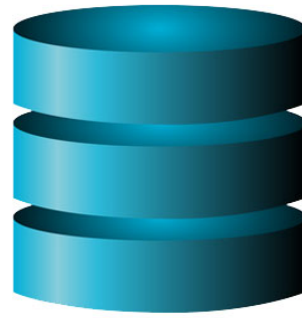


A SOLID design in CACHÉ Object

The Requirement....



Employee Database

{ REST }

Route	Method Type	Sample Request	Sample Response
http://dummy.restapiexample.com/api/v1/create	POST	<pre>{ "name":"test", "salary":"123", "age":"23" }</pre>	<pre>{ "name":"test", "salary":"123", "age":"23", "id":"719" }</pre>

All we need to do is create a utility which will :

- Call the rest API to create record
- Display the results



I don't want to see the
Output, but This is
dumbest code I ever seen!!
Everything is written in a
single Class, VERY RISKY!!
Don't you know about any
Design Principles

Code is ready for your
review and you can also
check the output. The
requirement is solved in
a single class having
56 Lines!!

Haha, I am the
greatest
DEVELOPER!!



I heard about
Solid Principles!!
I need to revisit my
code again with a
different approach.

Single-responsibility Principle

A class should have one and only one reason to change, meaning that a class should have only one job.



```
Class CreateEmployee
{
```

```
  ClassMethod Execute(params) As %Status
  {
```

```
    //Request JSON
```

```
    //Rest Client, Build Request Body and POST
```

```
    //Handle Errors
```

```
    // write Response
```

```
  }
```

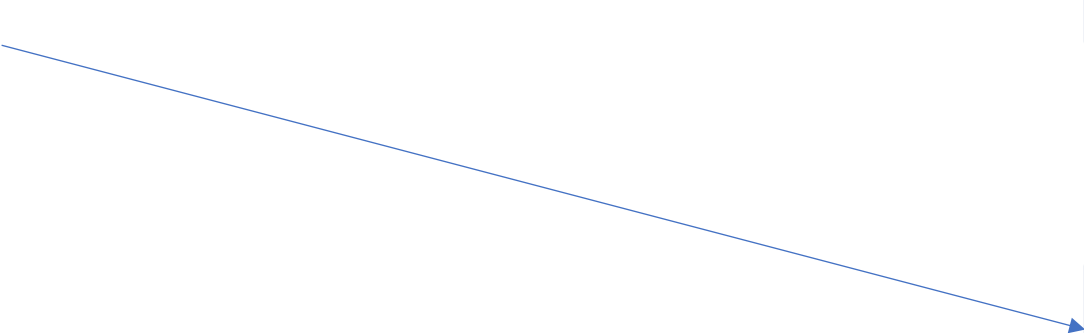
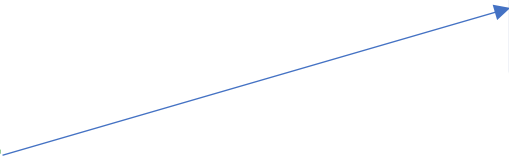
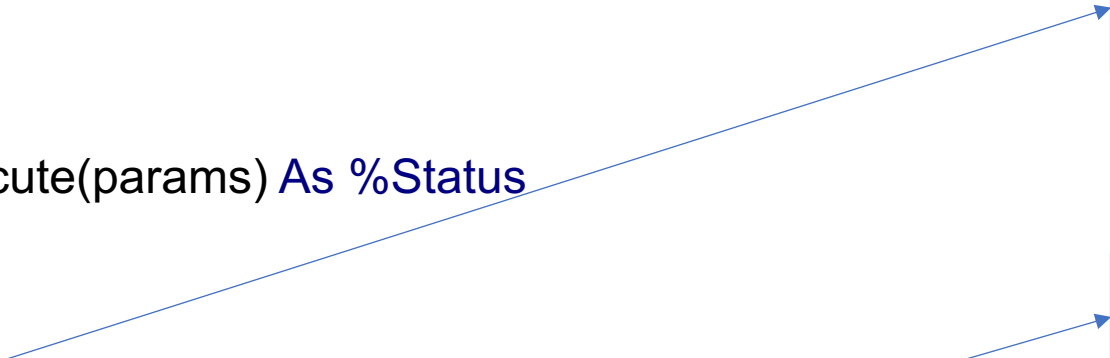
```
}
```

