

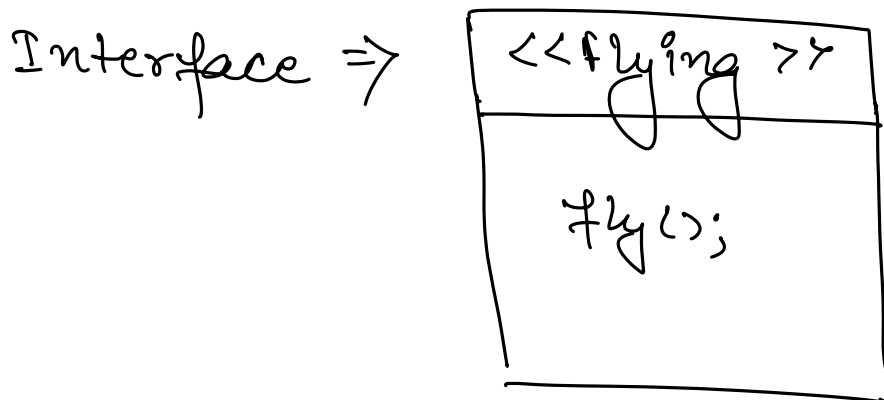
- L: Liskov's Substitution Principle
- I: Interface Segregation Principle
- D: Dependency Inversion Principle

