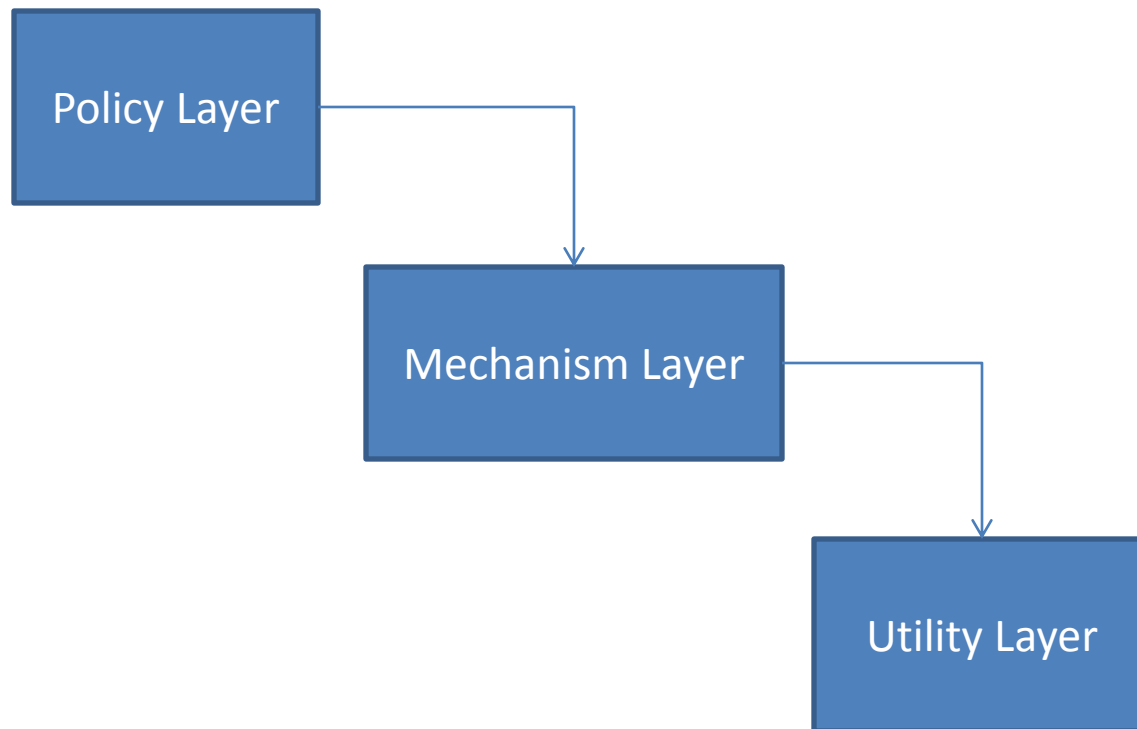


Dependency Inversion Principle

The Dependency Inversion Principle

- High level modules should not depend on low level modules. Both should depend on abstractions
- Abstractions should not depend upon details. Details should depend upon abstractions

