

Fundamentals: The Dependency Inversion Principle Part 2

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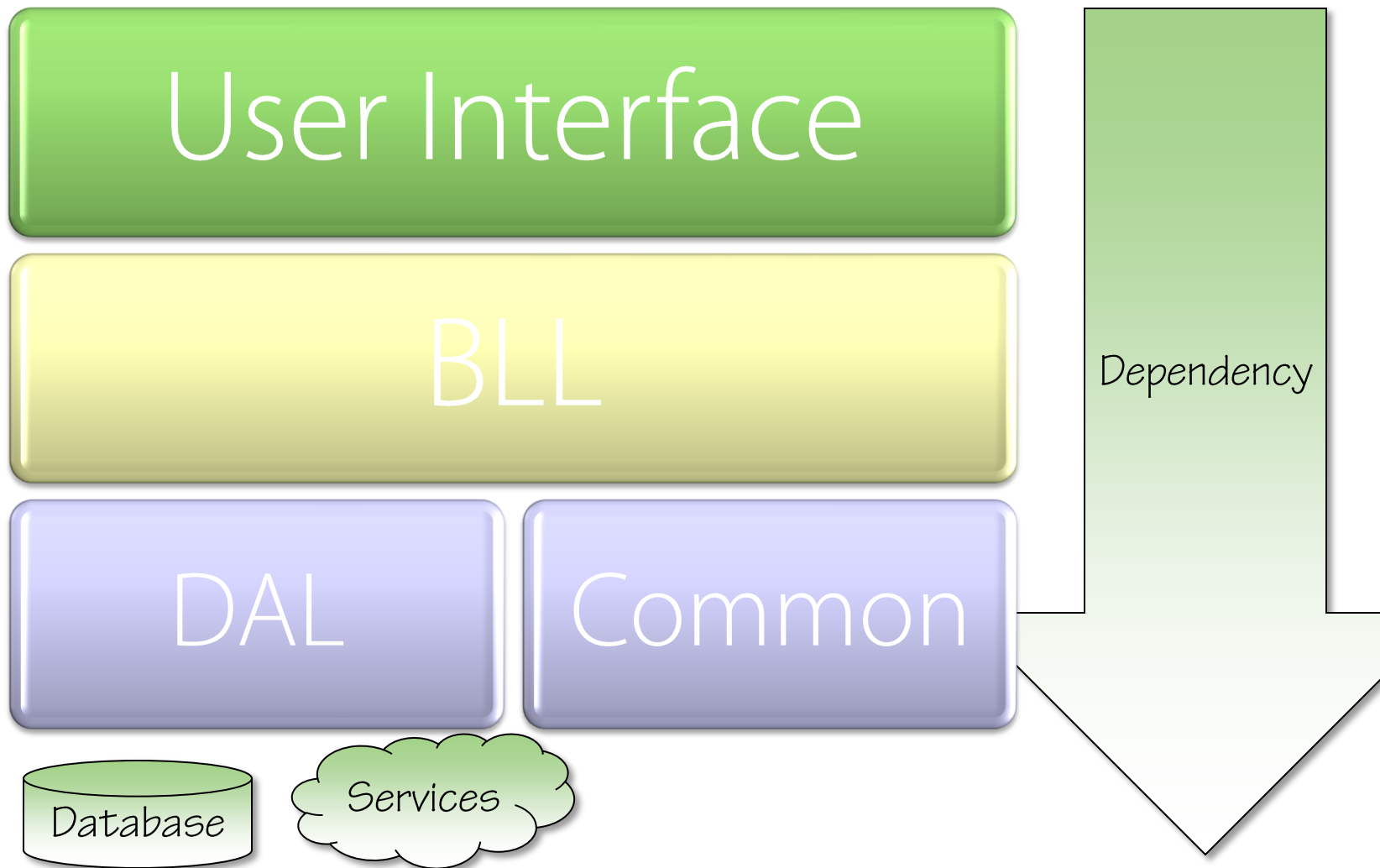
Outline

- **Project Dependencies**
- **The Problem**
- **An Example**
- **Refactoring to Apply DIP**
- **Related Fundamentals**