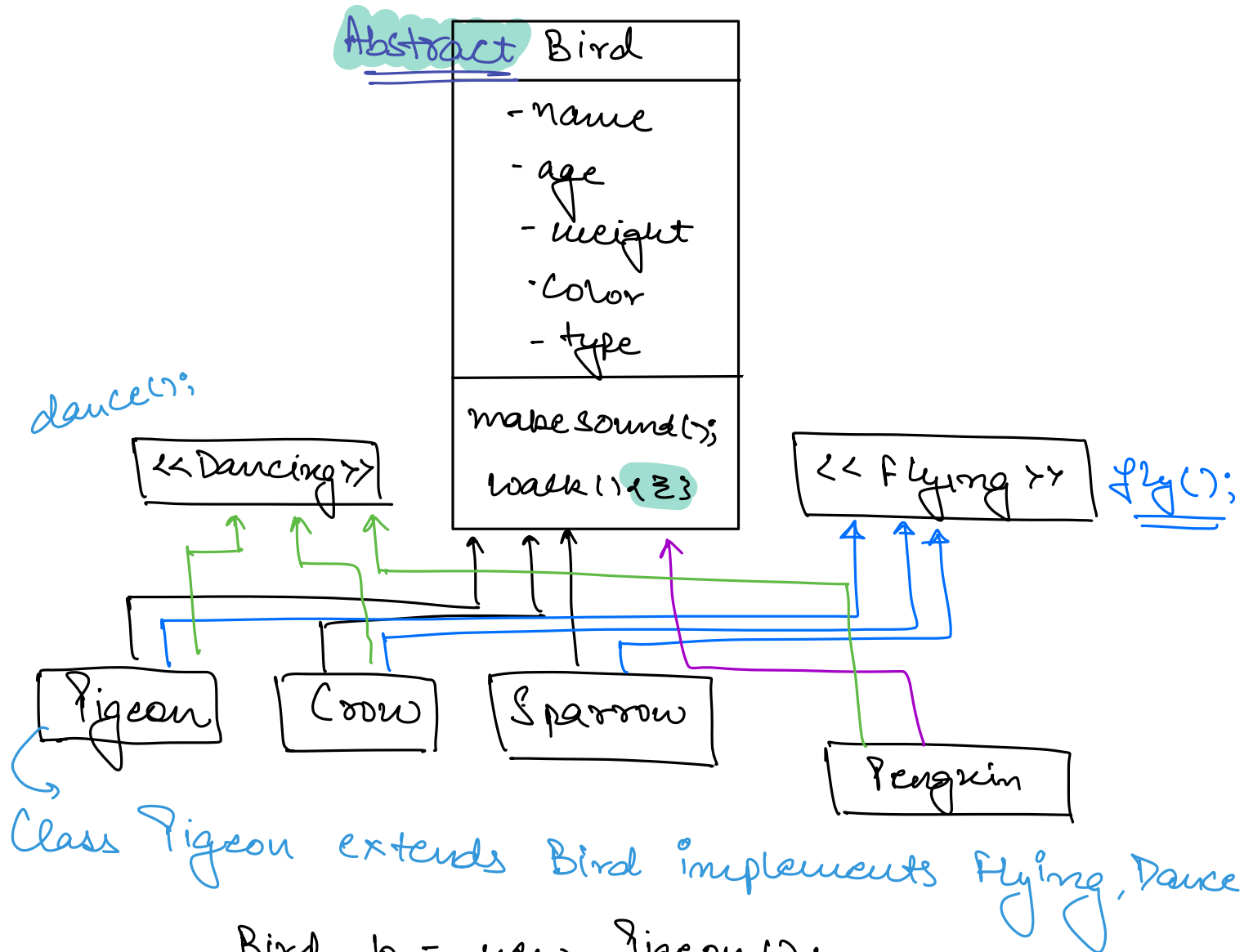
## Problem Statement

Some birds demonstrate a behaviour, while others don't demonstrate a behaviour.

- 1) Only the birds having the behaviour should have that method.
- 2) We should be able to create a list of birds with that behaviour.

Interface  $\Rightarrow$  Blueprint of behaviours.





Bird b = new Pigeon();

b.fly(); ✓

b = new Penguin();

b.fly(); X

⇒ 10 types of Birds. ⇒ 10 Interfaces

No class / interface explosion.

## Liskov's Substitution Principle.

Object of any child class should be as it is substitutable in the parent class reference without requiring any extra code changes.

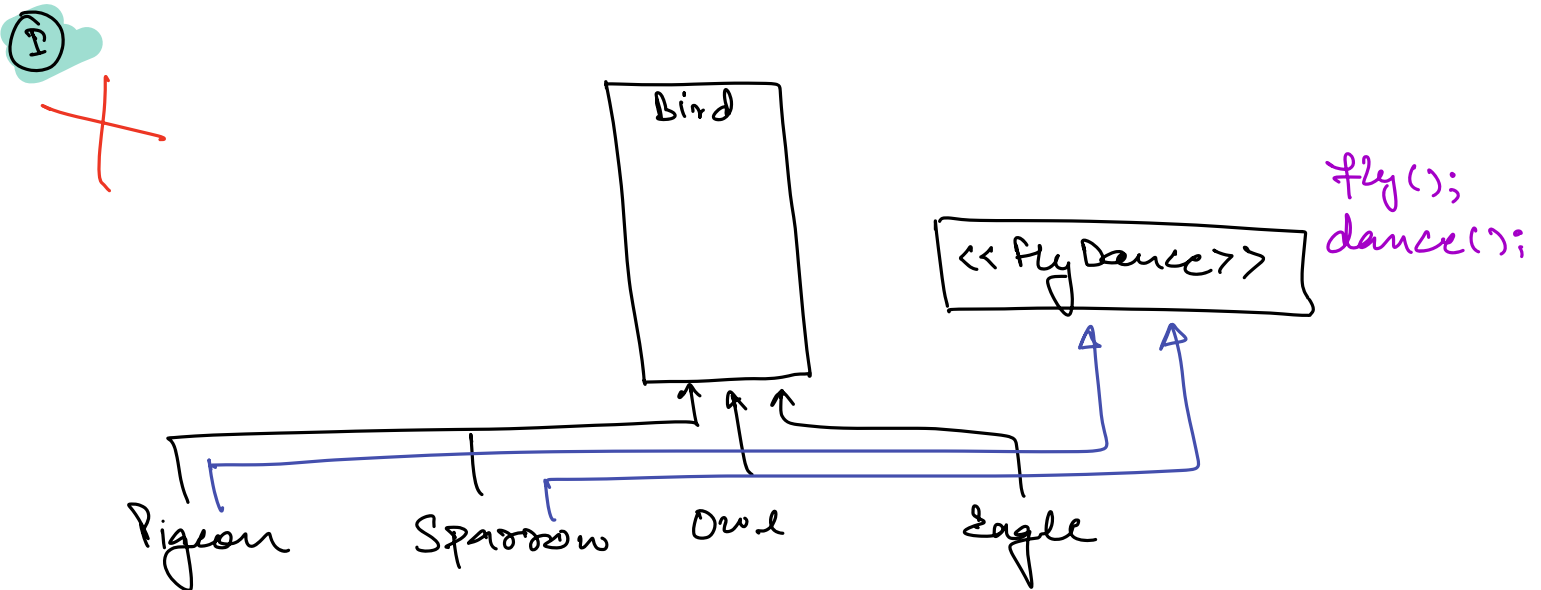
## Interface Segregation Principle.

