# Implementing the Specification Pattern the Naive Way



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MpaaRating <= MpaaRating.PG</pre>

```
if (MpaaRating <= MpaaRating.PG)
{
    /* ... */
}</pre>
```

```
return session.Query<Movie>()
   .Where(x => x.MpaaRating <= MpaaRating.PG)
   .ToList();</pre>
```



**Executed by processor** 



Converted into SQL



#### **IEnumerable**

```
new [] { 1, 2 }.Where(x => x == 1)

public static IEnumerable<TSource> Where<TSource>(
    this IEnumerable<TSource> source,
    Func<TSource, bool> predicate);
```

Func<int, bool> func =  $x \Rightarrow x == 1$ ;

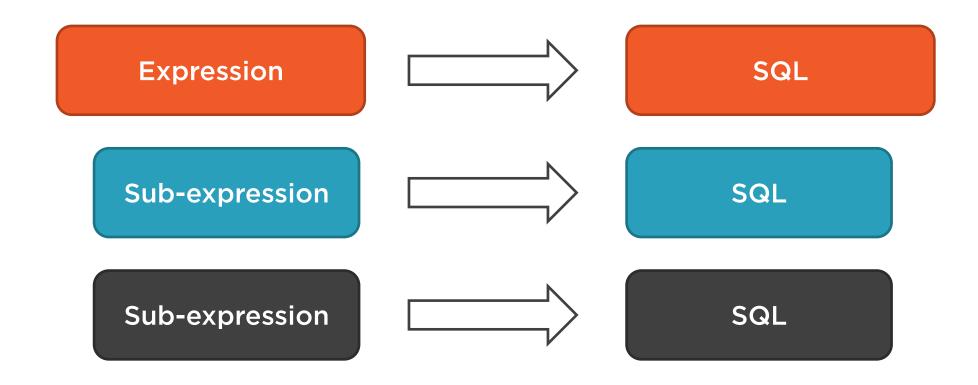
#### **IQueryable**

```
dbContext.Movies
  session.Ouery<Movie>()
       .Where(x = >
           x.MpaaRating <= MpaaRating.PG)</pre>
public static IQueryable<TSource> Where<TSource>(
   this IQueryable<TSource> source,
   Expression<Func<TSource, bool>> predicate);
 Expression<Func<int, bool>> expression =
      x => x == 1;
```



IQueryable : IEnumerable







Only a small set of operations can be translated into SQL

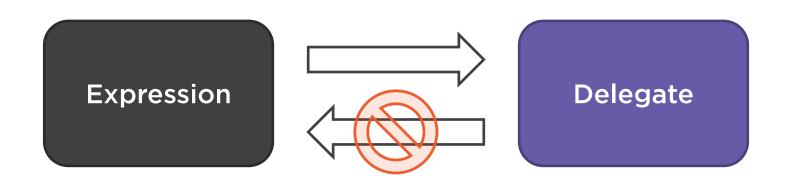


```
return session.Query<Movie>()
   .Where(x => x.IsSuitableForChildren())
   .ToList();

return session.Query<Movie>()
   .ToList()
   .Where(x => x.IsSuitableForChildren())
   .ToList();
```



**Exception** 



```
Expression<Func<int, bool>> expression = x => x == 1;
Func<int, bool> func = expression.Compile();
```



# Implementing the Specification Pattern the Naive Way

C# expressions



## Recap: Using Plain C# Expressions





#### Recap: Using Plain C# Expressions

```
public static readonly Expression<Func<Movie, bool>> IsSuitableForChildren =
    x => x.MpaaRating <= MpaaRating.PG;</pre>
public static readonly Expression<Func<Movie, bool>> HasCDVersion =
    x => x.ReleaseDate <= DateTime.Now.AddMonths(-6);</pre>
Expression<Func<Movie, bool>> exp1 = ForKidsOnly ? Movie.IsSuitableForChildren : x => true;
Expression<Func<Movie, bool>> exp2 = OnCD ? Movie.HasCDVersion : x => true;
Expression<Func<Movie, bool>> exp = exp1 && exp2; // Doesn't compile
Func<Movie, bool> isSuitableForChildren = Movie.IsSuitableForChildren.Compile();
if (!isSuitableForChildren(movie))
  /* ··· */
```

Lack of encapsulation



# Implementing the Specification Pattern the Naive Way

**C# expressions** 

Generic specifications



C# expressions

Generic specifications





C# expressions

Generic specifications





```
public class GenericSpecification<T>
    public Expression<Func<T, bool>> Expression { get; }
    public GenericSpecification(Expression<Func<T, bool>> expression)
        Expression = expression;
    public bool IsSatisfiedBy(T entity)
        return Expression.Compile().Invoke(entity);
```





# Strongly typed specifications



KidsMovieSpecification



HasCDVersionSpecification



- Allows for arbitrary expressions, even unsupported ones
- Can cause runtime exceptions

- Could be fine for small projects
- Not suitable for medium and large projects



```
public IQueryable<Movie> Find()
LSP violation
```

```
List<Movie> queryable = Find()
   .Where(x => x.CustomMethod1())
   .Where(x => x.CustomMethod2())
   .ToList();
```

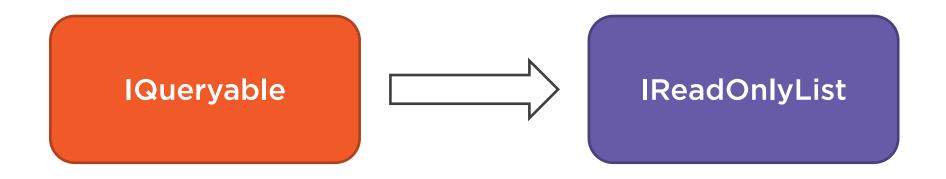


Fails with an exception



# Never return IQueryable from your public methods













```
public IEnumerable<Movie> Find()
{
    using (ISession session = SessionFactory.OpenSession())
    {
        return session.Query<Movie>();
    }
}
```







### Summary



#### **How LINQ works**

- IEnumerable and IQueryable
- C# lambda can compile to either a delegate or an expression
- C# expressions can compile to delegates

#### Using plain C# expressions

- Help get rid of duplication
- Don't provide proper encapsulation

#### **Generic specifications**

- A thin wrapper on top of expressions

#### Returning IQueryable from a repository

Violates LSP



#### In the Next Module

# Refactoring Towards Better Encapsulation

