

Module 02:

"Living SOLIDly"



Discussion: Refinement

User Story 1:

Write to both
FileStorage and
ConsoleStorage

User Story 2:

Send to SMS
instead of writing

User Story 3:

Retry the write
three times if it
fails



User Story 1 Solution: Composite Pattern

class CompositeWidget Widget

render() void addChild() void removeChild() void

render() void CompositeWidget Widget Widget
render() void render() void render()

render() void CompositeWidget Widget
render() void render() void

render() void Widget
render() void render() void
render() void render() void render()



User Story 2 Solution: Strategy Pattern

class **IXilich** **Isich**

rsiwa seadonly sising sechrienhRhong

ruclich **IXilich** **Isich** sising sechrienhRhong
sechrienhRhong sechrienhRhong

ruclich asyn **Isich** siseDattA sising asyn **Isich** utrutDattA sising

axait NesaRous CeattA asyn

to nex RhongNuch sechrienhRhong

gsom nex RhongNuch **IXilich** GsomRhong

chody utrutDattA sising



User Story 3 Solution: Proxy Pattern

class **RemoteWidget** **Widget**

render **load** **Widget** **render**

render **RemoteWidget** **Widget** **render**
render **render**

render **load** **Widget** **render** **render** **Widget**

Widget **render** **Widget**

render **render**

render **render** **render** , **render** **render** ,

render **render** **render**

render **render** **render** **render** **render**

Discussion: Summarizing

User Story 9:

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User Story 11:

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User S

Write Retn
Files

SMS

User Story 8:

...

Send +
retry

User Story 10:

..

...sends if

Agile vs. SOLID in General

- ▶ In which order did the User Story 1, 2, and 3 need to be completed?
- ▶ What about unit testing?
- ▶ SOLID is the "correct" technology side of Agile (which is "process side")
- ▶ $1+1 = 3$, if...





Life is good

