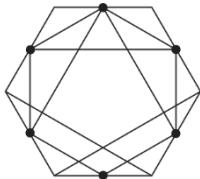
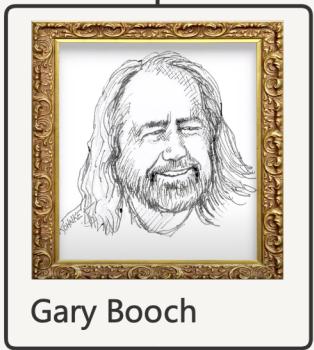


# SINGLE RESPONSIBILITY



## Clean Code

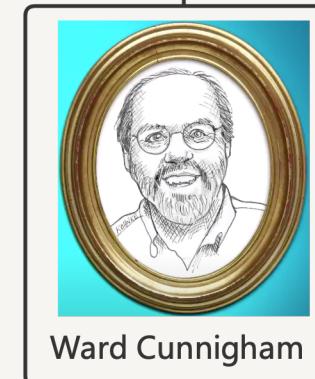


Simple & Direct

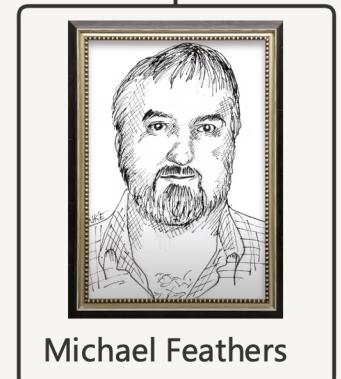
Reads as well-written prose



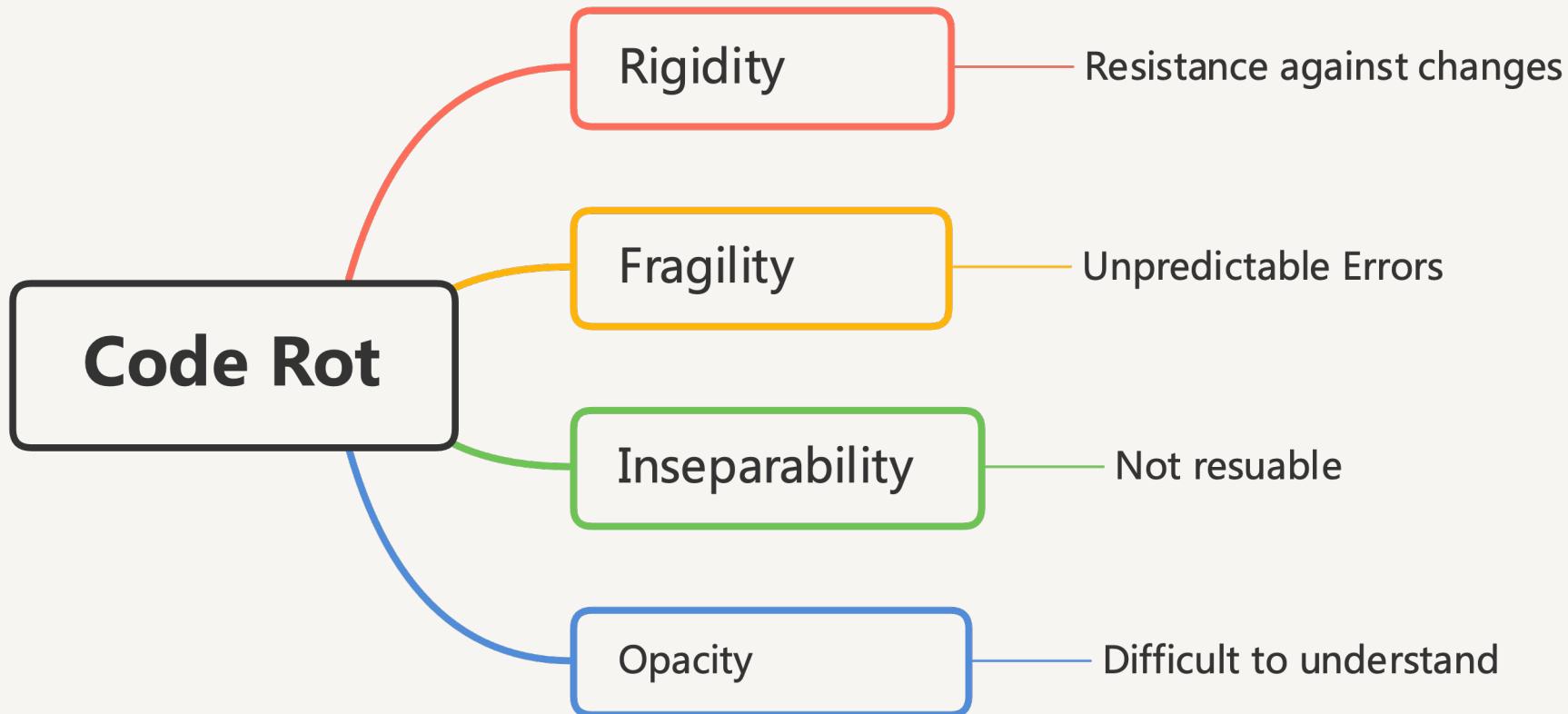
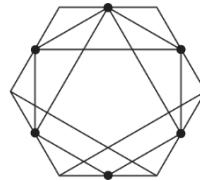
Elegant & Efficient. Should do one thing

