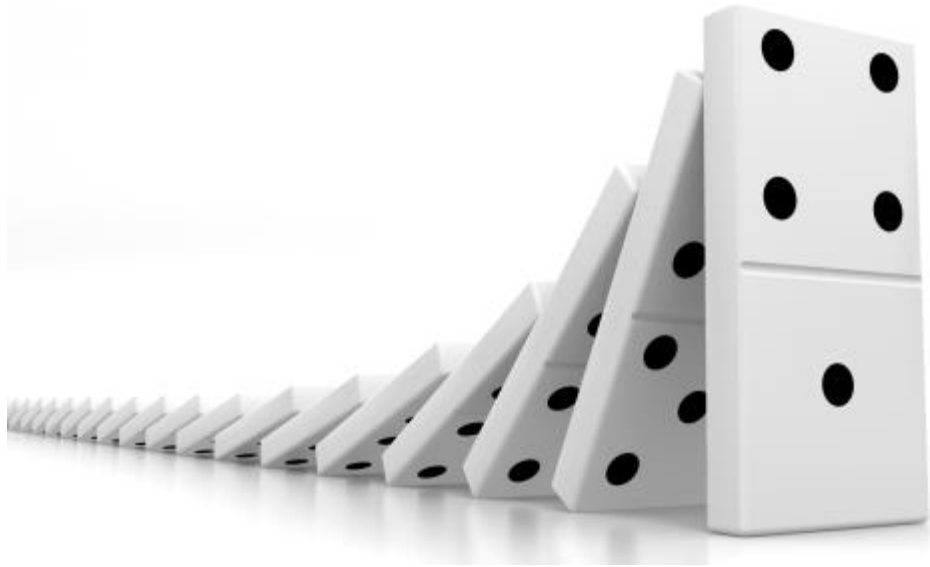




SOLID y Otros Principios de Diseño

11 DE JULIO, 2015





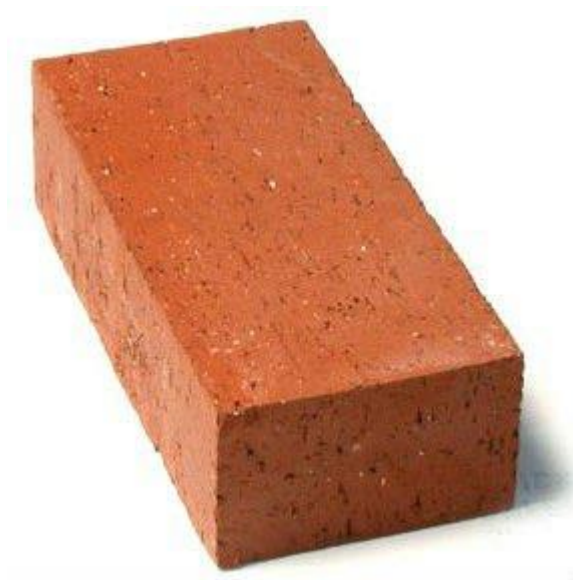
S.O.L.I.D.

Principles

SOLID y Otros Principios de Diseño

HOW TO WRITE BETTER CODE

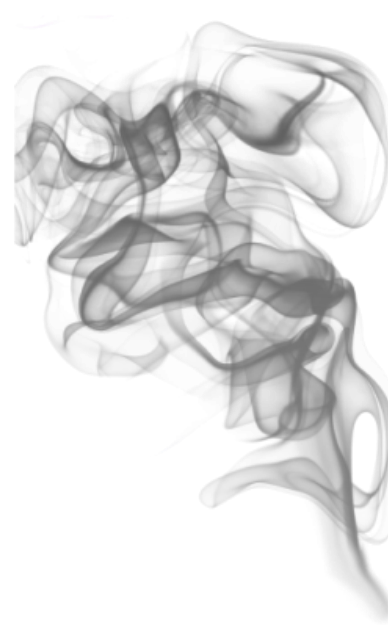
Who wants to write SOLID code?