### Requirements:

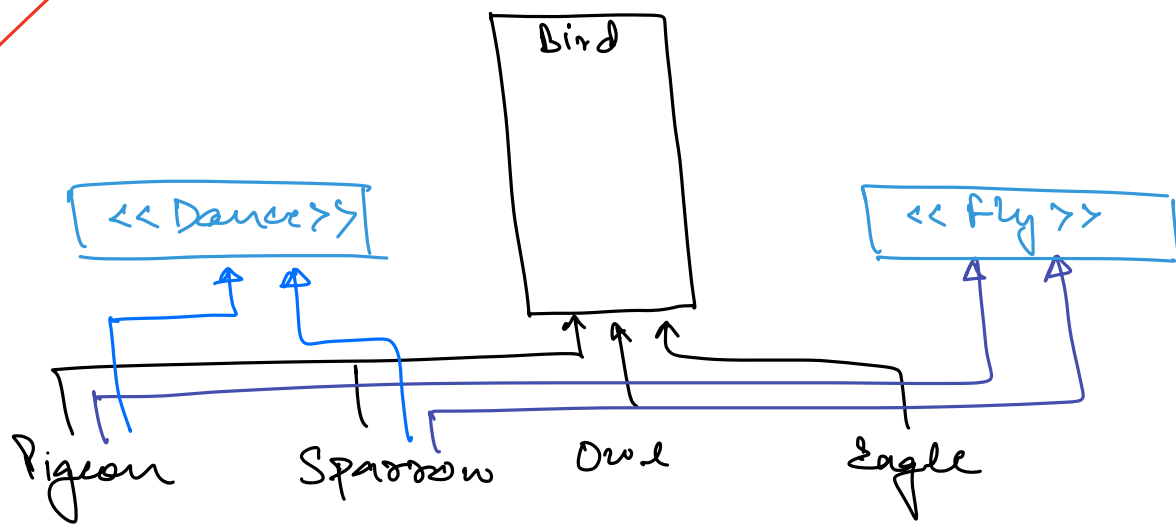
Some birds can fly

Some birds can dance

All the birds who can fly can dance as well  
& Vice-versa.



II



⇒ Interface Segregation Principle.

→ Interfaces should be as light as possible.