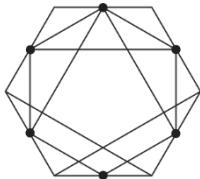


Every Routine is pretty  
much what you expected



Written by someone who cares





**SOLID**

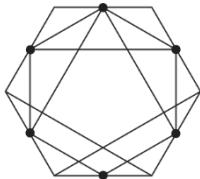
**Single Responsibility Principle**

**Open Close Principle**

**Liskov Substitution Principle**

**Interface Segregation Principle**

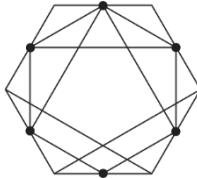
**Dependency Inversion Principle**



## SINGLE RESPONSIBILITY PRINCIPLE



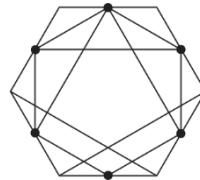
- For each class
- There should only be
- a single reason to change



# SINGLE RESPONSIBILITY PRINCIPLE

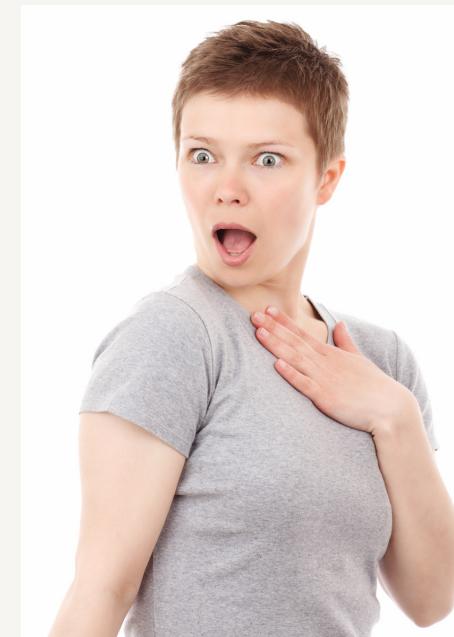


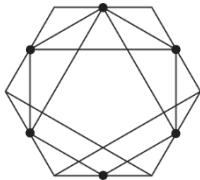
- The name is not quite correct!
- SRP does not state that each class
- may only have a single responsibility!



# SINGLE RESPONSIBILITY VIOLATION

<b>Book</b>
-title: string
-author: string
-page: int
+print(): void
+save(): void