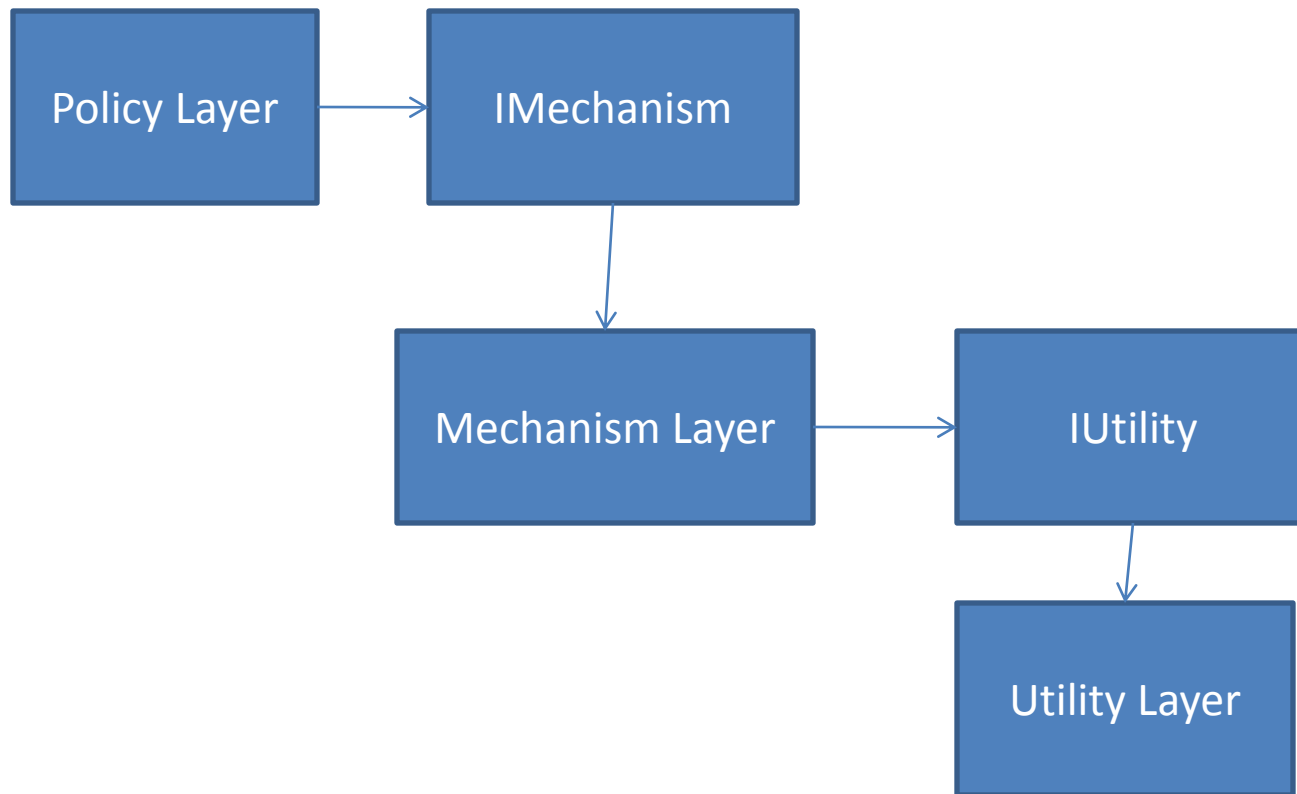
Naïve layering



Consequences of Naive Layering

- If we want to change mechanism or utility we must also change policy layer
- Mechanism and utility layer code pollute policy layer