Solid



Liquid



Gas



Plasma

Supple
Pliable
Shape



S.O.L.I.D - Robert C. Martin early 2000s

S - Single Responsibility Principle

O - Open/Closed Principle

L - Liskov Substitution Principle

I - Interface Segregation Principle

D - Dependency Inversion Principle

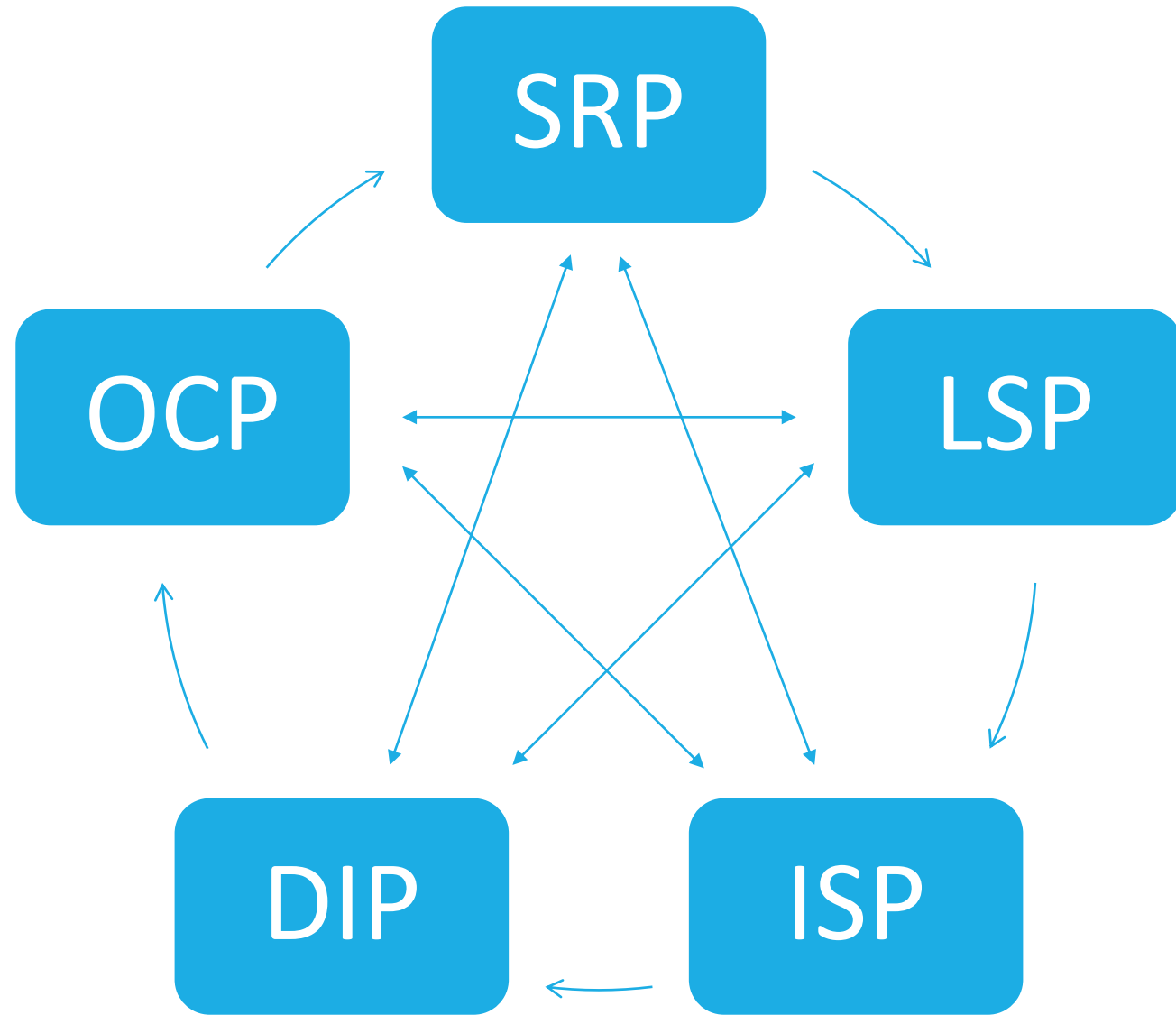
S - Responsabilidad simple

O - Abierto/Cerrado

L - Sustitucion Liskov

I - Segregacion del interface

D - Inversión de dependencias



What SOLID is NOT!

Not a framework

Not a library

Not a pattern

Not a goal

- Can't Measure it
- Not always the answer to everything

Is Different

Purpose is to make you More Productive

What SOLID Solves:

Rigidity

- The design is difficult to change

Fragility

- The design is easy to break

Immobility

- The design is difficult to reuse

Viscosity

- The design is difficult to do the right thing

Needless Complexity

- Overdesign

Rigidez

- El diseño es difícil cambiar

Fragilidad

- El diseño es fácil de romper

Inmovilidad

- El diseño es difícil reutilizar

Viscosidad

- El diseño es difícil hacer lo correcto

Complejidad

- Sobrediseño