Marketing  
Department

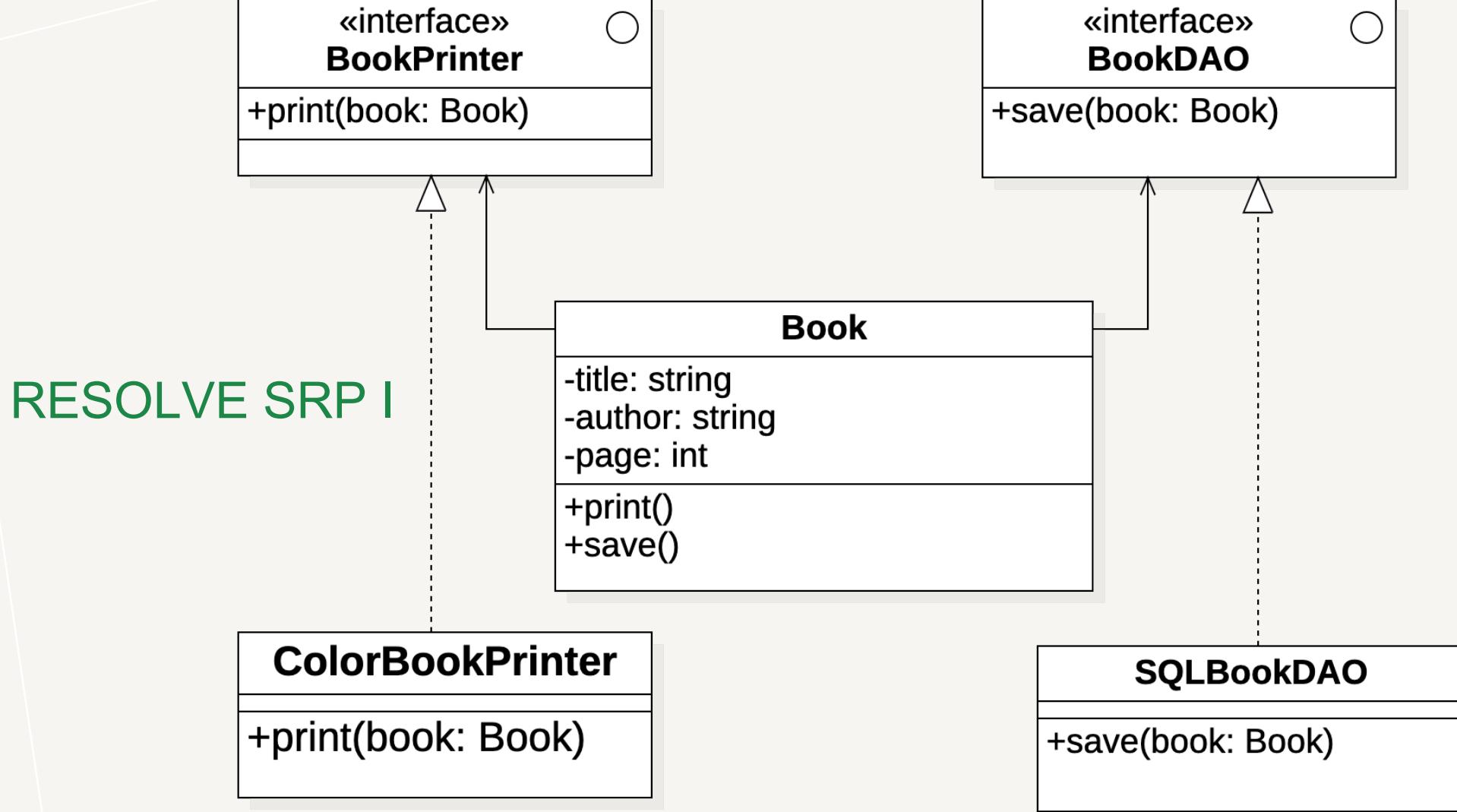
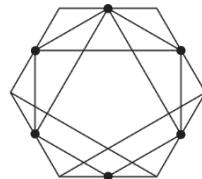
Database  
Administrators

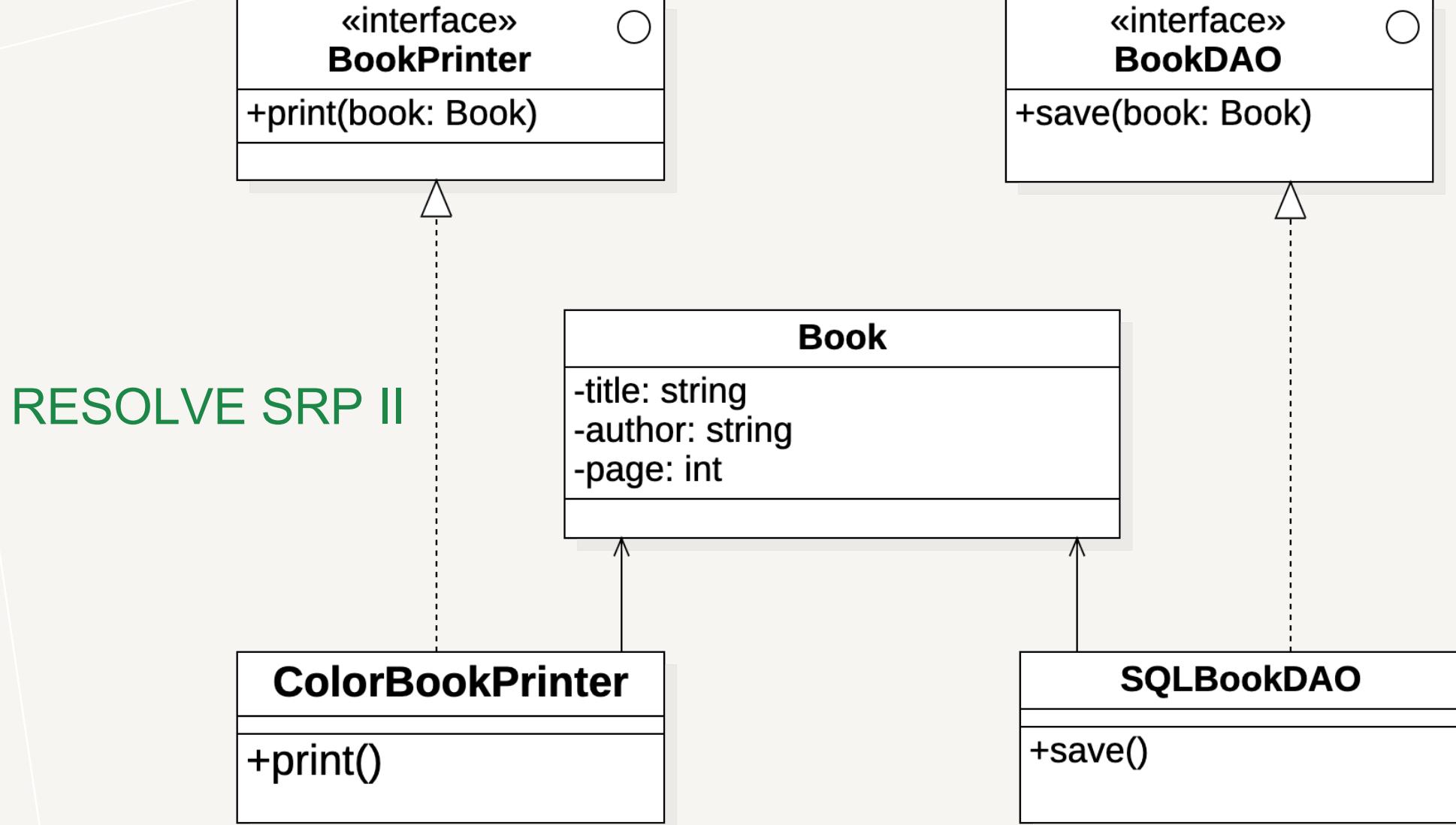
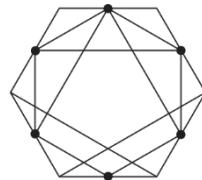


