



Today's agenda

↳ SOLID Principle



AlgoPrep



* good code → should not have bugs

↳ Maintainable

↳ Reusable → modular

↳ Easy to test

↳ should be configurable

⋮

↳ SOLID design Principles

↳ rules / expectations / guidelines

AlgoPrep

S → Single responsibility Principle

O → open close Principle

L → Liskov's substitution

I → Interface Segregation

D → Dependency inversion

→ ULD Design

↳ subjective concept

→ Design a Bird repo

↳ Design a system which will store info about all the birds on the Planet.



```
class Bird {  
    color;  
    weight;  
    name;  
    age;  
    breed;
```

```
    collect food();  
    build nest();  
    makeSound();  
    fly();  
}
```

```
Bird b1 = new Bird();  
b1.color = black;  
b1.name = "crow";  
b1.weight = 200;
```

```
Bird b2 = new Bird();  
b2.color = white;  
b2.name = "Pigeon";  
b2.weight = 300;
```



fly() {
 ...
}

b1.fly()

b2.fly()

PR:

void fly() {

if (name == crow) {
 ...
}

else if (name == Pigeon) {
 ...
}

else if (...) {

}

...

else if (...) {

...

else {

...
}

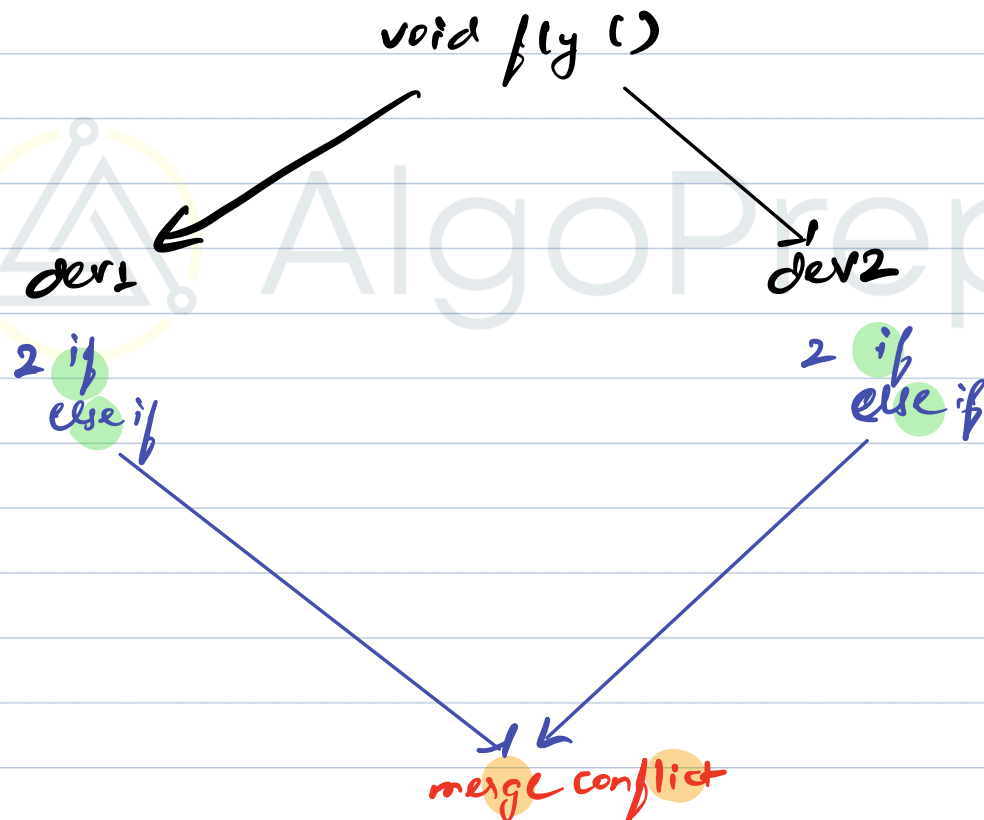
→ Now each type of bird should fly.

Panot
~~...~~



Problems:

- ↳ ① Difficult to understand.
- ② Extensibility difficult.
- ③ Difficult to test.
- ④ Code duplication
- ⑤ merge conflict



- ⑥ violates SRP {Single responsibility Principle}
- ⑦ violates OCP {open close Principle}



→ Single Responsibility Principle

↳ every code {method/class/package}
must have exactly 1 defined responsibility.

