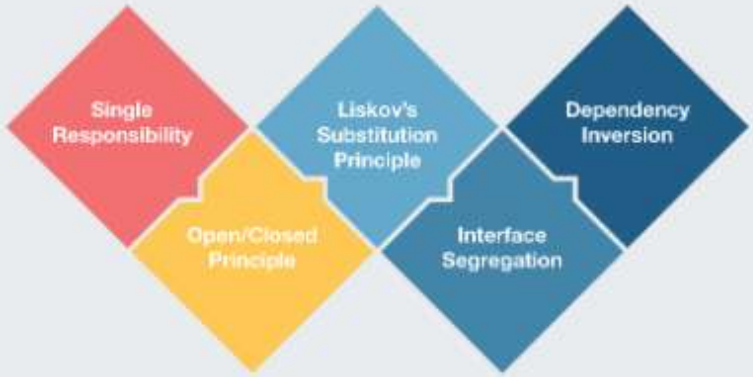
Interface Segregation Principle

S.O.L.I.D.

Part 5



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1. What is Interface Segregation Principle (ISP)

1. The **Interface Segregation Principle (ISP)** is a design principle that does not recommend having methods that an interface would not use and require.
2. Therefore, it goes against having fat interfaces in classes and prefers having small interfaces with a group of methods, each serving a particular purpose.
3. To comply with the Interface Segregation Principle **(ISP)**, it's important to design interfaces that are tailored to specific client needs instead of creating broad, all-purpose interfaces.
4. Do not build one pet interface **(large interface)** make smaller and specific ones.

In One Statement
This principle encourages the creation of small, more client-specific interfaces.

Key Idea
ISP: *Create a different interface for each responsibility; don't group unrelated behaviour into one interface.*
LSP: *Requires you to ensure that all child classes have the same behaviour as the parent class.*

Real-Time Examples
You sign up for a music streaming service and only choose the genres you like, not all available genres.

How can Interface Segregation Principle be applied?

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