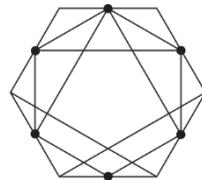
class Book

+ print

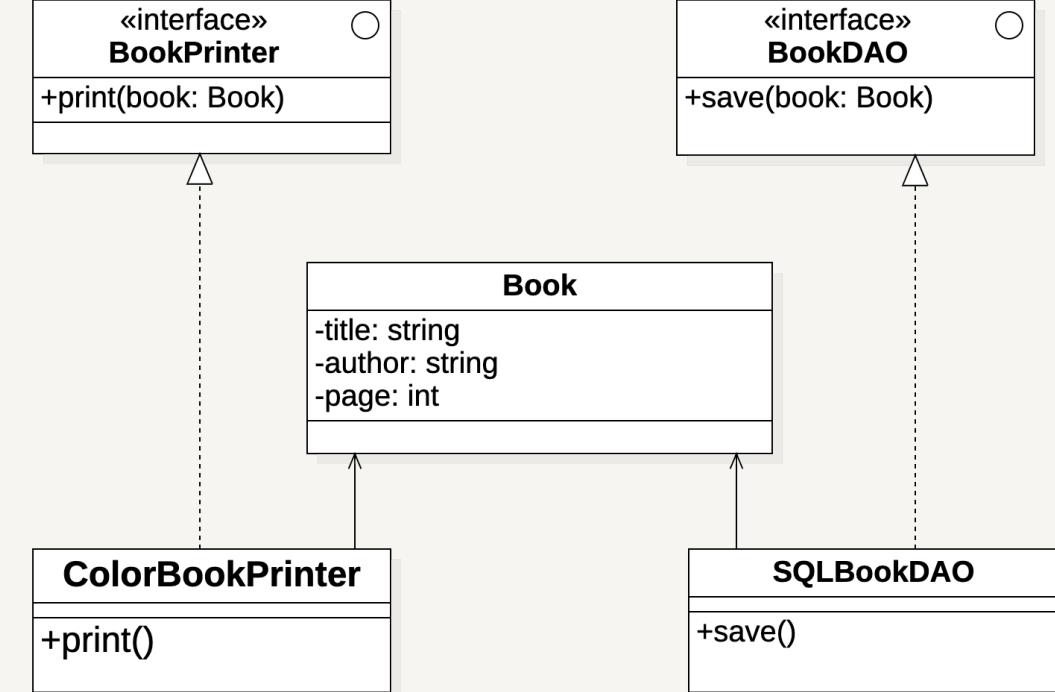
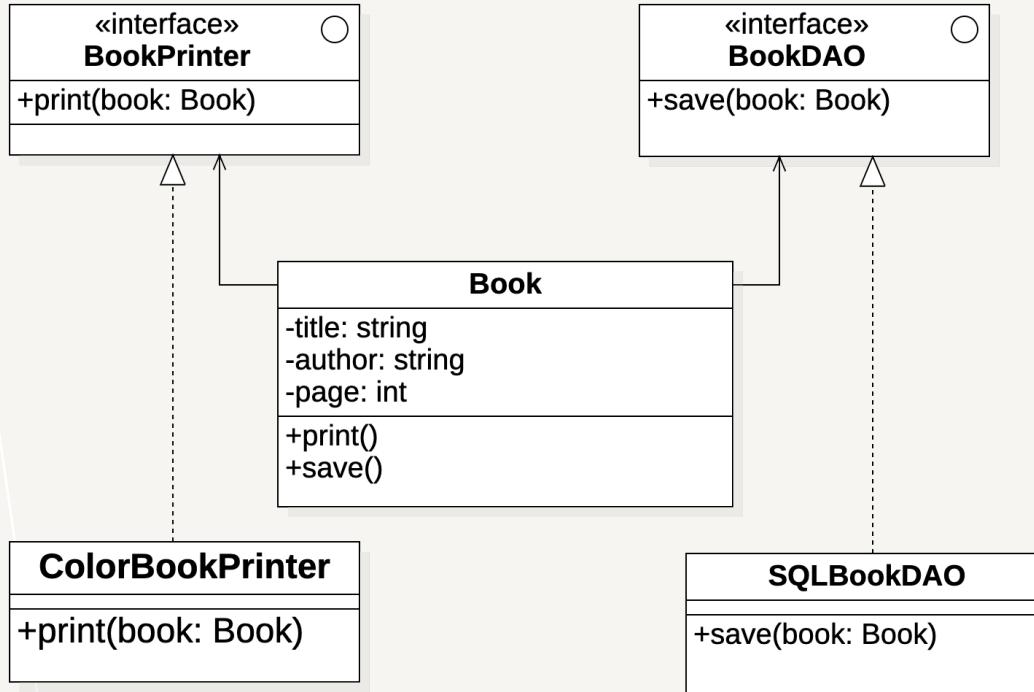
+ save