↓
why someone should
edit the code of that class/
method.

movie

controllers/component

↳ user controllers
↳ group controllers

services

↳ user services

models

↳ movie
↳ seat

Identify violation of SRP

① Methods with multiple if-else.

```
exception check leap year (?) {  
    if (year % 4 == 0) {  
        leap year  
    }  
    else (year % 100 == 0) {  
        leap year  
    }  
    else if (year % 4 == 0 & year % 100 != 0) {  
        leap year  
    }  
    else {  
        non leap year  
    }  
}
```



①① Monster method → large

↳ method in which the code is doing more than what it's meant to be doing.

```
SaveToDatabase ( . . . ) {
```

```
    calculate something . . .
```

```
    [ create db connection
```

```
        [ db.execute(query);
```

```
}
```

Save to database (. . .) {



```
calculate();  
create connection();
```

```
[ db.execute(data);
```

reusable

(Private in calculate) {

Integration Solving

void
Private createConnection()

}

③ Common / utils folder

↳ garbage place of your codebase.

→ java.util

↳ fetch date

↳ create map

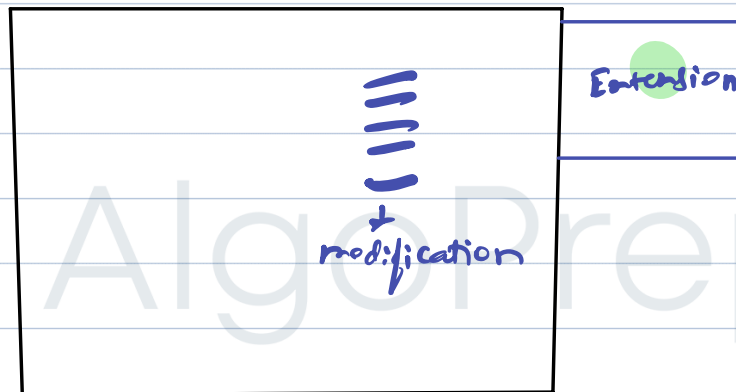


→ Open Close Principle

↳ Codebase should be open for extension but close for modification.

↓
easy to add
new features

↳ adding feature should
require minimal changes to
the existing code.



Back till 9:30 pm

SL

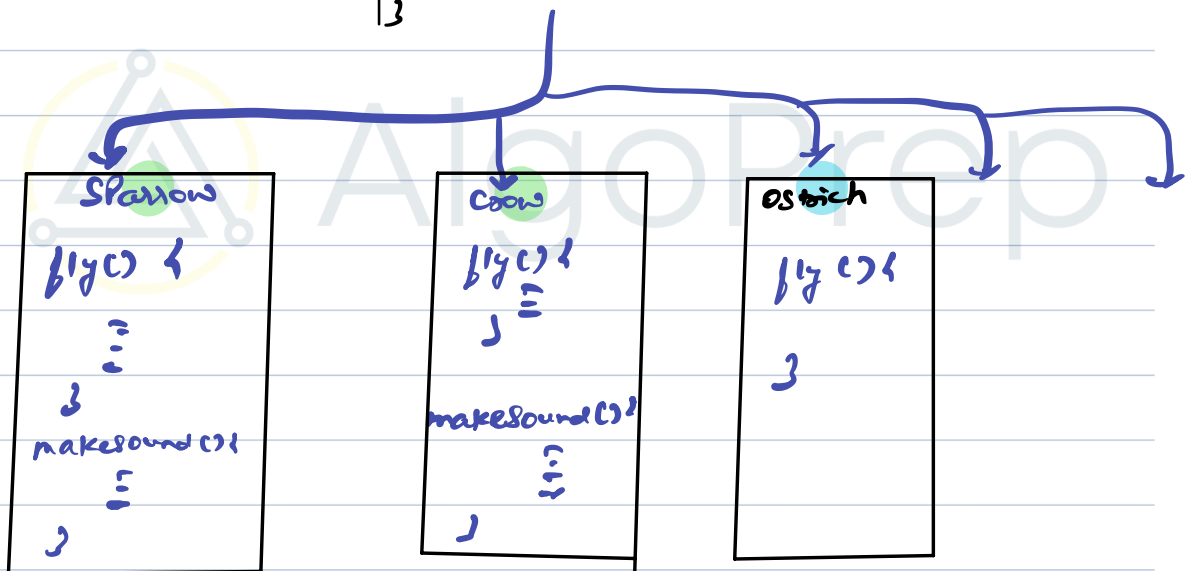


abstract class Bird {

Color;
weight;
name;
age;
breed;

abstract collect food();
abstract build nest();
abstract makeSound();
abstract fly();

