

# Design Principles and Design Patterns

D. Ryan Bartling

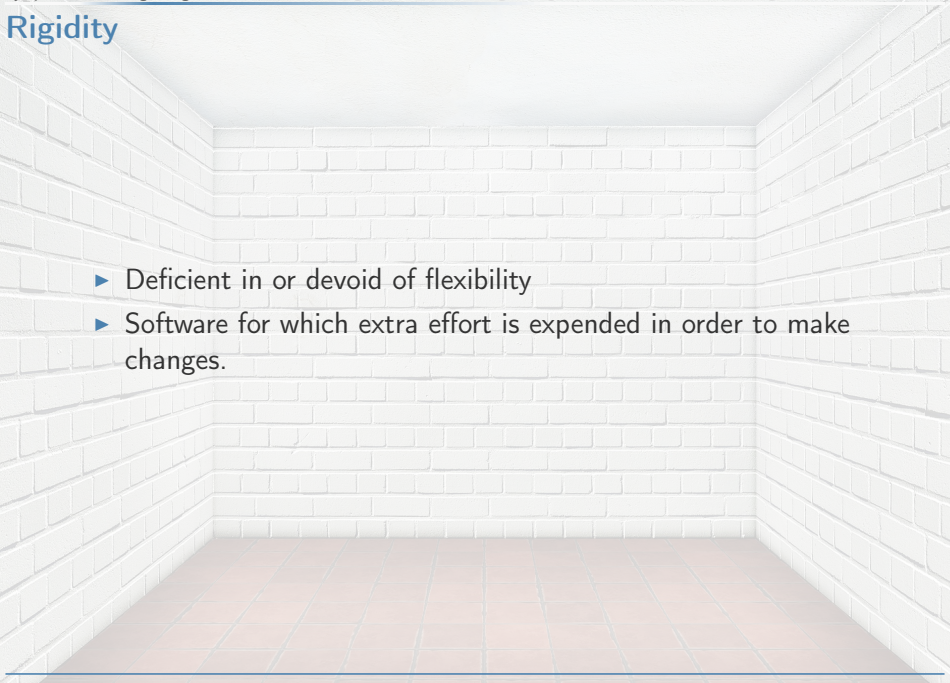
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# Symptoms of Rotting Code

## Four Symptoms of Rotting Code

1. Rigidity
2. Fragility
3. Immobility
4. Viscosity

# Rigidity

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- ▶ Deficient in or devoid of flexibility
  - ▶ Software for which extra effort is expended in order to make changes.

# Rigidity

## How it happens

- ▶ Code written in a procedural way
- ▶ Lack of abstractions
- ▶ Solving a generic problem with implementation specific details
- ▶ Spreading a single responsibility through several parts
- ▶ When components need a lot of knowledge about each other in order to function

# Rigidity

How to avoid it

- ▶ Break the code into smaller concepts
- ▶ Solve the details and provide a problem oriented abstraction
- ▶ Solving a generic problem with implementation specific details
- ▶ Write DRY code (Don't repeat yourself)
- ▶ Define the code in logical pices. Set boundaries and responsibilities.

# Fragility

Code that incurs extra risk to modify

# Immobility

Code that takes effort to reuse

# Viscosity

Code that takes effort to maintain correctly

- ▶ Viscous Design
  - ▶ When changing, preserving the design is difficult
- ▶ Viscous Environment
  - ▶ Long builds
  - ▶ Slow Tests



# Principles of Object Oriented Class Design

## SOLID Principles

- ▶ Single Responsibility Principle (SRP)
- ▶ Open Closed Principle (OCP)
- ▶ Liskov Substitution Principle (LSP)
- ▶ Interface Segregation Principle (ISP)
- ▶ Dependency Inversion Principle (DIP)

# Principles of Package Architecture

- ▶ Package Cohesion
  - ▶ Release Reuse Equivalency Principle (REP)
  - ▶ Common Closure Principle (CCP)
  - ▶ Common Reuse Principle (CRP)
- ▶ Package Coupling
  - ▶ Acyclic Dependencies Principle (ADP)
  - ▶ Stable Dependencies Principle (SDP)
  - ▶ Stable Abstractions Principle (SAP)

# title

# Principles of Package Architecture

# Principles of Package Architecture

# References

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# Questions