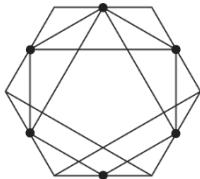






## RESOLVE THE SRP VIOLATION I VS. II

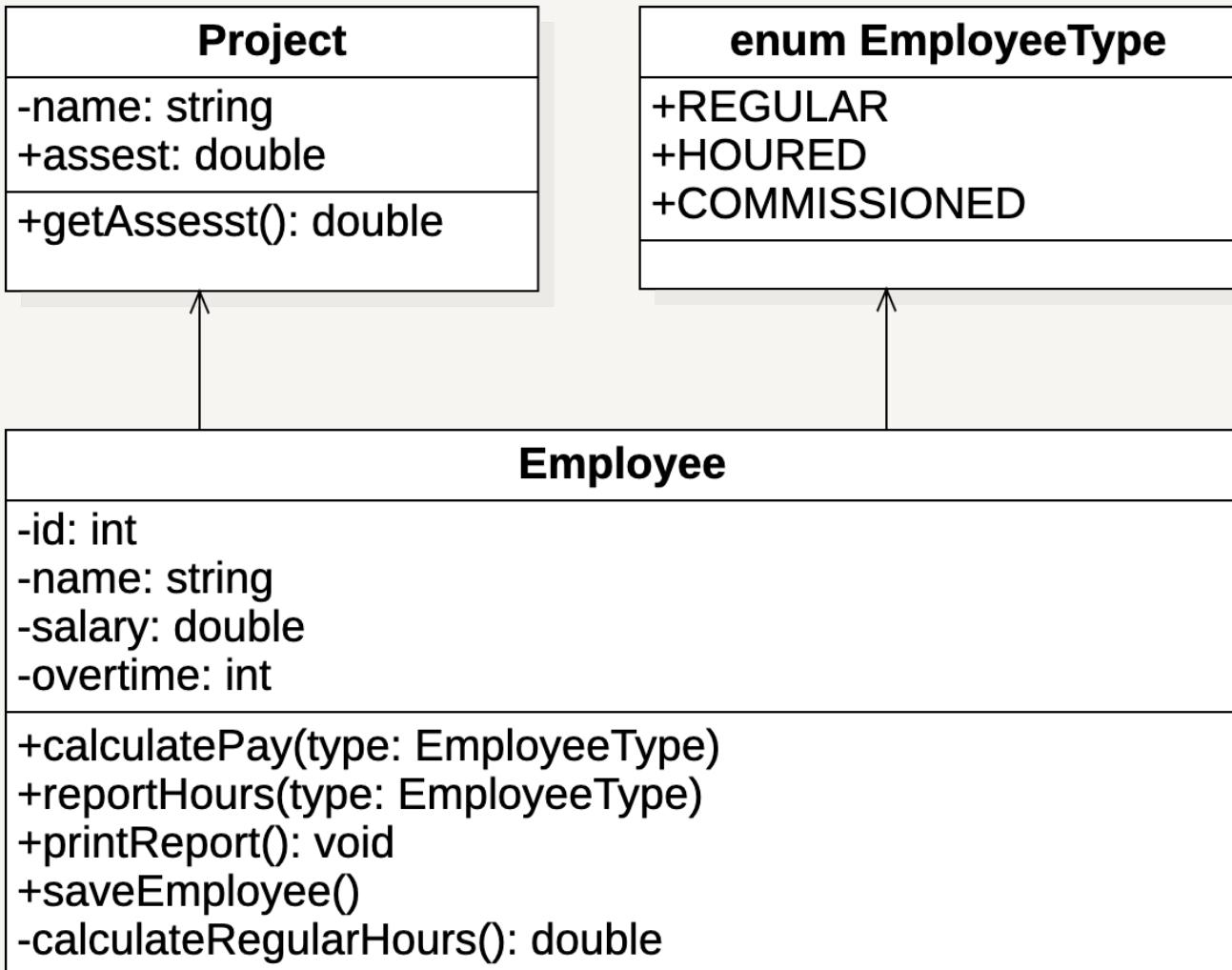
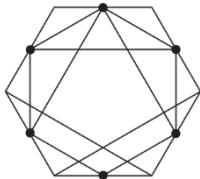


