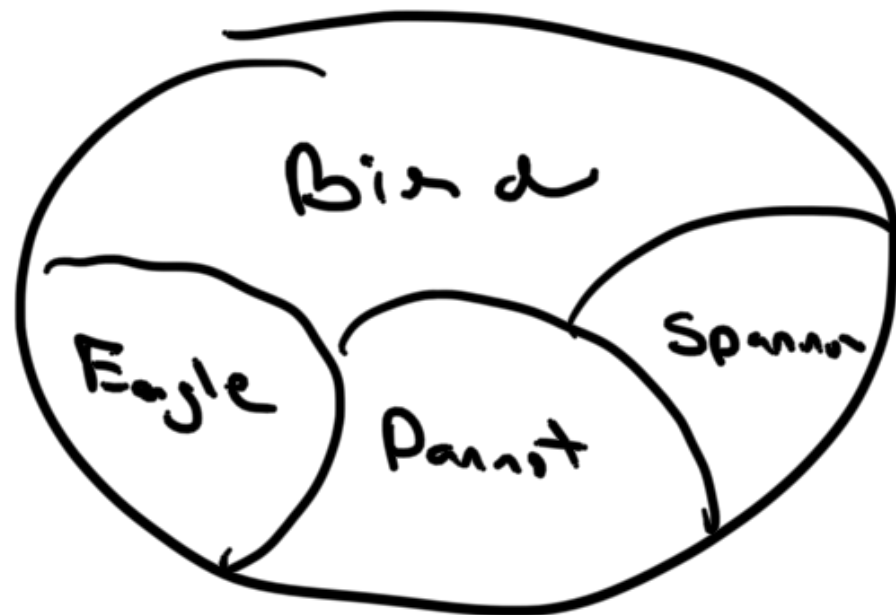
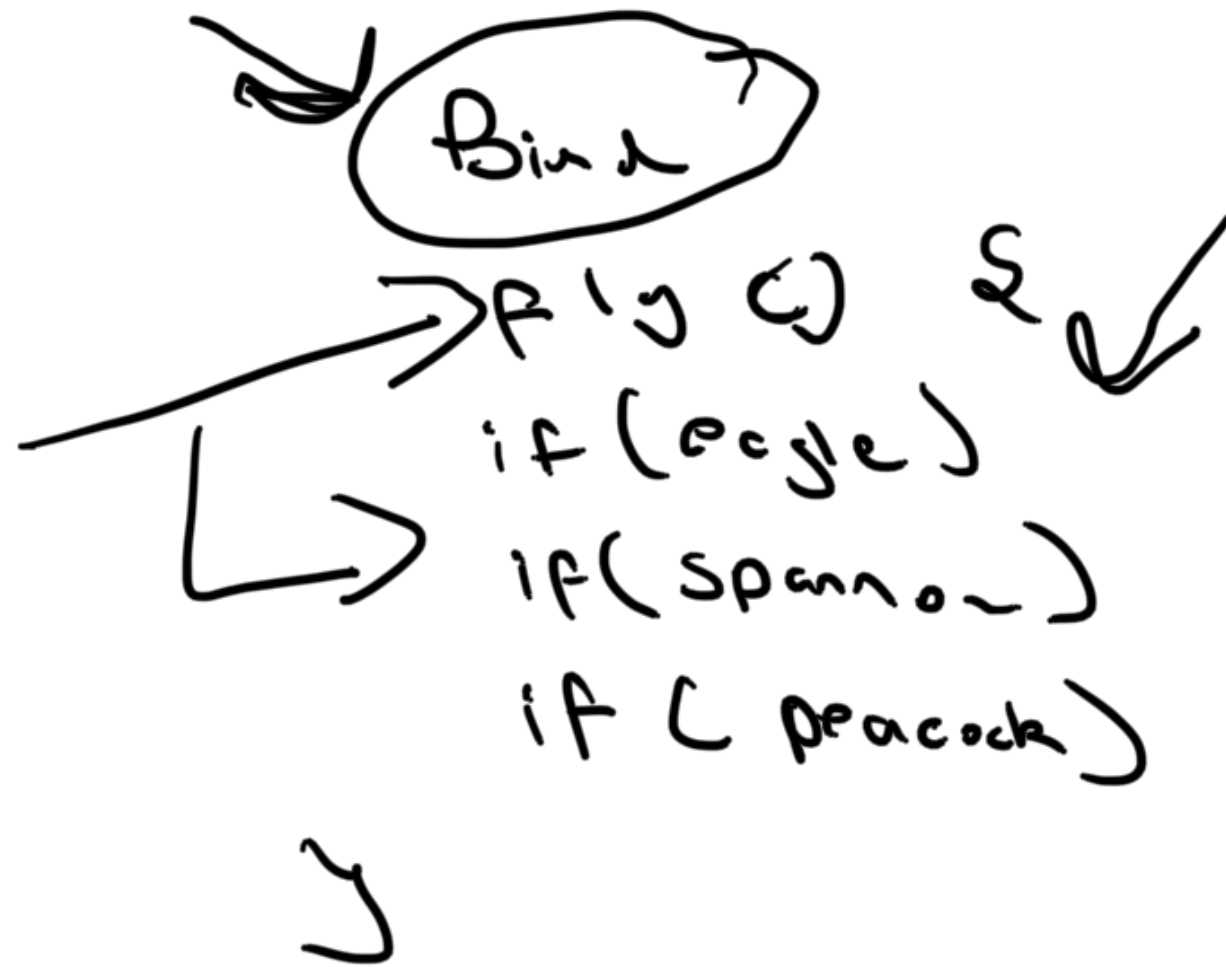
Open - closed

