Spring Framework 5

Beginner to Guru

SOLID Principles of OOP

History of SOLID Principles of OOP

- The SOLID Principles of OOP date back to March of 1995

- The principles are from Robert Martin (aka Uncle Bob)

- Started as writings and blog posts

- Later became the foundation of Martin's book "Agile Software Development: Principles, Patterns, and Practices

- Michael Feathers is credited with establishing the SOLID acronym

SOLID Principles of OOP

- **S** - Single Responsibility Principle

- **O** - Open Closed Principle

- **L** - Liskov Substitution Principle

- **I** - Interface Segregation Principle

- **D** - Dependency Inversion Principle

Single Responsibility Principle

Just because you *can* doesn't mean you *should*.

Single Responsibility Principle

- Every Class should have a single responsibility.

- There should never be more than one reason for a class to change.

- Your classes should be small. No more than a screen full of code.

- Avoid 'god' classes.

- Split big classes into smaller classes.

- My 2000 line method tested "fine"

OPEN CLOSED PRINCIPLE

Open Chest Surgery Is Not Needed When Putting On A Coat

Open Closed Principle

- Your classes should be open for extension

- But closed for modification

- You should be able to extend a classes behavior, without modifying it.

- Use private variables with getters and setters - ONLY when you need them.

- Use abstract base classes
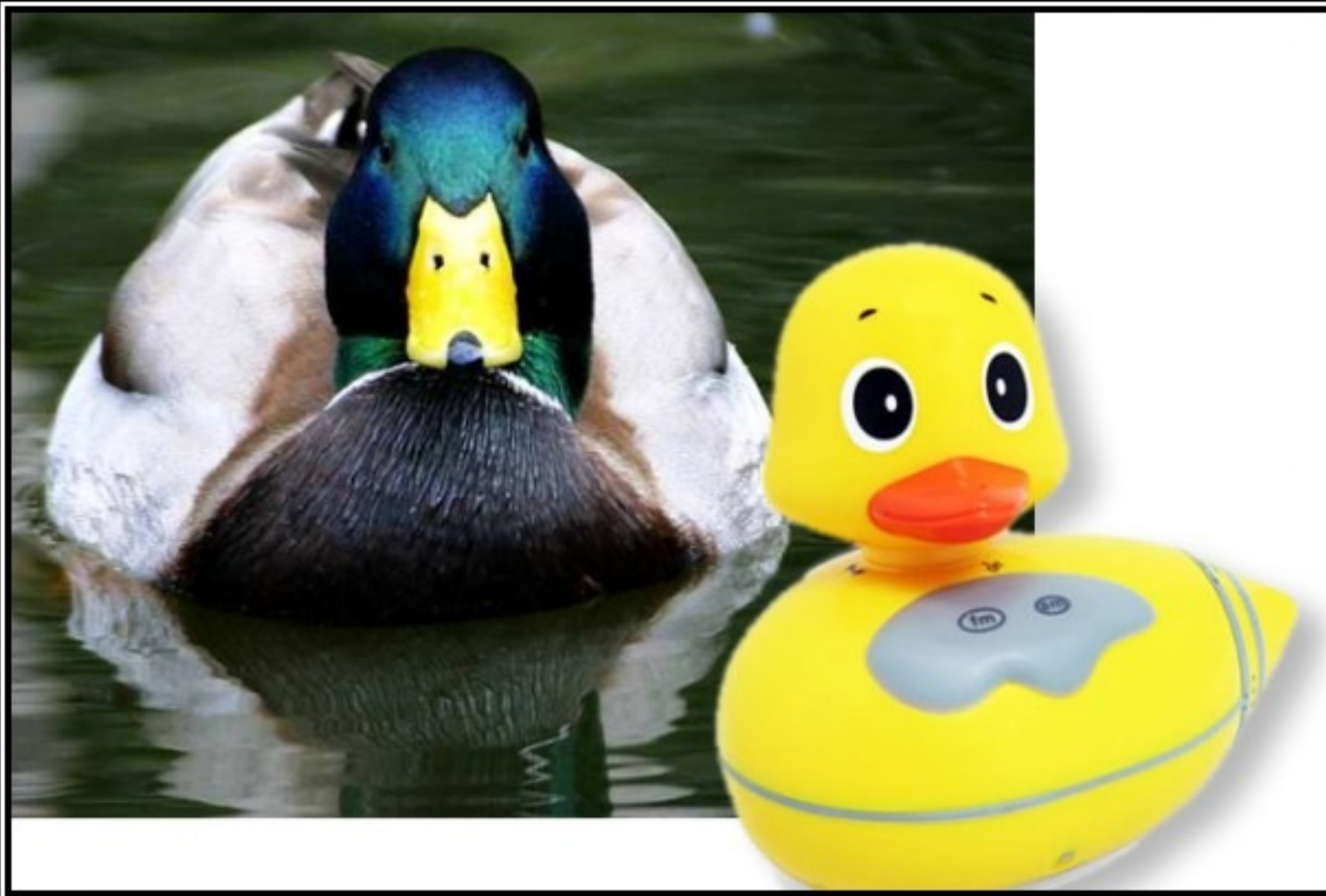
LISKOV SUBSTITUTION PRINCIPLE

If It Looks Like A Duck, Quacks Like A Duck, But Needs Batteries - You Probably Have The Wrong Abstraction

Liskov Substitution Principle

- By Barbara Liskov, in 1998

- Objects in a program would be replaceable with instances of their subtypes WITHOUT altering the correctness of the program.

- Violations will often fail the "Is a" test.

- A Square "Is a" Rectangle

- However, a Rectangle "Is Not" a Square

INTERFACE SEGREGATION PRINCIPLE

You Want Me To Plug This In, Where?

Interface Segregation Principle

- Make fine grained interfaces that are client specific

- Many client specific interfaces are better than one "general purpose" interface

- Keep your components focused and minimize dependencies between them

- Notice relationship to the Single Responsibility Principle?

- ie avoid 'god' interfaces

Dependency Inversion Principle

Would you solder a lamp directly
to the electrical wiring in a wall?

Dependency Inversion Principle

- Abstractions should not depend upon details

- Details should depend upon abstractions

- Important that higher level and lower level objects depend on the same abstract interaction

- This is not the same as Dependency Injection - which is how objects obtain dependent objects

Summary

- The SOLID principles of OOP will lead you to better quality code

- Your code will be more testable and easier to maintain

- A key theme is avoiding tight coupling in your code

- Be pragmatic when following SOLID

  - Every request path does not need its own controller class

SPRING FRAMEWORK
GURU