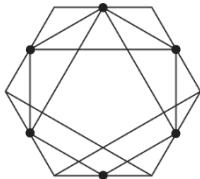


## SRP => MONSTER KLASSEN VERMEIDEN!

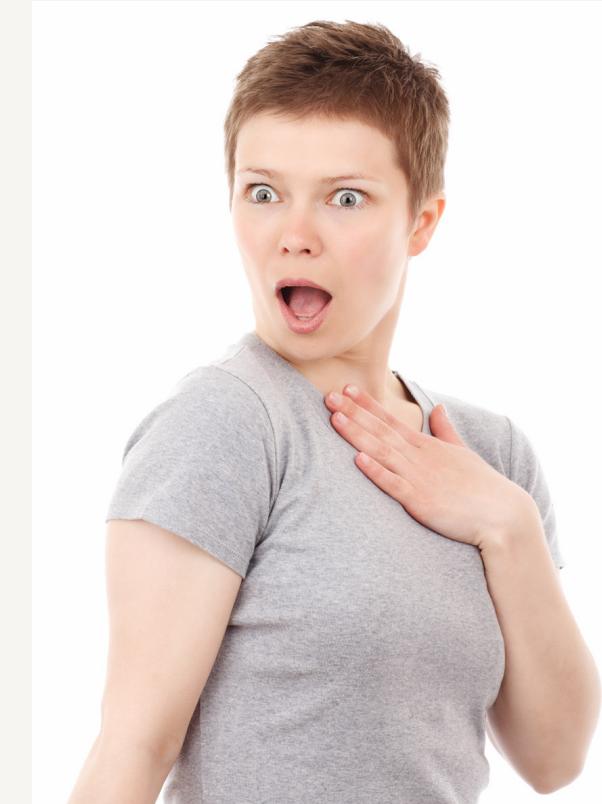
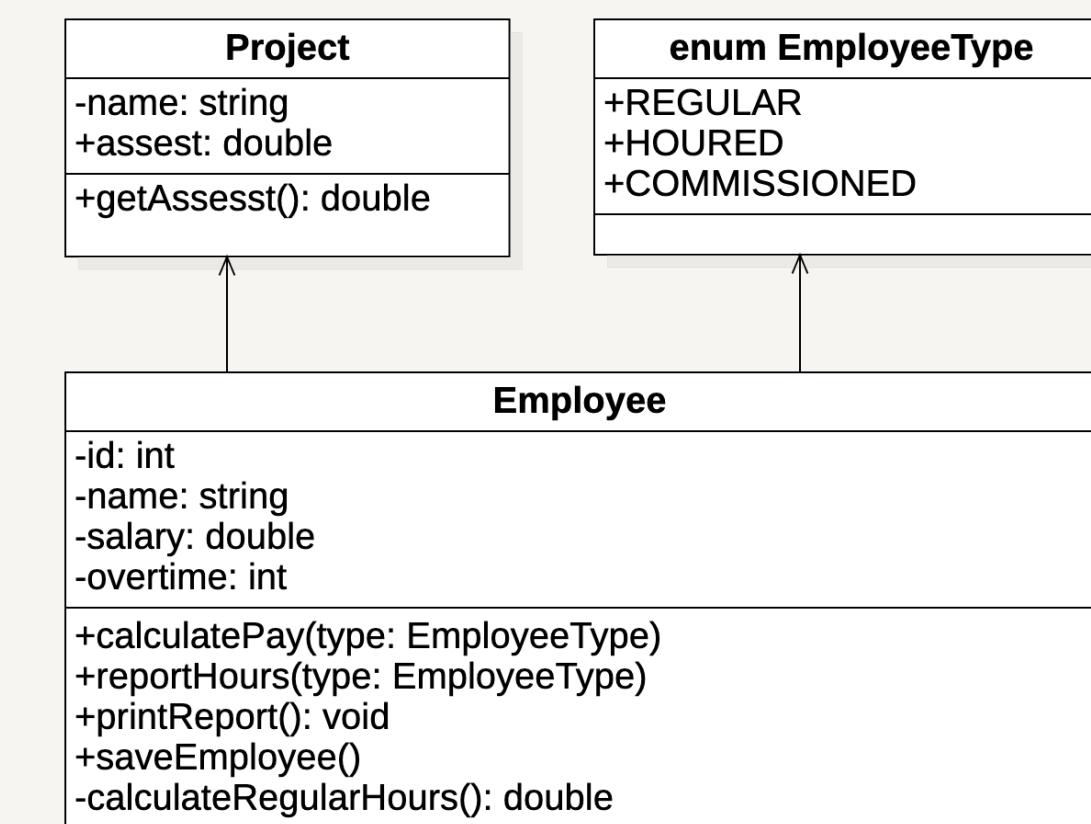


