

# SINGLE RESPONSIBILITY PRINCIPLE

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# WHAT IS “SINGLE RESPONSIBILITY PRINCIPLE”?

- A class or module should have only one responsibility.
- It should change only for a single reason.



# LET US LOOK AT AN EXAMPLE...

- You join a new project that helps a **MILK MAN** in daily delivery. The software collects the order from each house and the milk man delivers the order each day.

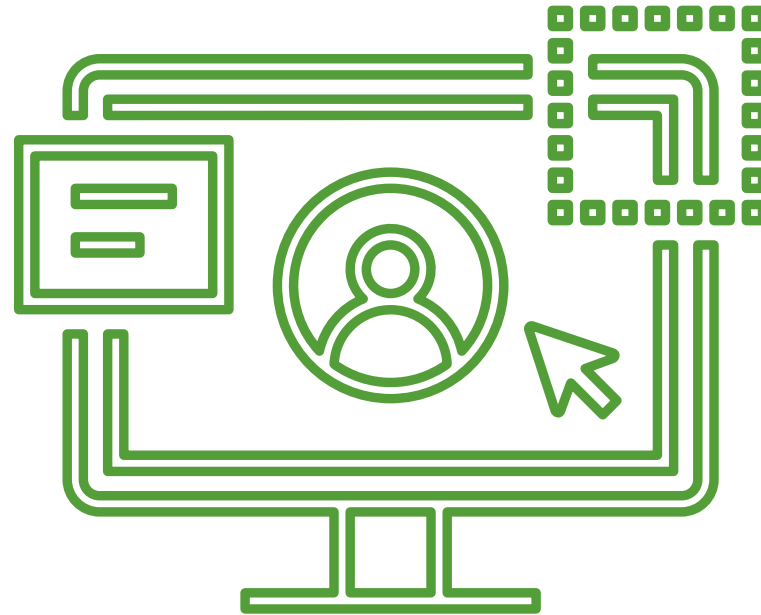


# NEW FEATURE TO IMPLEMENT...

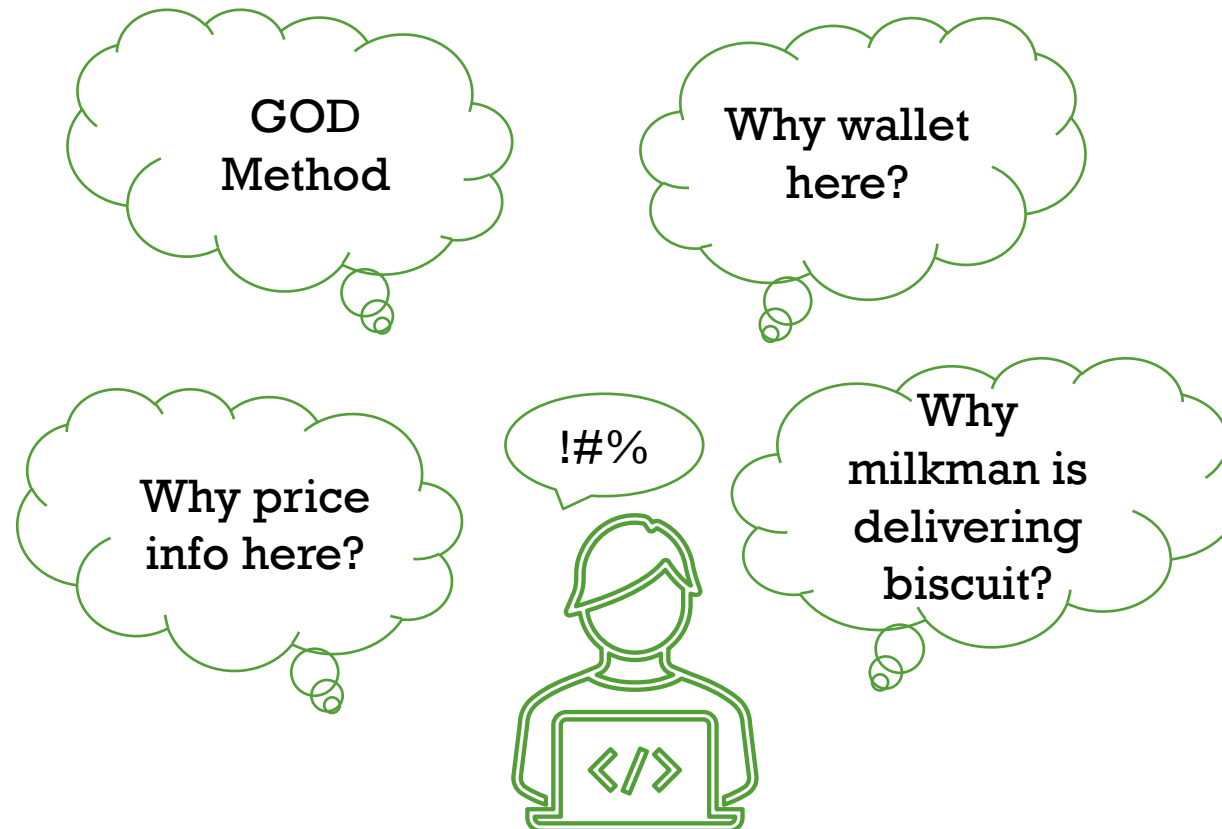
- You are asked to implement the following features
  1. We are going to allow the customer to order custom quantity of milk (500ml, 1000ml, 200ml)
  2. We would like to deliver the order if half of the cost is available in the wallet and mark the remaining as debt (as a good gesture)