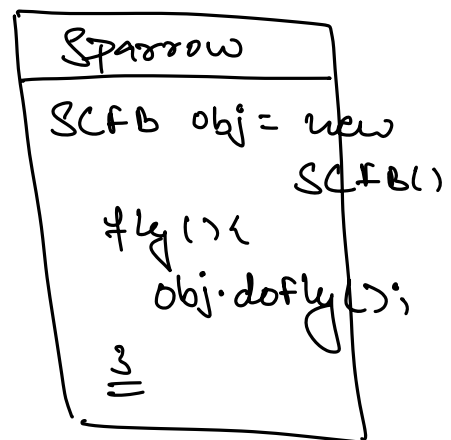
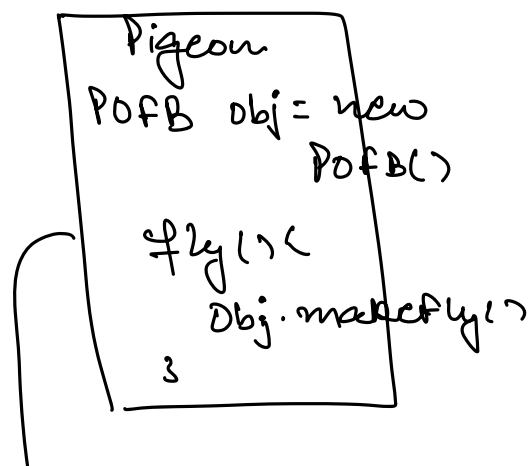
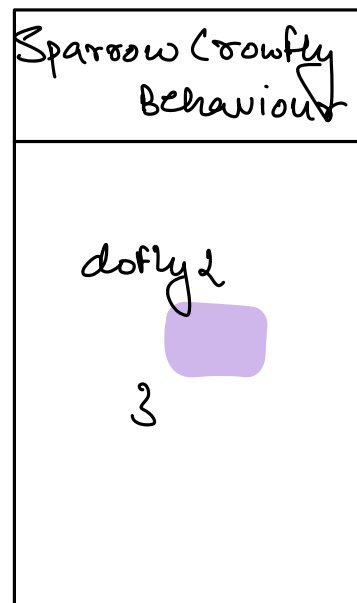
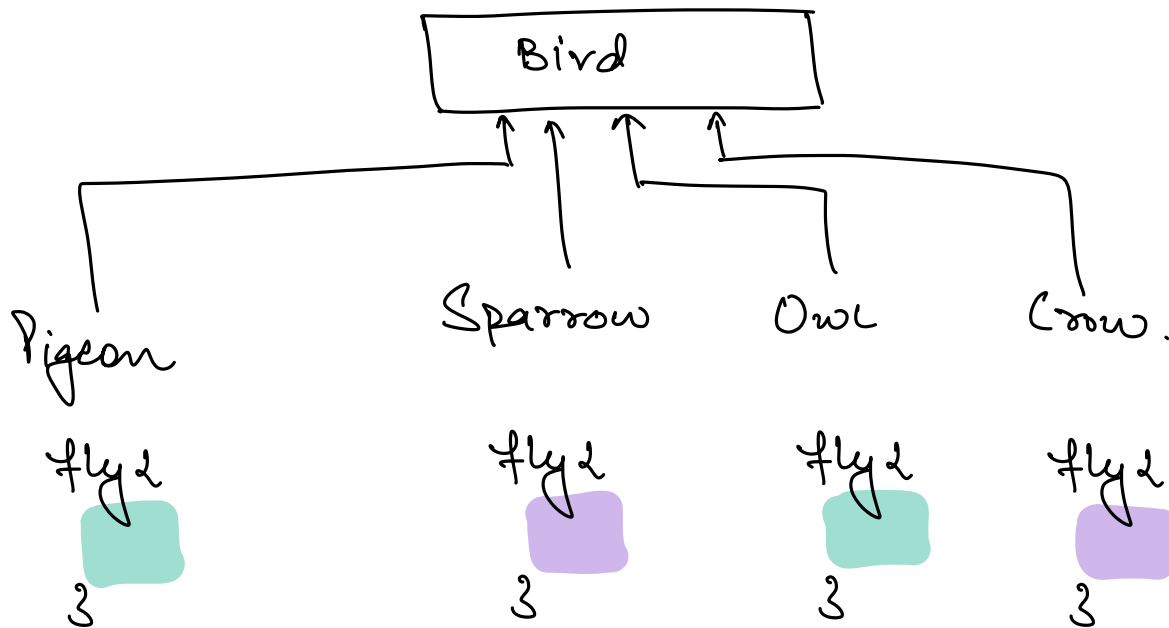
→ Ideally every interface should have a single behaviour.

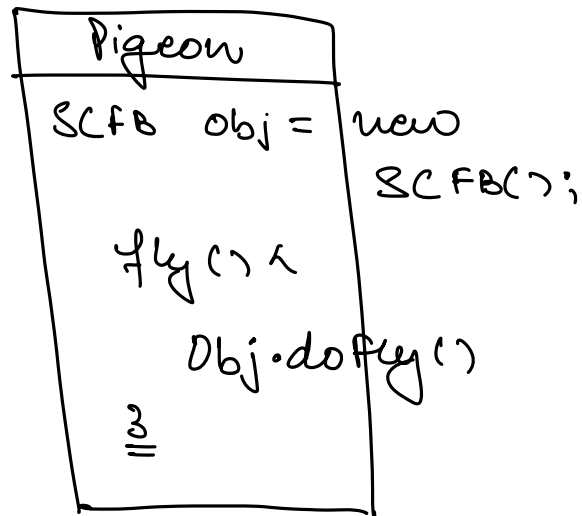
→ SRP on Interfaces.

Functional Interface ⇒ Interface with single method.

