

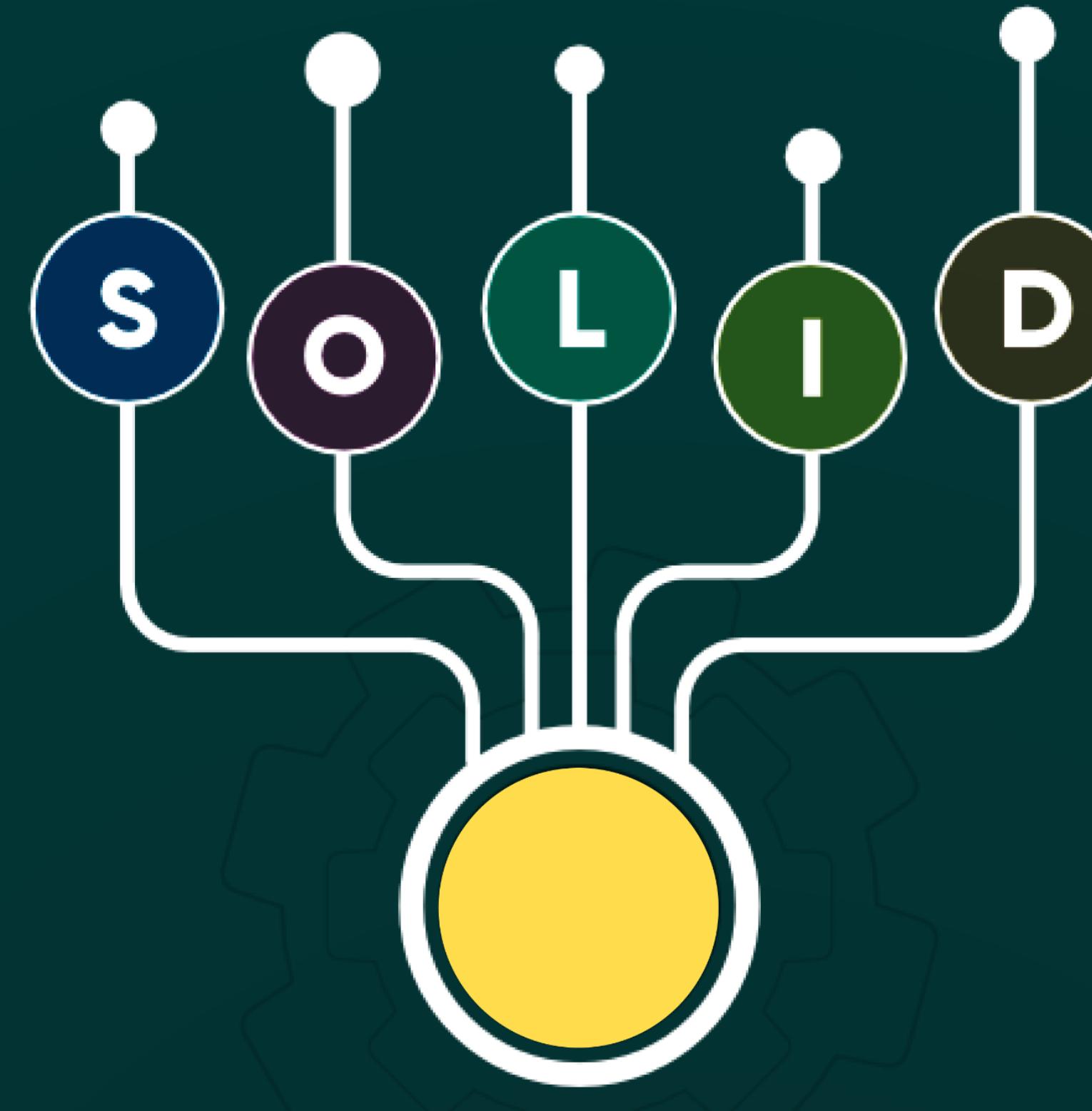
BECOME MASTER

in

SOLID PRINCIPLES

with these

Most Asked Questions

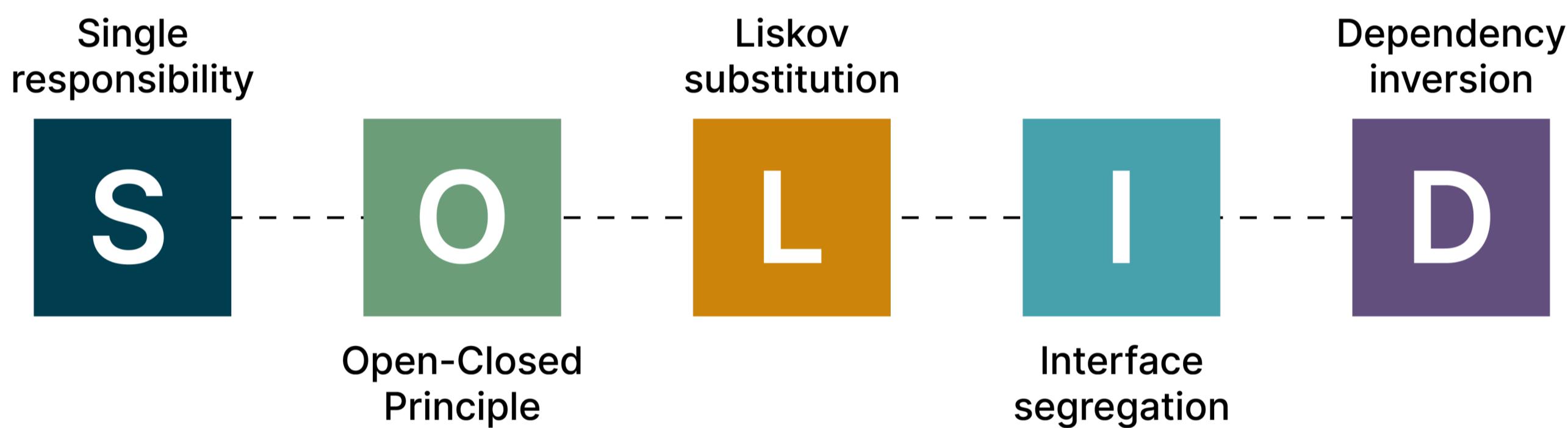


Question 1

What is the importance of Solid Principles?

The SOLID principles were developed by Robert C. Martin.

SOLID is a popular set of design principles that are used in object-oriented software development. If it is applied properly it makes your code more extendable, logical, and easier to read.



Goal -

The goal of the SOLID principles is to reduce dependencies so that engineers change one area of software without impacting others.

Read more about it -

[Importance of Solid Design Principles](#)



[Solid Principles by Nahidul](#)



Question 2

What are SOLID principles?

SOLID is an acronym that stands for five key design principles:

S

Single Responsibility Principle,

O

Open-Closed Principle

L

Liskov Substitution Principle

I

Interface Segregation Principle

D

Dependency Inversion Principle



Subhadip Chowdhury
SWE at Target



From
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Question 3

Describe the Single Responsibility Principle (SRP).

As the name suggests, this principle states that each class should have one responsibility, one single purpose. This means that a class will do only one job, which leads us to conclude it should have only one reason to change.

If A Class Has Many Responsibilities, It Increases The Possibility Of Bugs Because Making Changes To One Of Its Responsibilities Could Affect The Other Ones Without You Knowing.

Goal -

This principle aims to separate behaviors so that if bugs arise as a result of your change, it won't affect other unrelated behaviors.

