

Agenda

So & D: Guidelines & fundamentals

1. Extensibility
2. modularity
3. maintainability
4. readability

Today { S : Single Responsibility
O : open close Principle
& : Liskov's Substitution Princ.

Tomorrow { I : Interface Segregation
D : Dependency inversion

BIRD

VI

- name
- Type
- wings
- gender

-cat(), -fly(), -make_sound()

b = Bird()

b.name =

b.Type = Peacock

b.wings = 2

b2 = Bird()

b.name =

b.Type = Sparrow

b.wings = 2

b1. make_sound() # Peacock sound

b2. make_sound() # Sparrow sound

Bird:

def make_sound():

if Type == Peacock:

play_Peacock_mf;

1. not readable

2. difficulty testing

3. NOT extensible

4. NOT following
'S' of solid

if Type == Sparrow:

play_Sparrow_mf

⋮
⋮
⋮

S: Single Responsibility Principle
Every code unit (class, method, package)
should have only 1 responsibility

only 1 reason to change.

ways to find if S is broken

Too many if conditions

command - if _do(command):

if long host:

Restart

if short _pass:

Shut + down

Django example:

OKM:

create_user():

S.R.P X

User.Object.Save();
send_email()

O.C.P : Open - Close Principle
your code should

Open for extension & closed for
modification
↑
add new features
↑
never change the existing code