Class BuildJSON

Class Client

Class ProcessError

Class ProcessResponse



ADAPTIVE

MAINTAINABLE

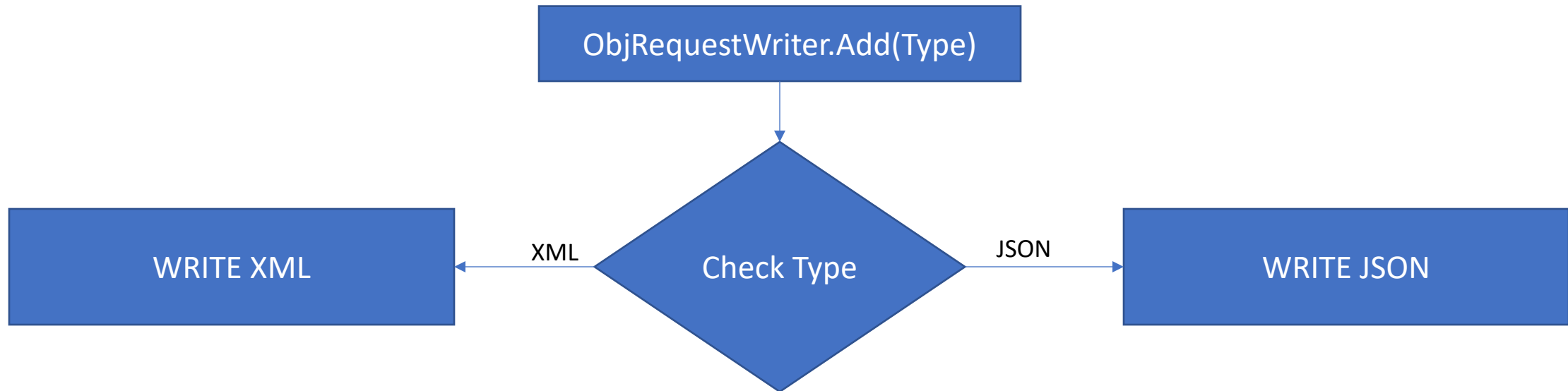
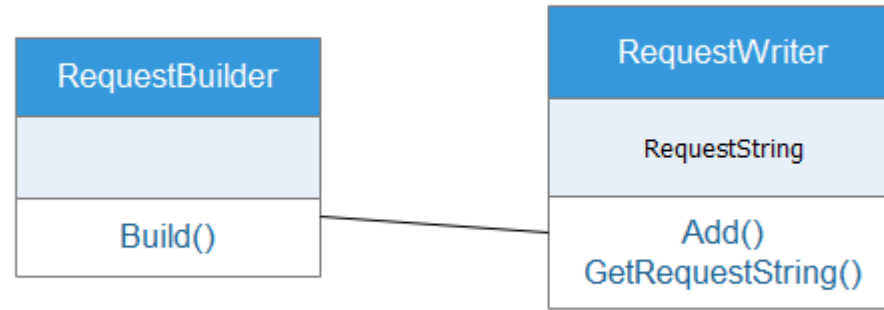
REQUIREMENT