# LET'S JUMP INTO THE CODE



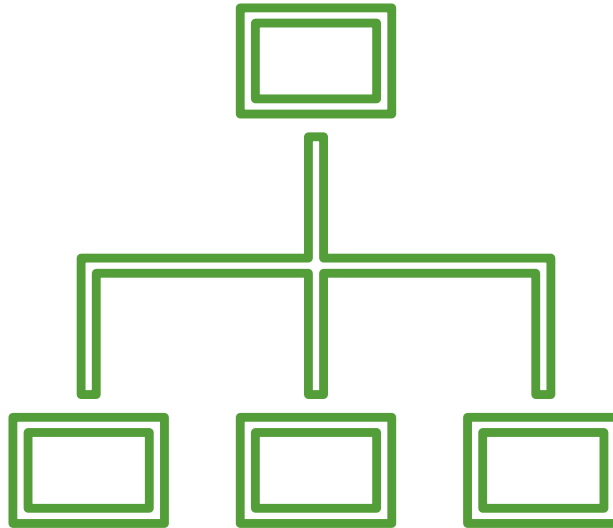
# THIS CODE LOOKS HARD



# LET US GO BACK IN TIME

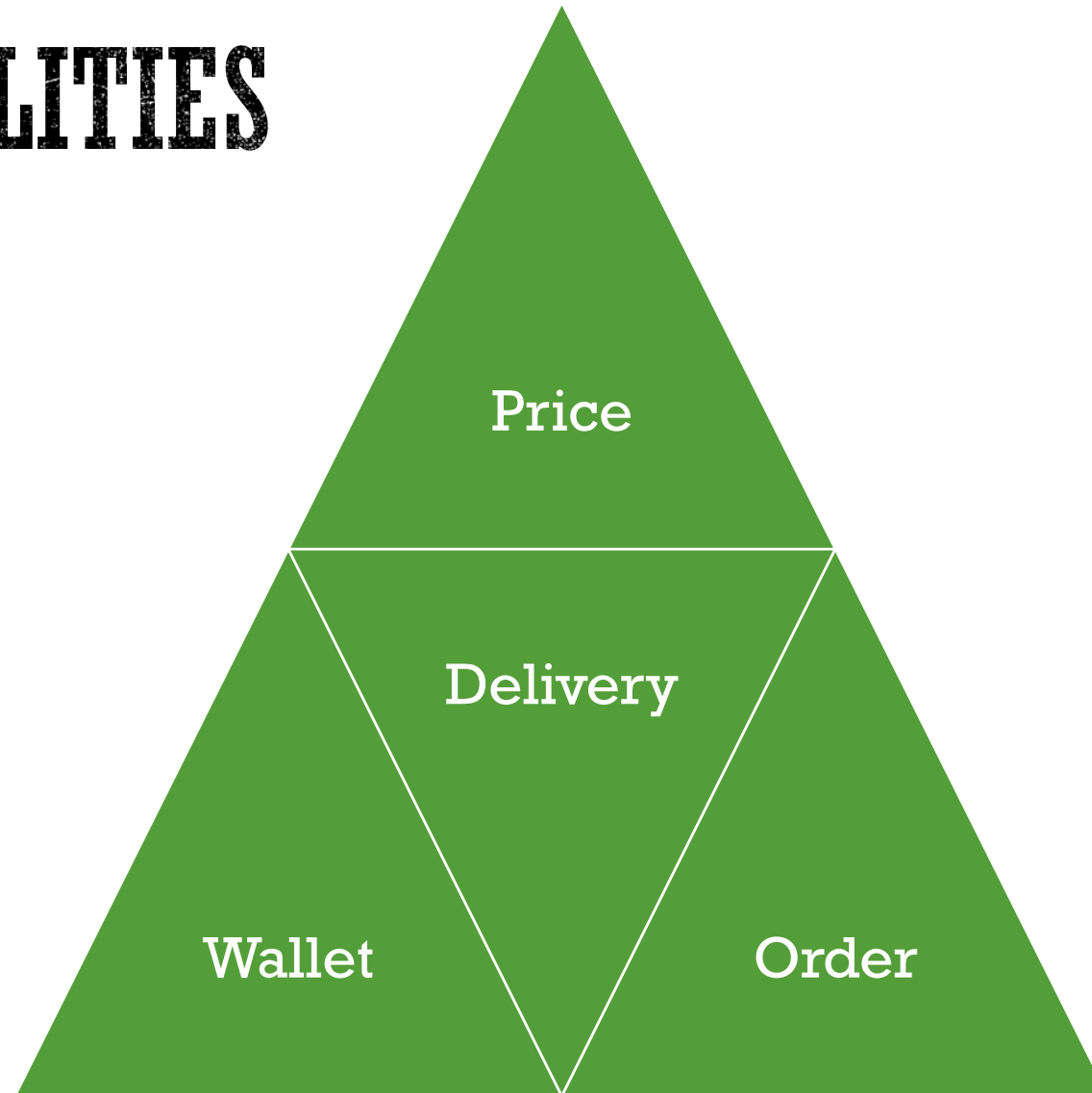