}



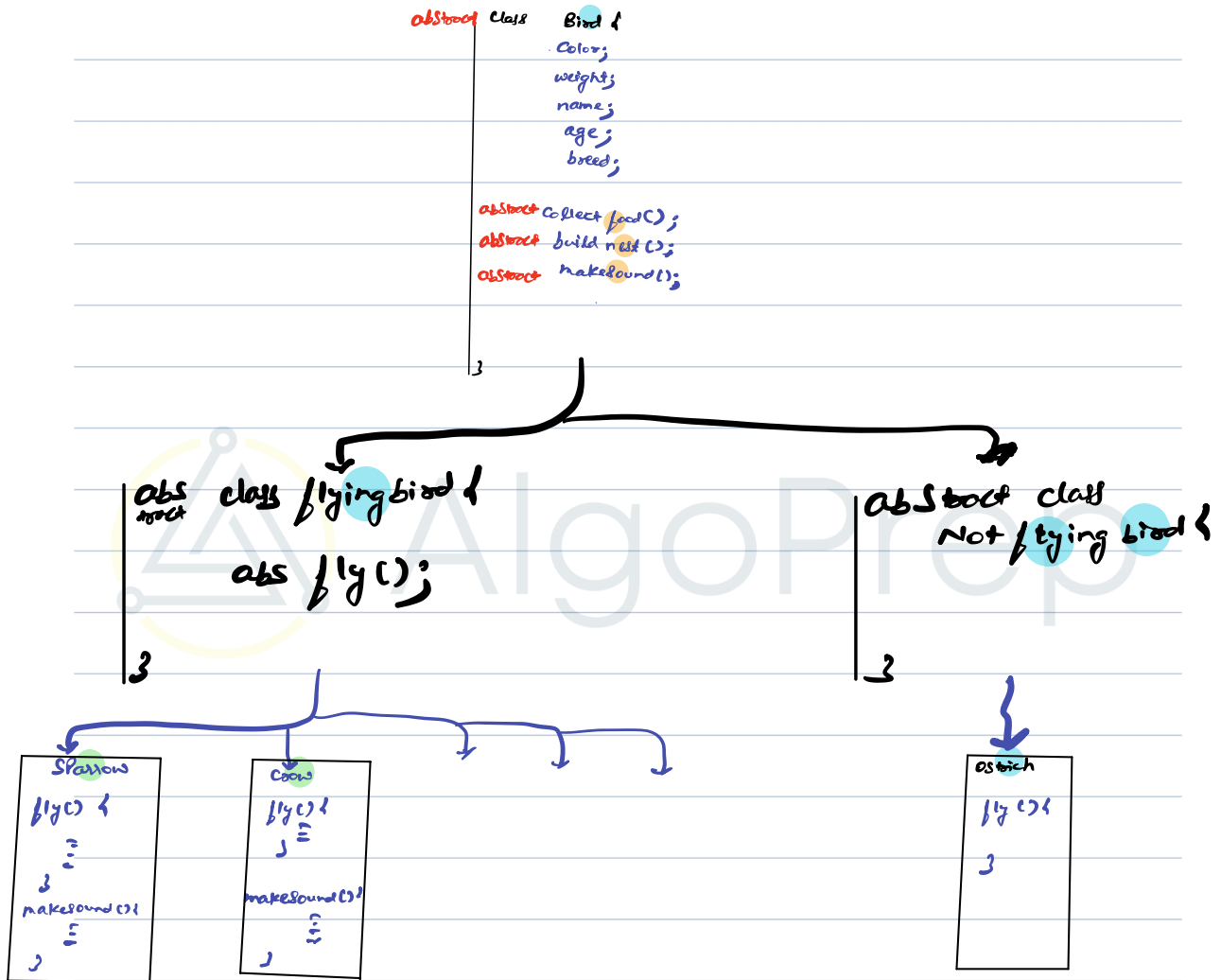
SRP ✓

OCP ✓



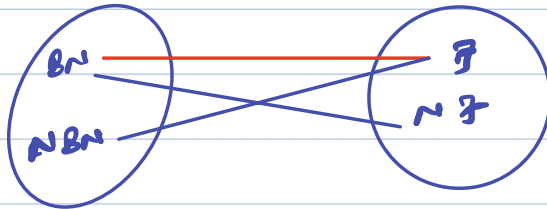
* Penguin, Ostrich

↳ birds which can't fly.