V2 API

Accept XML
not JSON



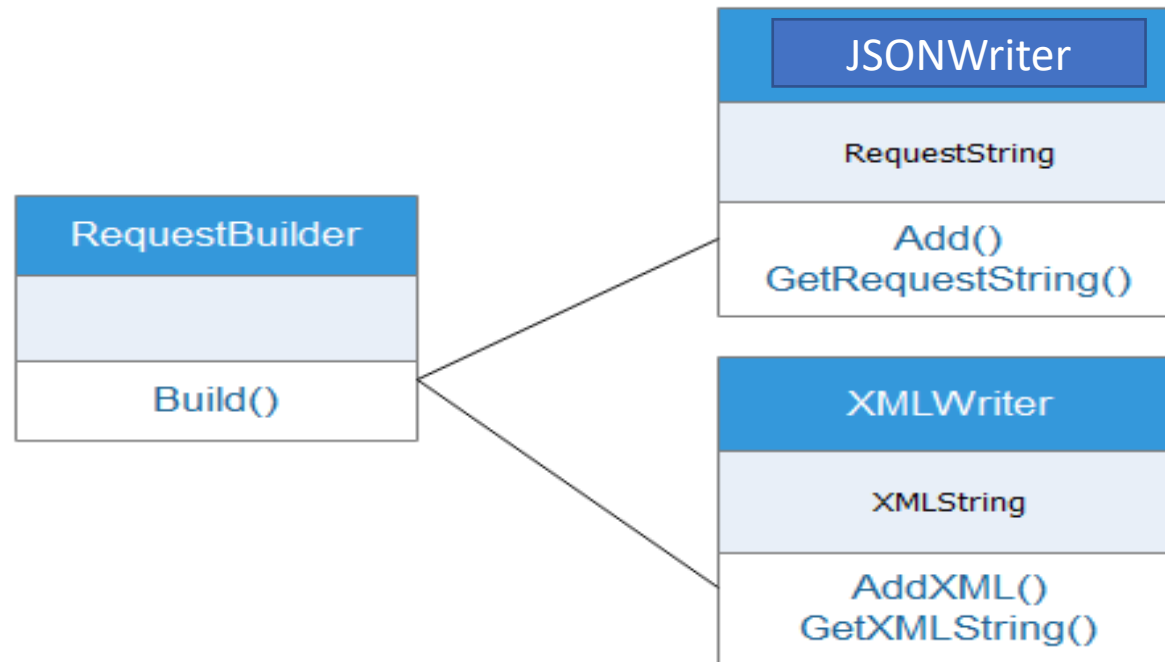
Current Design



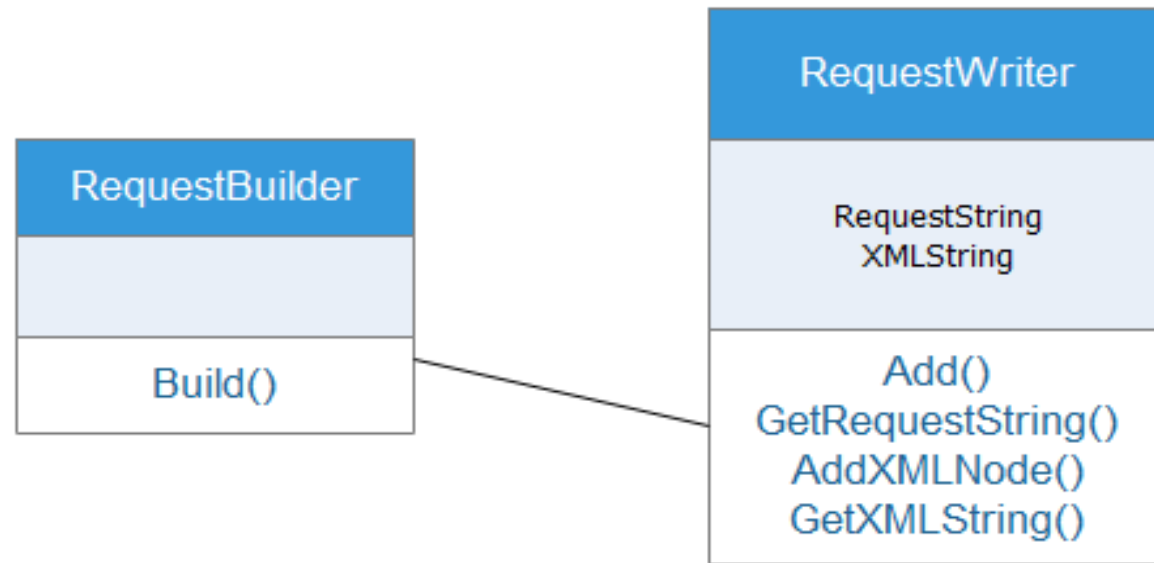
Add Method have multiple Responsibilities