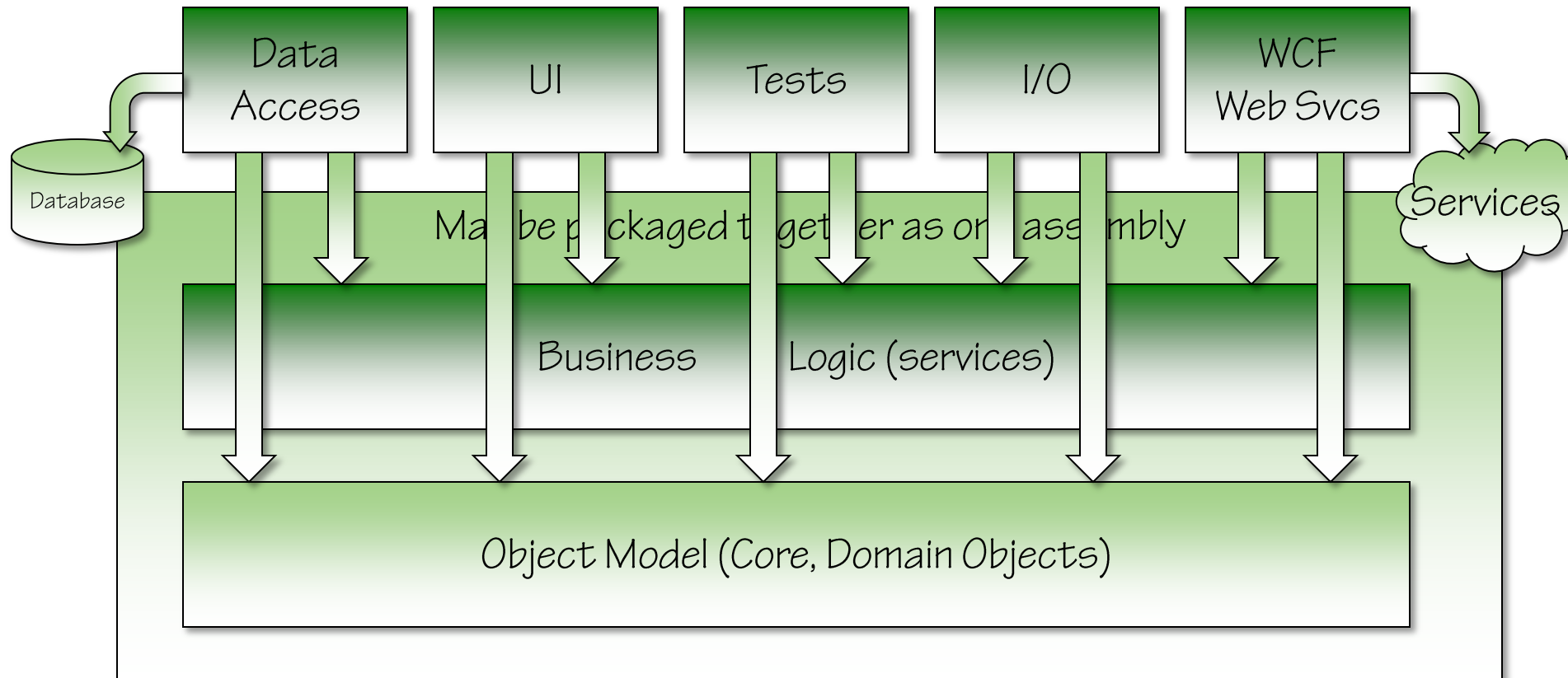
Layered / Tiered Application Design

- **Separate Logical (and sometimes physical) Layers**
 - For instance
 - User Interface (UI)
 - Business Logic Layer (BLL)
 - Data Access Layer (DAL)
- **Supports Encapsulation and Abstraction**
 - Work at the abstraction level appropriate
 - Each level only knows about one level deep (ideally)
- **Provides Units of Reuse**
 - Lowest levels generally are most reusable

Traditional (Naïve) Layered Architecture



Inverted Architecture



Demo

Violating DIP with Projects and Assemblies



The Problem

- **Dependencies Flow Toward Infrastructure**
- **Core / Business / Domain Classes Depend on Implementation Details**
- **Result**
 - Tight coupling
 - No way to change implementation details without recompile (OCP violation)
 - Difficult to test

Dependency Injection

- **Dependency is *transitive***
 - If UI depends on BLL depends on DAL depends on Database
Then *everything* depends on the Database
- **Depend on *abstractions* (DIP)**
- **Package interfaces (abstractions) with the client (ISP)**
- **Structure Solutions and Projects so Core / BLL is at center, with fewest dependencies**

Demo

Refactoring to a Better Design



Summary

- **Don't Depend on Infrastructure Assemblies from Core**
- **Apply DIP to reverse dependencies**
- **Related Fundamentals:**
 - Open Closed Principle
 - Interface Segregation Principle
 - Strategy Pattern
- **Recommended Reading:**
 - Agile Principles, Patterns, and Practices by Robert C. Martin and Micah Martin [<http://amzn.to/agilepppcsharp>]
 - <http://www.martinfowler.com/articles/injection.html>

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