Read more about it -

[SRP In java](#)



[SRP in Detail](#)



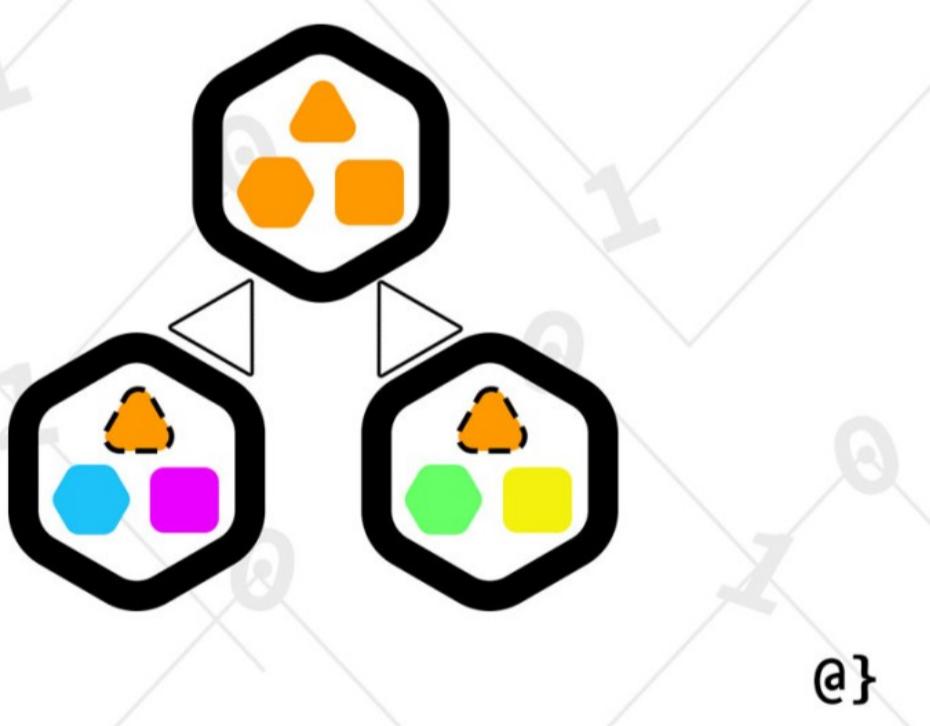
Question 4

What is open-closed principle?

According to Robert Martin, it says that:

A software artifact – such as a class or a component – should be open for extension but closed for modification.

The Open Close Principle States That The Design And Writing Of The Code Should Be Done In A Way That New Functionality Should Be Added With Minimum Changes In The Existing Code. The Design Should Be Done In A Way To Allow The Adding Of New Functionality As New Classes, Keeping As Much As Possible Existing Code Unchanged.



Resources -

[Open close principle in Java](#)



[Open close principle by aaina jain](#)



Question 5

What is the Liskov substitution principle? ...

Robert C. Martin summarizes it:

“Subtypes must be substitutable for their base types.”

The Liskov Substitution Principle (LSP) Is A Fundamental Principle In Object-Oriented Programming That States That Objects Of A Superclass Should Be Able To Be Replaced With Objects Of A Subclass Without Affecting The Correctness Of The Program.



Resources -

[LSP explained in detail](#)



[LSP in Java](#)



Question 6

What is the interface segregation principle?

According to Mr Robert

“Clients should not be forced to depend upon interfaces that they do not use.”

The Interface Segregation Principle (ISP) States **That A Client Should Not Be Exposed To Methods It Doesn't Need**. Declaring Methods In An Interface That The Client Doesn't Need Pollutes The Interface And Leads To A “Bulky” Or “Fat” Interface.