ERROR Prone Design

Proposed Design 1



Proposed Design 2



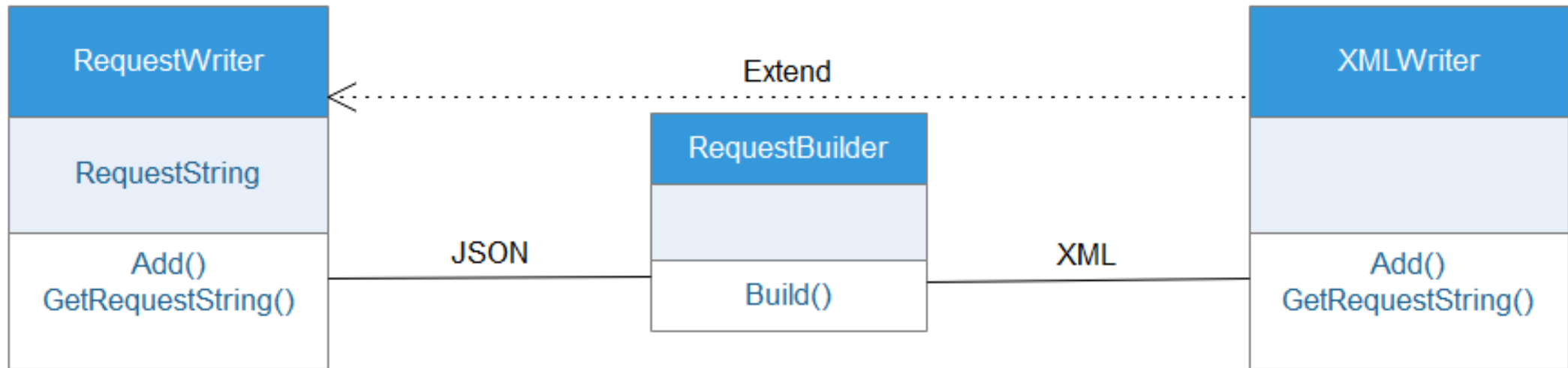
Open/Closed Principle

In programming, the open/closed principle states that software entities(Class, Methods) should be open for extension, but closed for modification.

Liskov Substitution Principle

In programming, objects should be replaceable with instances of their subtypes without altering the correctness of that program.





Class Test.RequestBuilder Extends %RegisteredObject

```
{  
/// we can pass object of XMLWriter / RequestWriter
```

```
Method Build(objWriter As RequestWriter)
```

```
{
```

```
do objWriter.Add("Key1","Value1")
```

```
do objWriter.Add("Key2","Value2")
```

```
Set Request = objWriter.GetRequestString()
```

```
.....
```

But there are still some stuffs, which are bothering me:

- Why RequestWriter, it should be JSONWriter.
- Currently, JSONWriter only supports Simple JSON having KEY - Value. What will happen if tomorrow, the request message gets complex like this.
If we have to keep employee Children Details or Address, which might be Array of Object or Object embedded into JSON.
- For now, as requirement is only for Simple Structure, same can apply in XML Writer.
- WHY XMLWriter is extending RequestWriter/JSONWriter. There should be a generalized definition.