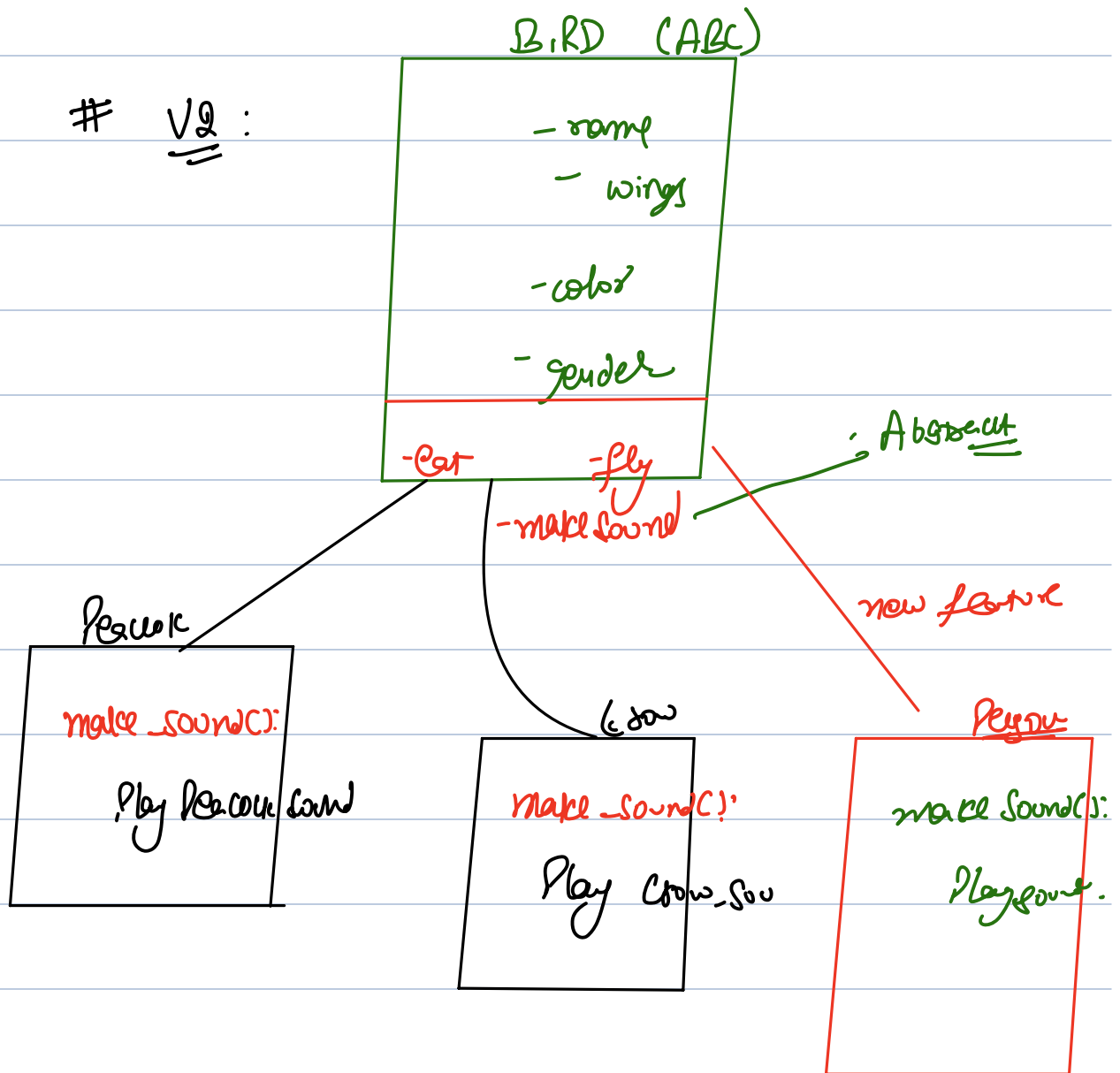
OCP X

def make_sound():
if type == "P":
...
we are changing existing code

→
To add a new platform

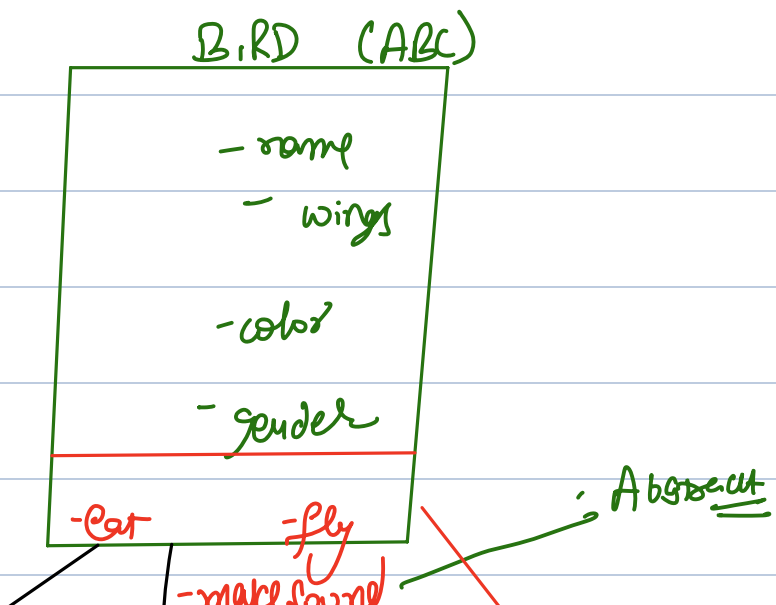
if type == "Dw2":
...
...

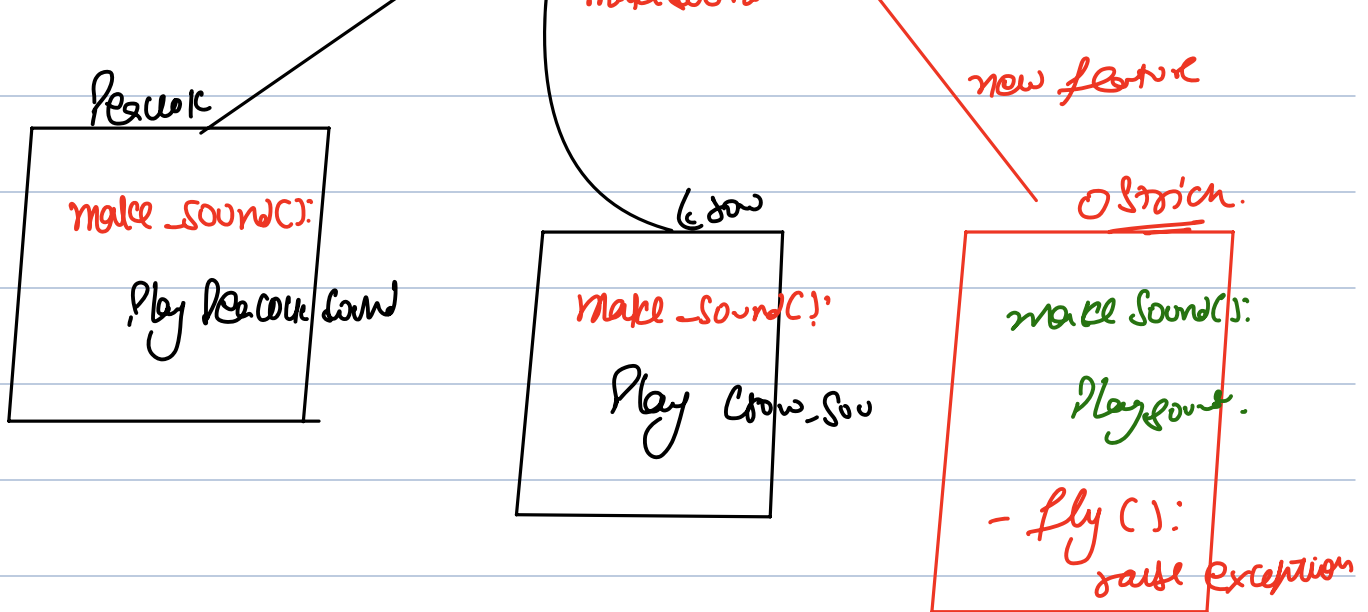
VQ :