→ Some birds can build nest & some can't



→ BN & B BN & NB NBN & B NBN & NB

abstract class Bird {

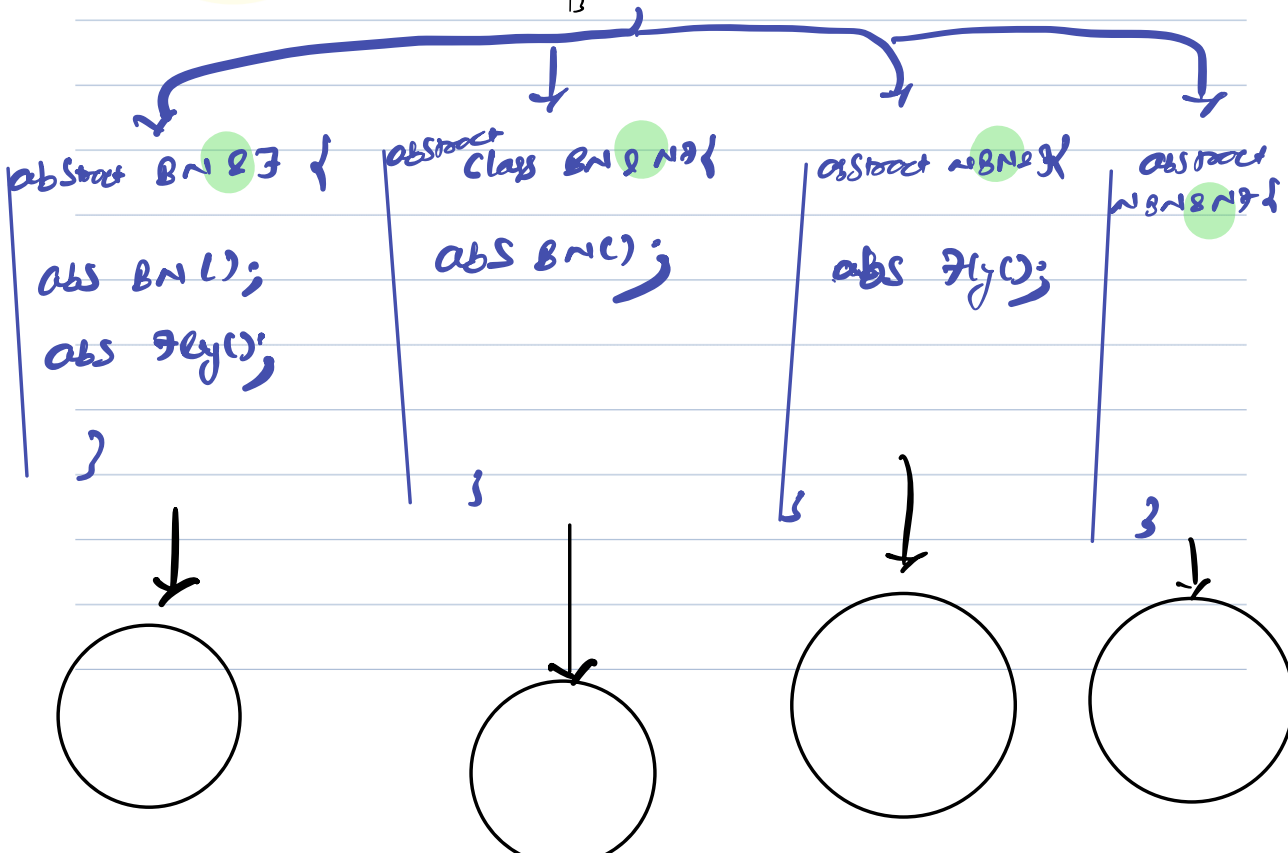
color;
weight;
name;
age;
breed;

abstract collect food();

~~abstract build nest();~~

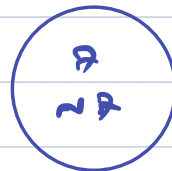
abstract makeSound();

}





→ Some birds can make sound, some can't?



2

*

2

*

2

↳ 8 combinations

$2^{\frac{11}{10}}$

Combinations

$N=10 \rightarrow 2^{10} = 1024$ possibilities

↳ find the next solution