Resource to read more in details with example -

[ISP explained in Java](#)



[ISP explained with detail example](#)



Gopal Yadav

Software Engineer at
ZestMoney

From
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Question 7

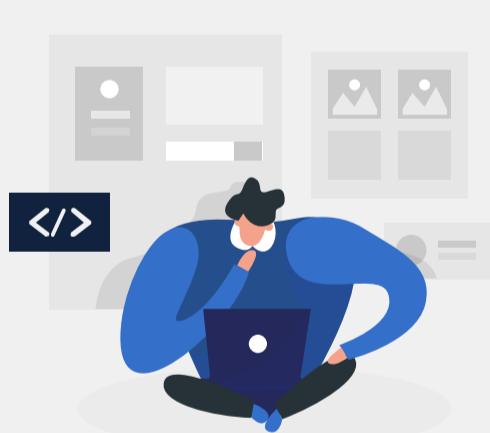
What is the dependency inversion principle?

The Dependency Inversion Principle (DIP) States That High Level Modules Should Not Depend On Low Level Modules; Both Should Depend On Abstractions.

In Object-Oriented Design, The Dependency Inversion Principle Is A Specific Methodology For Loosely Coupled Software Modules.

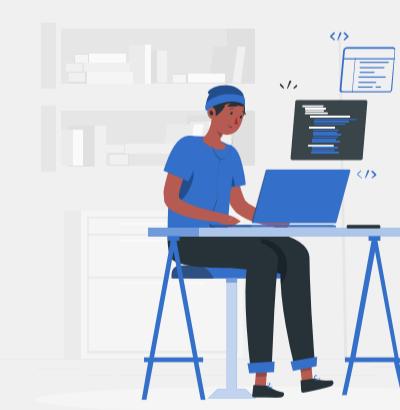
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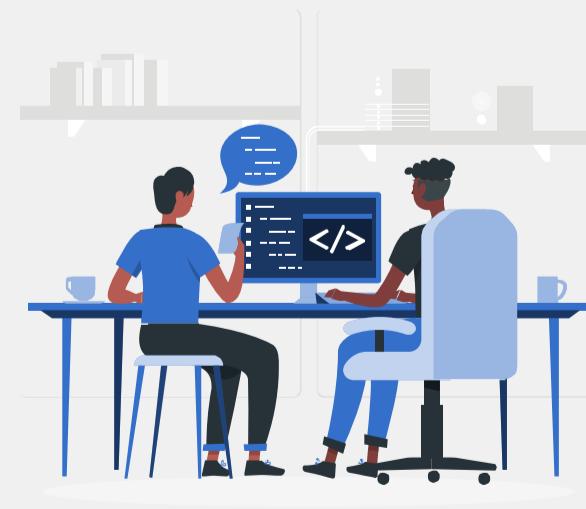
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Question 8

Question How are Design Principles different from Design Patterns?

Design Principles

Design Principles Are General (High-Level) Guidelines That Help Inform Good Software Design. You Should Have A Very Good Reason Every Time You Decide Not To Follow Principles.

Examples Of Design Principles:

- Dependency On Abstraction Not Concrete Classes
- Encapsulate That Varies
- Program To Interfaces Not Implementations

Resource to read more in details with example -

[Design Pattern vs Design principles](#)



[Importance of Solid Design Principles](#)



Continue Q8

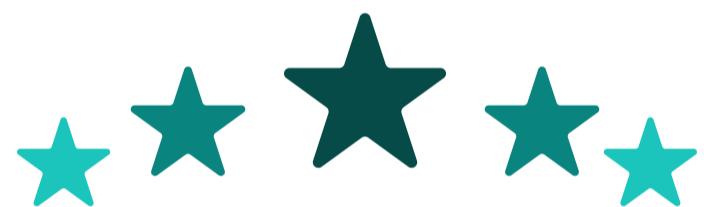
Design Patterns

Design Patterns Are Specific (Low-Level) Solutions To Specific Problems. You Should Have A Very Good Reason Every Time You Decide To Implement A Pattern. Design Patterns Are Already Invented Solutions Which Are Well Tested And Safe To Use.

Examples Of Design Patterns:

Examples Of Design Patterns:

- Single Design Pattern: When You Want Only One Instance Of A Class.
- Repository Design Pattern: To Separate Different Layers Of Application (Business Repository, Data Repository)



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