QSP :

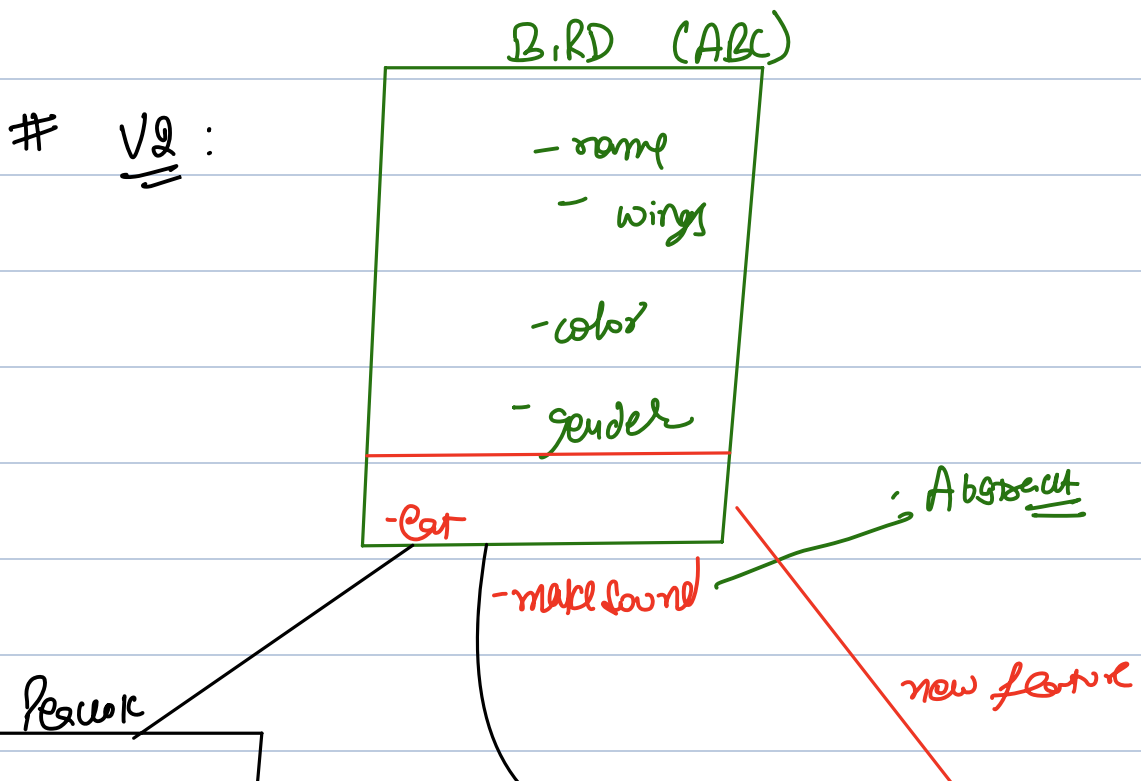
VQ :

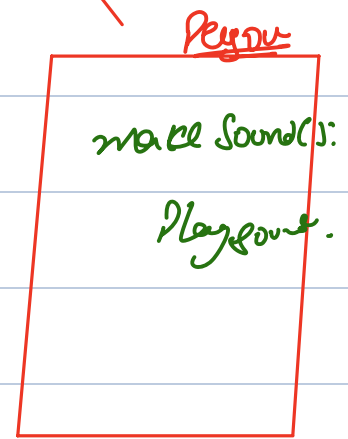
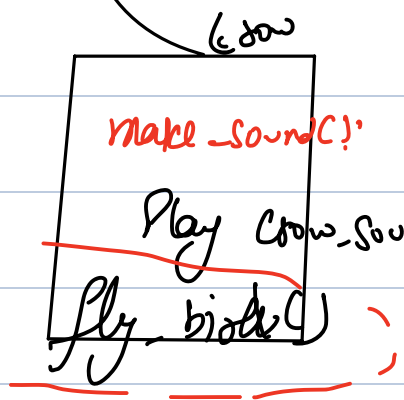
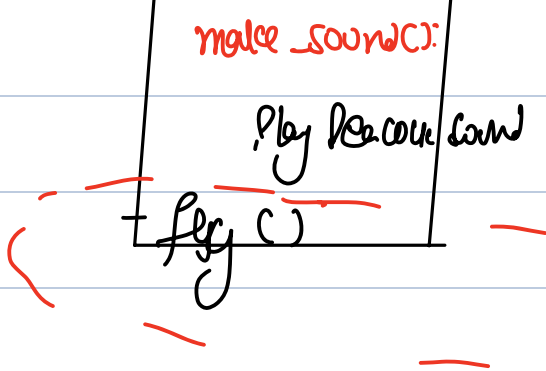