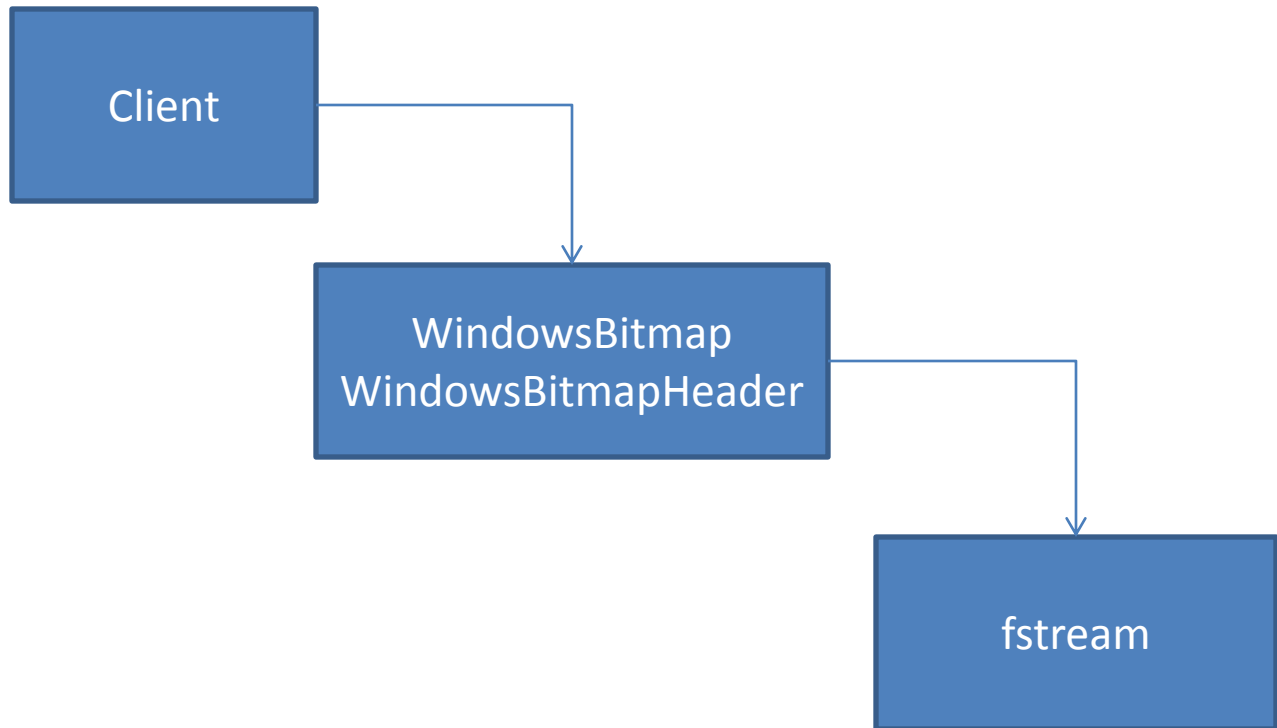
Abstract layers



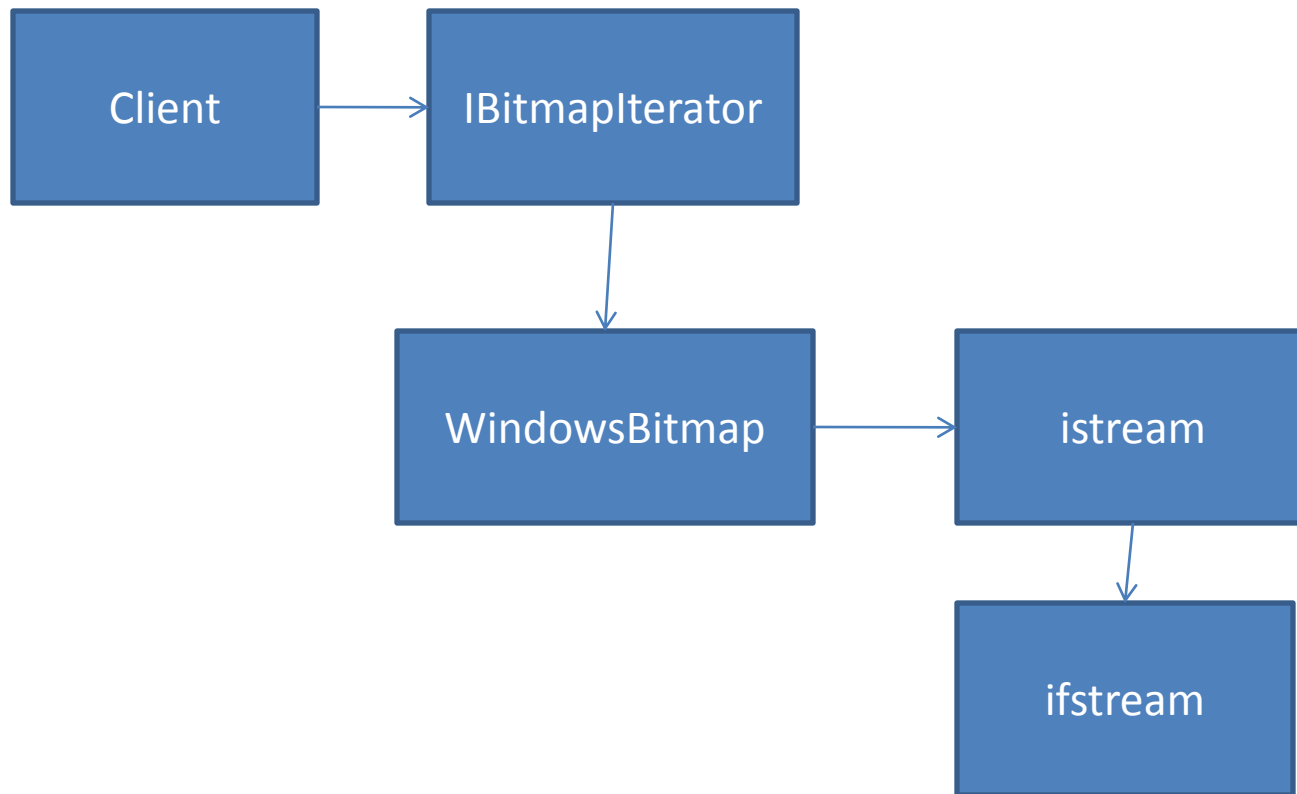
Consequences of Abstract layers

- May add/change mechanism and utility without changing policy layer
- More complex class hierarchy
- No mechanism or utility pollution in policy layer

Naïve Bitmap Example



Abstract Bitmap Example



Abstract Bitmap Example Changes