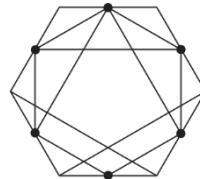
- No classes anymore
- Which know too much!
- Like the Swiss Knife!





## WHAT IS WRONG?

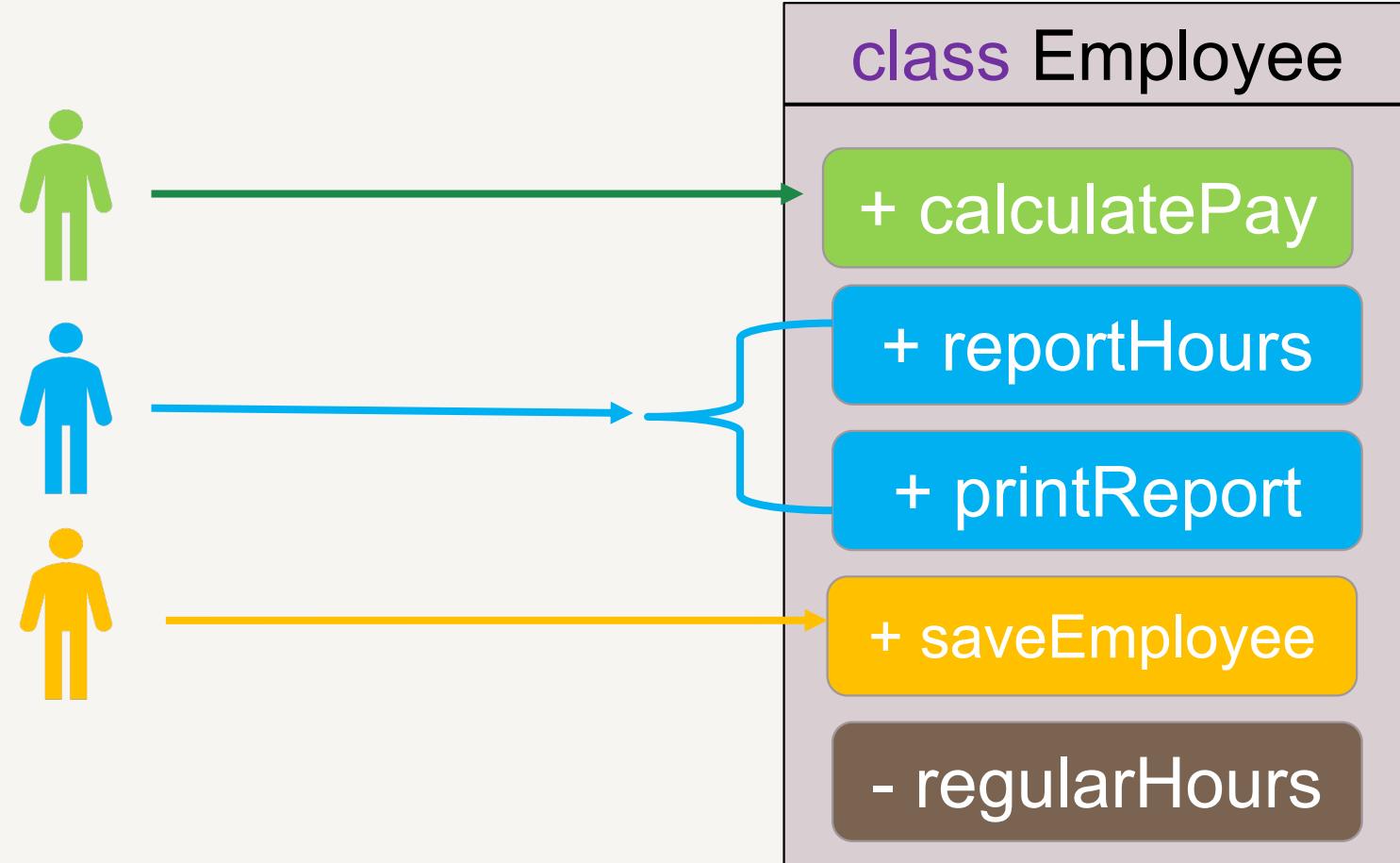


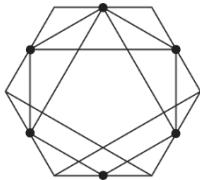


Accounting  
Department

Human  
Resources  
Department

Database  
Administrators





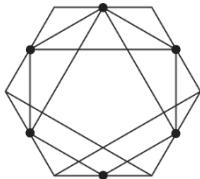
## class Employee

+ calculatePay

+ reportHours

- regularHours