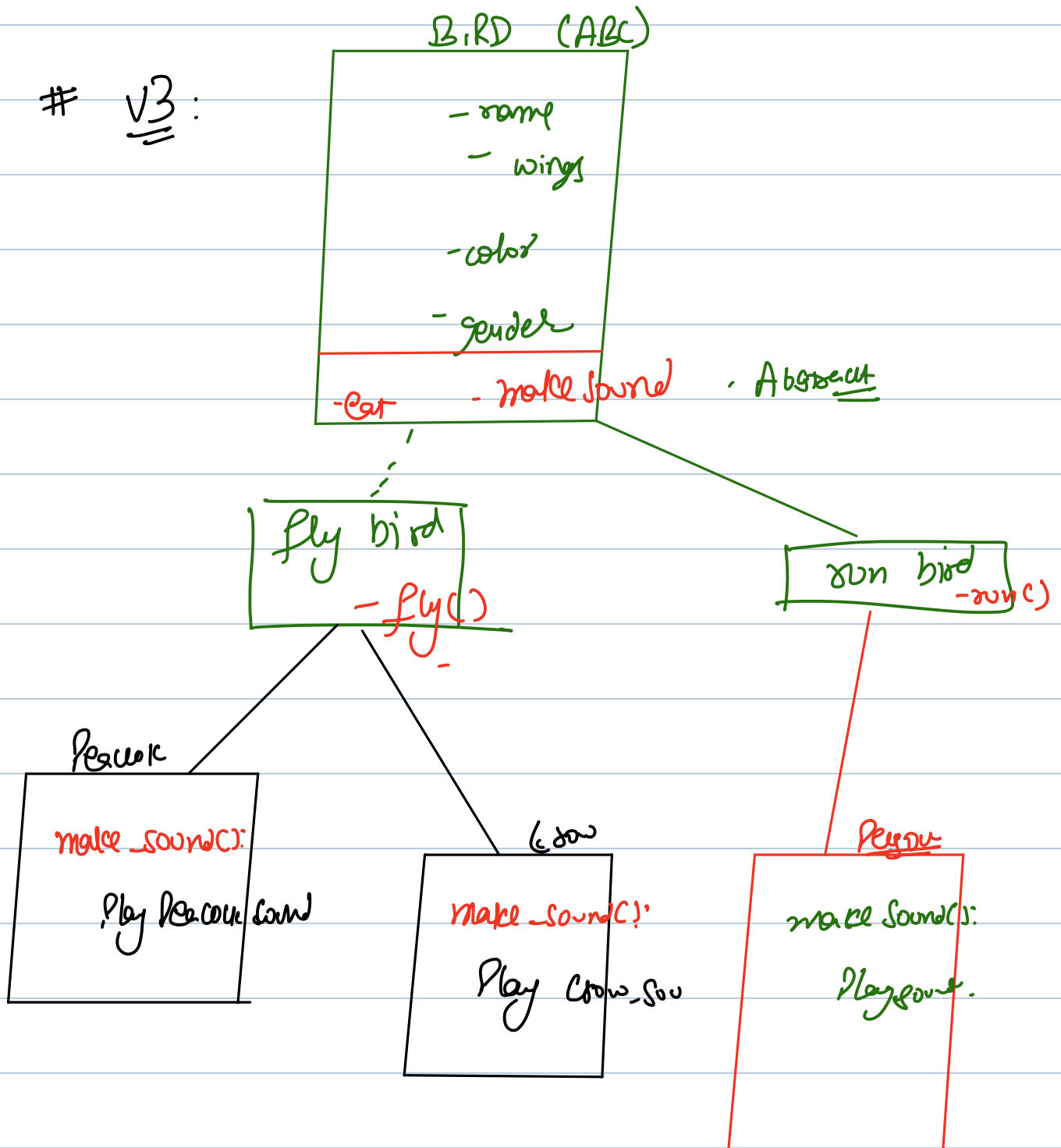
```
def race_of_birds(birds):
    for b in birds:
        b.fly() # fails
```

race_of_birds([Peacock, Ostrich])





v3:



Never ever expose the method which is not good flavor.

Ensure subclass can be replaced from parent class without behaviour of program being altered

A = Dog ~~Animal()~~ = {
- sleep
~~- sleep~~
- eat

A.sleep()
A.sleep
A.eat()

man
Dog() - sleep
- sleep
- eat
give birth