Open for extension

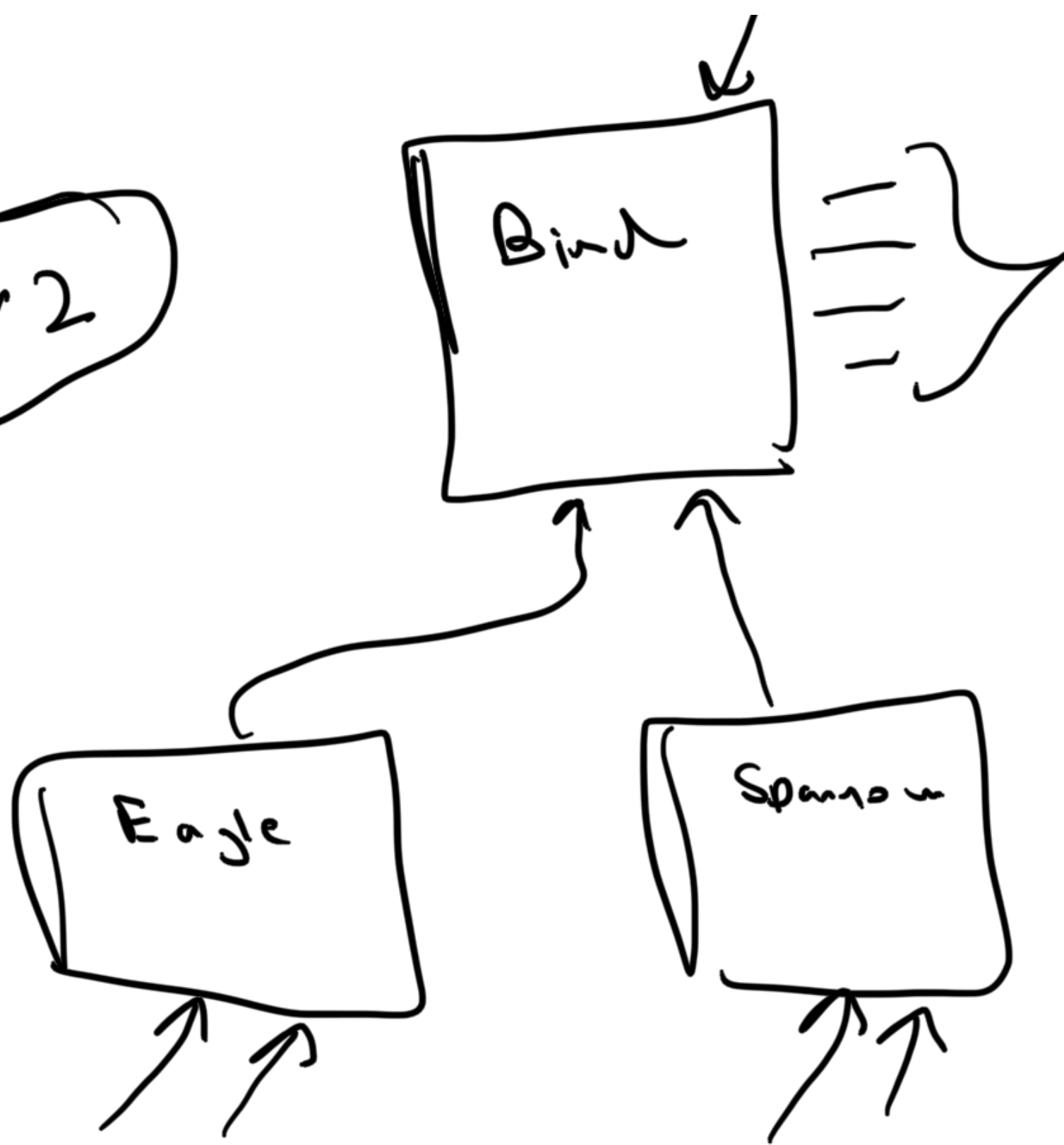
Closed for modification!