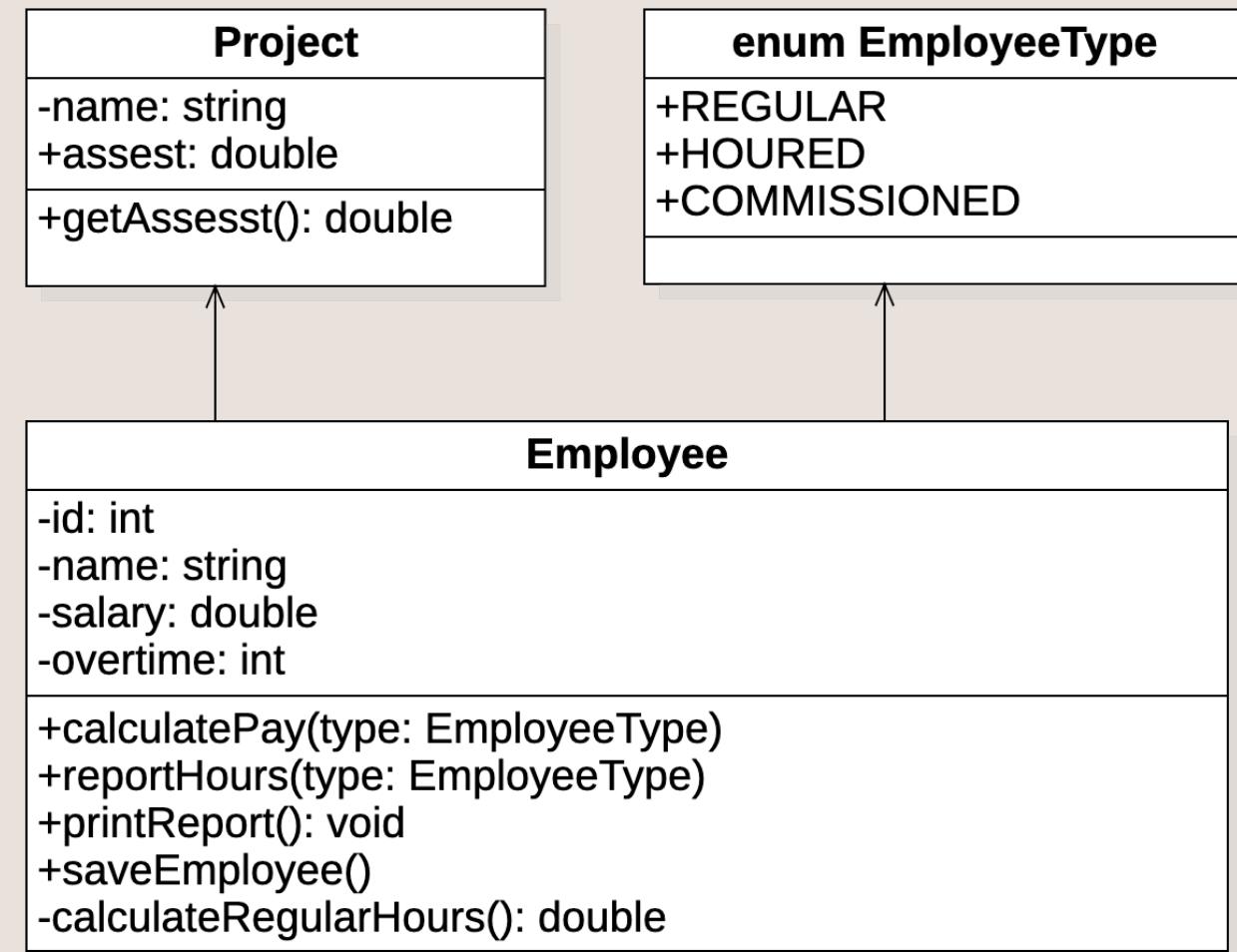
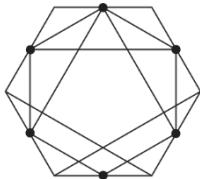
+ saveEmployee



# SINGLE RESPONSIBILITY PRINCIPLE WORKSHOP

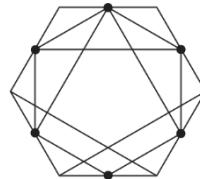


- Master the Workshop!



## SRPBESTEHENDES DESIGN

- Design breaks SRP !
- Re-Design it to pass SRP
- Implements the new Design ?



# DISCOUSIONÖSUNGEN UND DISKUSSIONEN





VIELEN DANK FÜR IHRE AUFMERKSAMKEIT.