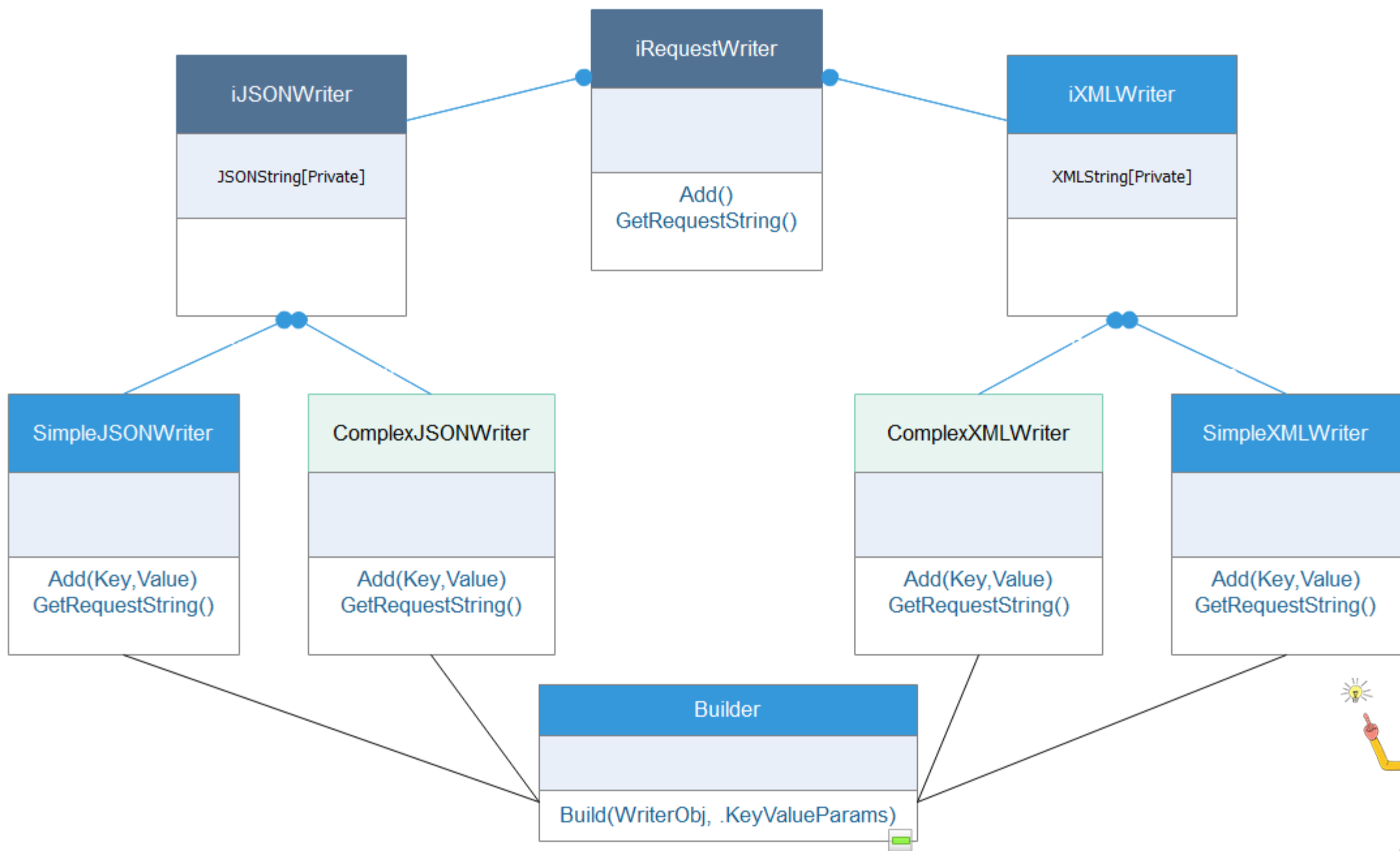
```
{
  "name" : "dsf",
  "salary" : "XXXXXXXX",
  "age" : "XX",
  "children":
  [
    {
      "name " : "sdf",
    },
    {
      "name " : "hgf",
    }
  ],
  "homeAddress" :
  {
    "addressLine1" : "44 street",
    "addressLine2" : "Zootopia"
  }
}
```

Interface Segregation Principle

Clients should not be forced to implement interfaces they don't use. Instead of one fat interface, many small interfaces are preferred based on groups of methods, each one serving one submodule.

In Cache Objects, we don't have Interface Class, but we do have ABSTRACT class. So we can use ABSTRACT class as Interface class.





```
{
```

```
  "name" : "dsf",  
  "salary" : "XXXXXXX",  
  "age" : "XX",
```

SIMPLE

```
  "children":
```

```
  [  
    {  
      "name " : "sdf",  
    },  
    {  
      "name " : "hgf",  
    }  
  ],
```

COMPLEX

```
  "homeAddress" :  
  {  
    "addressLine1" : "44 street",  
    "addressLine2" : "Zootopia"  
  }
```

COMPLEX

```
}
```



Dependency Inversion Principle

This principle is a way to decouple software modules.

To comply with this principle, we need to use Dependency Injection.

Dependency injection is used simply by 'injecting' any dependencies of a class through the class' constructor as an input parameter.