Best radius



✓2

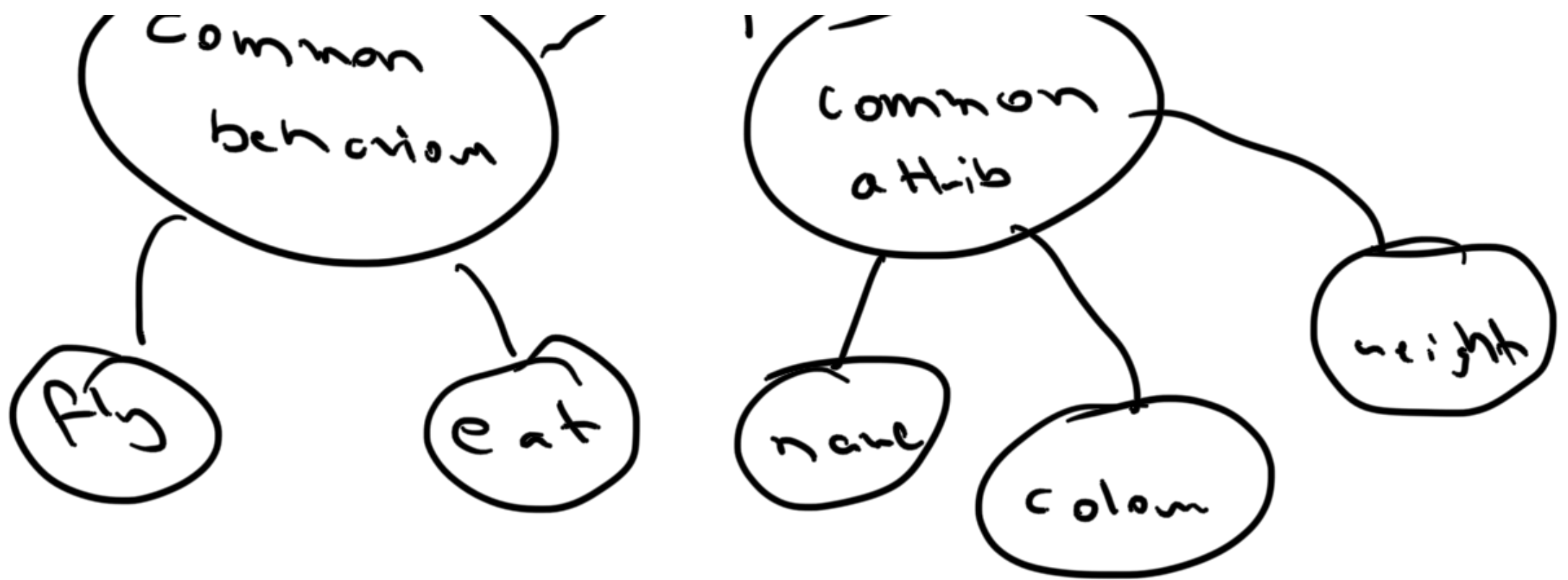


if 2 classes have common

↳ common behavior
interface

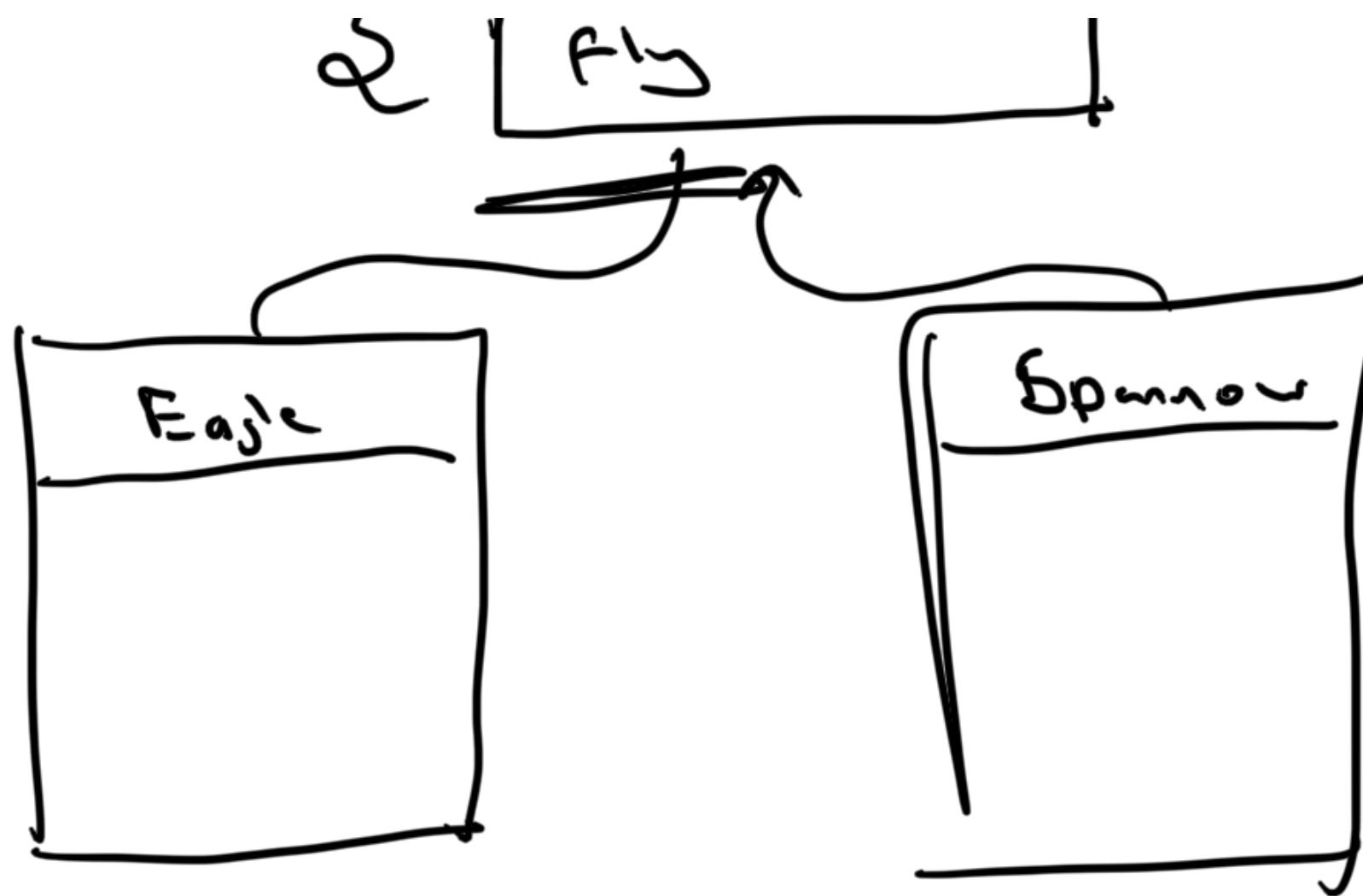
↳ common attrib + behav
abstract





abstract

LL abstract	
Bird	
{	name
	weight



SRP — Single co \Rightarrow Sing responsibility

OCF — Open for extension

closed for modification