

6 Principles Every Developer Should Know



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Self Made Coders

DRY

Don't repeat yourself



What does it mean?

If you need a piece of code in more than one place in your application, you need to create a function or a module for it.

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SOLID

solid consists of 5 different principles

What are they?

- *Single Responsibility Open*
- *Closed Principle*
- *Liskov Substitution*
- *Interface Segregation*
- *Dependency Inversion*

(I'll explain them later)

KISS

Keep it simple stupid

What does it mean?

Don't write a complex code that no one can read or understand

try to keep it as simple as possible

LOD

Law of demeter

What does it mean?

This principle is all about who can talk to who!

EX. each unit should only know about the units that is closely related to.

SOC

separation of concerns

what does it mean?

the best way to explain this principle is by looking at mvc pattern.

*each unite should have a specific job,
the view is only responsible for view
and the interface related code and
has no idea about the network logic*

YAGNI

You aren't gonna need it!

How to avoid it?

don't write a code that you may need in the future! (the chances are you won't need it at all)

Implement a feature only if you need it now!