Design Principles and Design Patterns

D. Ryan Bartling

2018-05-14

Outline for section 1

Symptoms of Rotting Design

Class Design

Package Design

Conclusion

Four Symptoms of Rotting Code

1. Rigidity

- 1. Rigidity
- 2. Fragility

- 1. Rigidity
- 2. Fragility
- 3. Immobility

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

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

Rigidity

Code that requires extra effort to modify

Fragility

Code that incurs extra risk to modify

Immobility

Code that takes effort to reuse

Code that takes effort to maintain correctly

Viscous Design

- Viscous Design
- Viscous Environment

- Viscous Design
 - When changing, preserving the design is difficult
- Viscous Environment

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

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

Outline for section 2

Symptoms of Rotting Design

Class Design

Package Design

Conclusion

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)

Outline for section 3

Symptoms of Rotting Design

Class Design

Package Design

Conclusion

Principles of Package Architecture

Outline for section 4

Symptoms of Rotting Design

Class Design

Package Design

Conclusion

References

- https://fi.ort.edu.uy/innovaportal/file/2032/1/ design_principles.pdf
- http://www.butunclebob.com/ArticleS.UncleBob. PrinciplesOfOod
- http://notherdev.blogspot.com/2013/07/ code-smells-rigidity.html
- https:
 //dev.to/bob/how-do-you-know-your-code-is-bad
- http://staff.cs.utu.fi/~jounsmed/doos_06/slides/ slides_060321.pdf

Questions