# LET'S REFACTOR THE CODE...

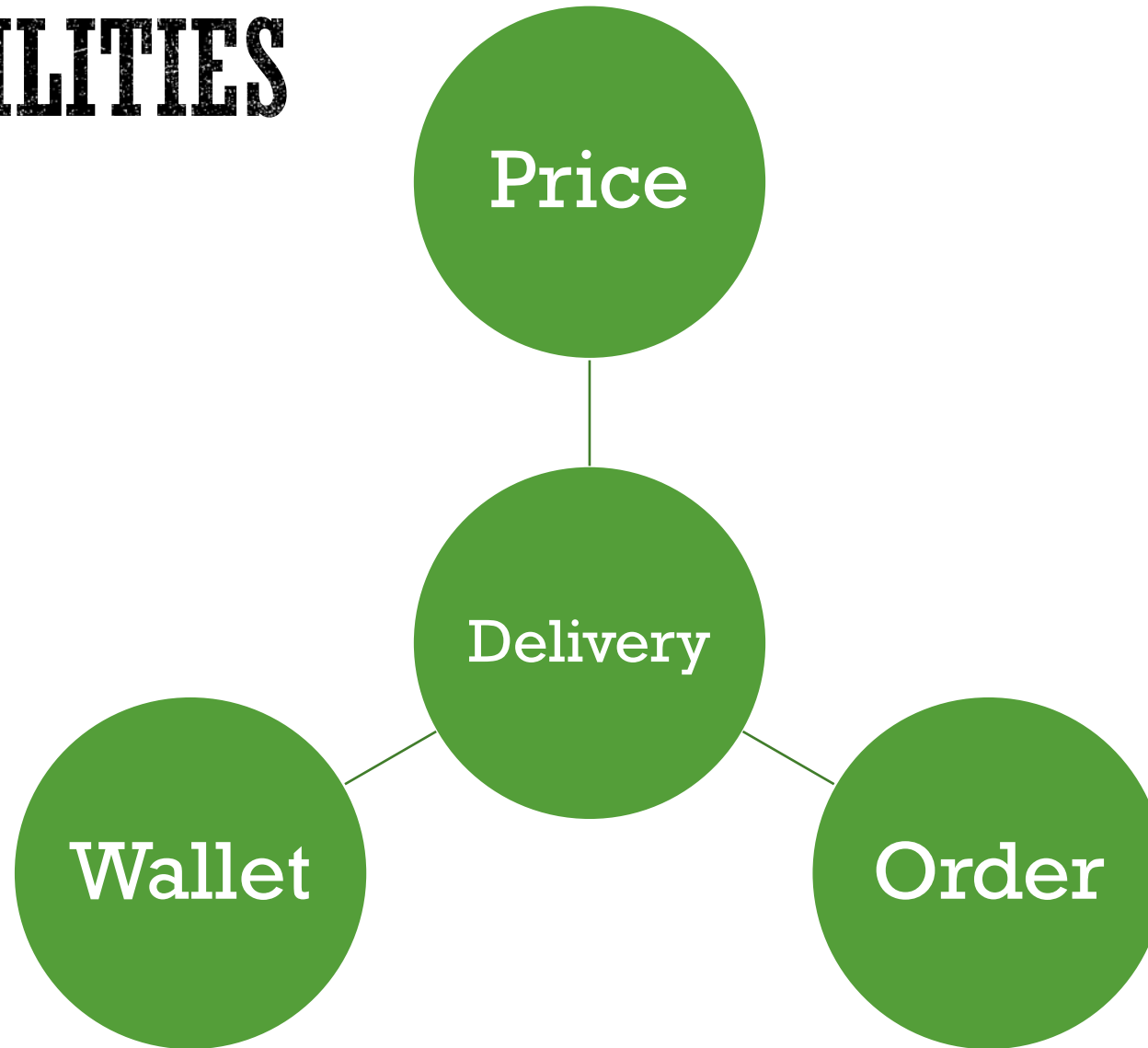




# RESPONSIBILITIES



# RESPONSIBILITIES



# THANKS

