# Module 2: "SOLID in Practice"

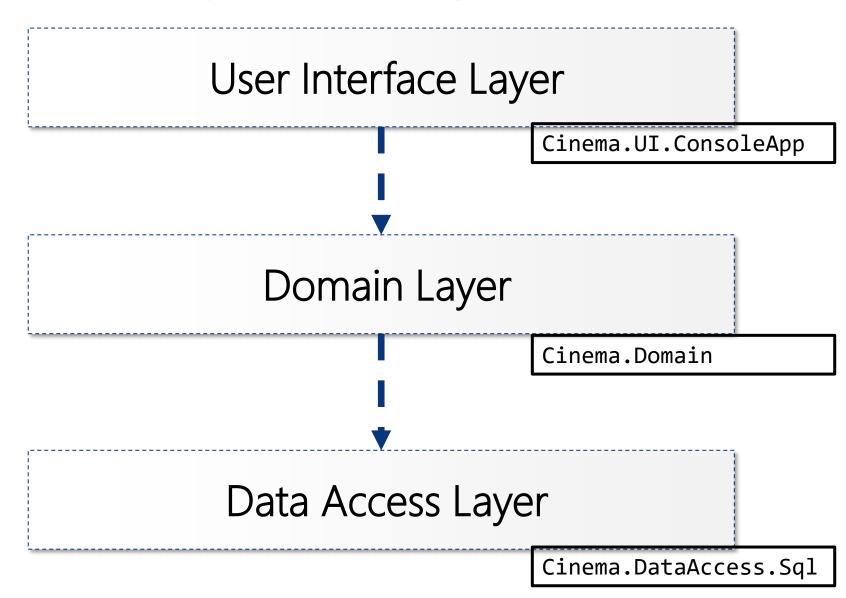




- Discussion: Evaluating the Design
- Pattern: Repository (with Entity Framework)
- Workshop A.2: Data Access Layer with Repository
- Discussion: Evaluating the Design Again
- (Optional) Automatic Testing
- Workshop A.3: Test Domain and Change Data Access



# Beautiful Layered Design?





### Discussion:

# Evaluating the Design

- Can we change the UI Layer from Console to e.g. Web or WPF?
- Can we unit test the Domain Layer?
- Can we change the Data Access Layer?



# Anti-Pattern: Entourage

When A depends upon B, and you group B and C in the same assembly, then if C depends upon D, in effect, you have equipped A with a dependency upon D.

#### Outline

- If you keep the interfaces and implementations in the same assembly, you essentially inherit dependencies' dependencies.
- Entourage means ask for one assembly and it gives all its assemblies.
- Nuget packages are potentially evil!

#### See:

"Adaptive Code" (2<sup>nd</sup> Edition) Gary McLean Hall (2017)



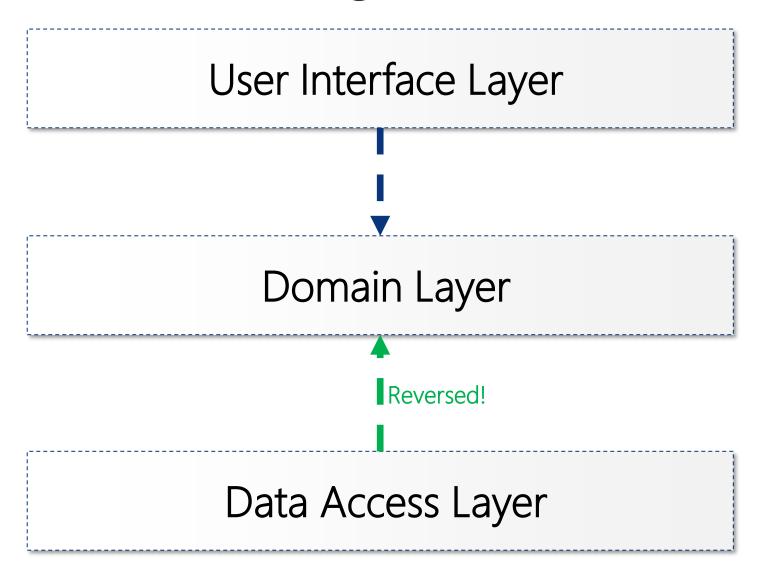
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# Better SOLID Design





# Workshop A.2: Data Access Layer with Repository





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## Discussion:

# Evaluating the Design

- Can we change the UI Layer from Console to e.g. Web or WPF?
- Can we unit test the Domain Layer?
- Can we change the Data Access Layer?



# Pattern: Stairway

- Let your implementation packages depend upon packages that exclusively contain interfaces (or interface-like classes). Moreover, your packages should not depend other implementation packages.
- Outline
  - This is essentially the "module" part of DIP
  - Avoids the Entourage anti-pattern
  - May not always be practically manageable
- See:

"Adaptive Code" (2<sup>nd</sup> Edition) Gary McLean Hall (2017)



# Implications of Stairway

- Keep the interfaces and implementations in the different assemblies
  - Can vary the two independently
  - clients only need to make a single reference—to the interface assembly.
- Interfaces should not have any external dependencies
  - As far as possible, this should always be adhered to
- Interfaces should not have methods or properties that expose any data objects or classes defined in thirdparty references
  - A reference to infrastructural entities (i.e. third-party dependencies) should be avoided.



# Unfortunately...

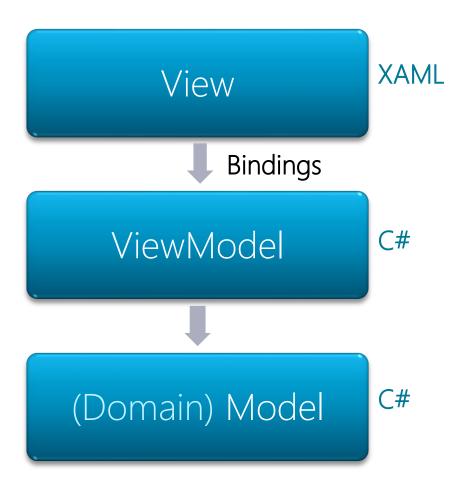
Third party library such as Log4Net, NHibernate, and MongoDB are packaged using the Entourage antipattern.

#### Solution:

To work around the above issue, make use of a simple interface that hides the third-party dependency behind a first-party dependency and an adapter



## Pattern: Model-View-ViewModel



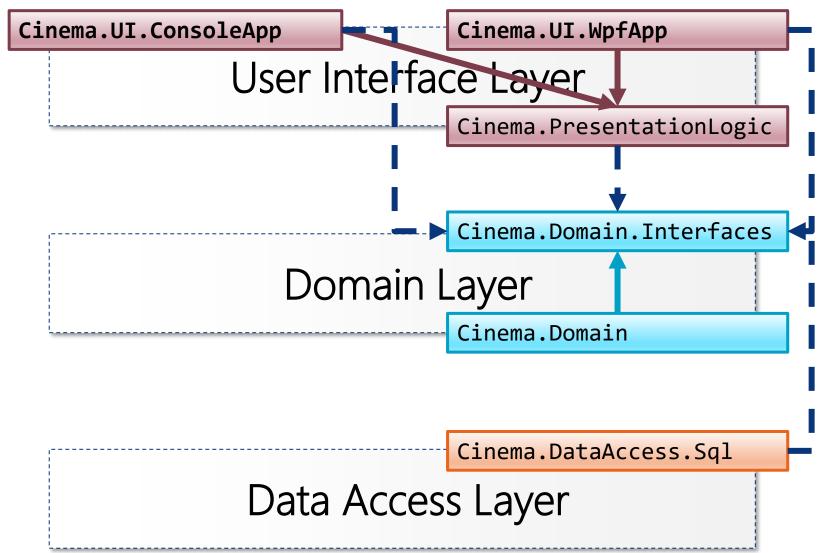
 Separation between presentation and application logic

The ViewModel is an abstraction of the View

 Depends heavily on data binding and command binding



# Stairway Design





# Architectural Principles in Summary

- ▶ Ports and Adapters a.k.a. Hexagonal Architecture
  - Alistair Cockburn (2005)
  - https://alistair.cockburn.us/hexagonal-architecture/
- Onion Architecture
  - Jeffrey Palermo (2008)
  - <a href="https://jeffreypalermo.com/2008/07/the-onion-architecture-part-1/">https://jeffreypalermo.com/2008/07/the-onion-architecture-part-1/</a>
- ▶ Clean Architecture a.k.a. Screaming Architecture
  - Robert C. Martin (2012)
  - <a href="https://blog.cleancoder.com/uncle-bob/2012/08/13/the-clean-architecture.html">https://blog.cleancoder.com/uncle-bob/2012/08/13/the-clean-architecture.html</a>



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# Workshop A.3: Change the Data Access Layer





# Summary

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