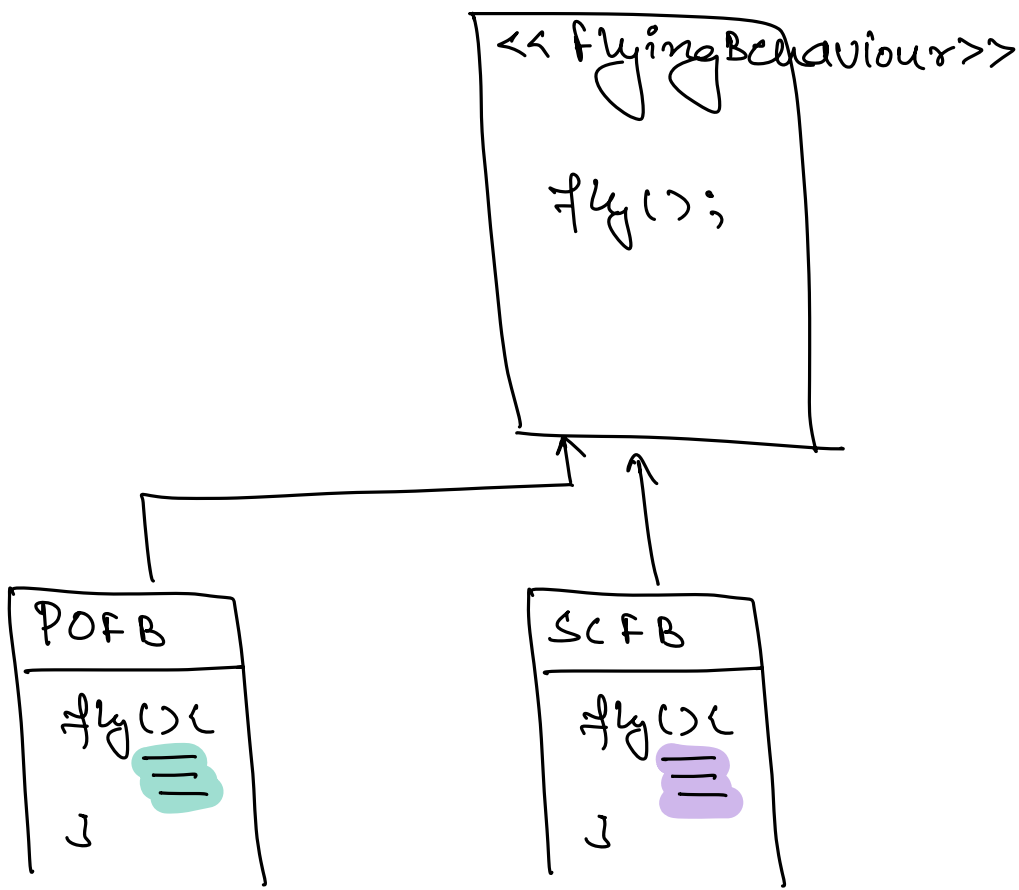
# Dependency Inversion Principle

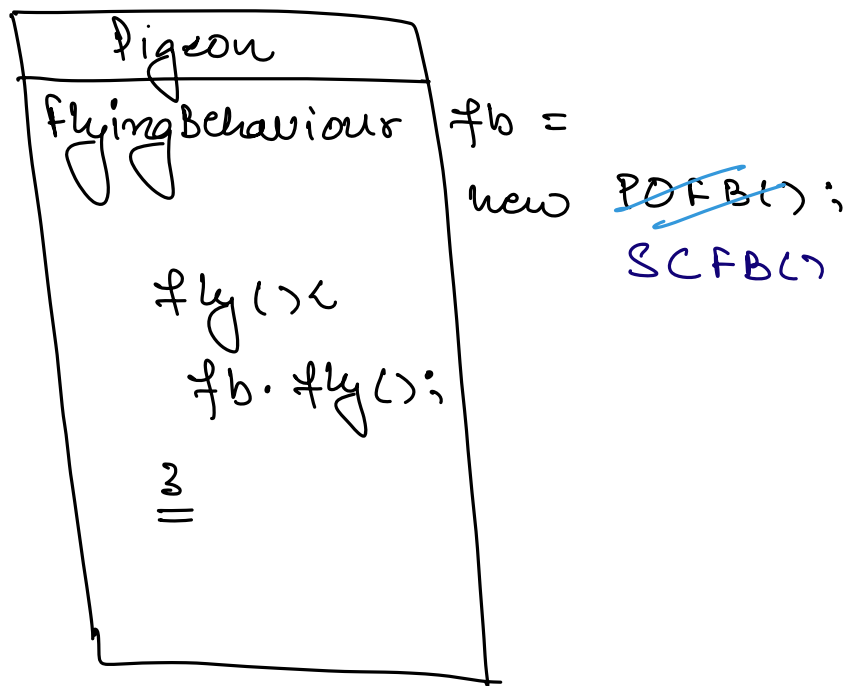
DRY.



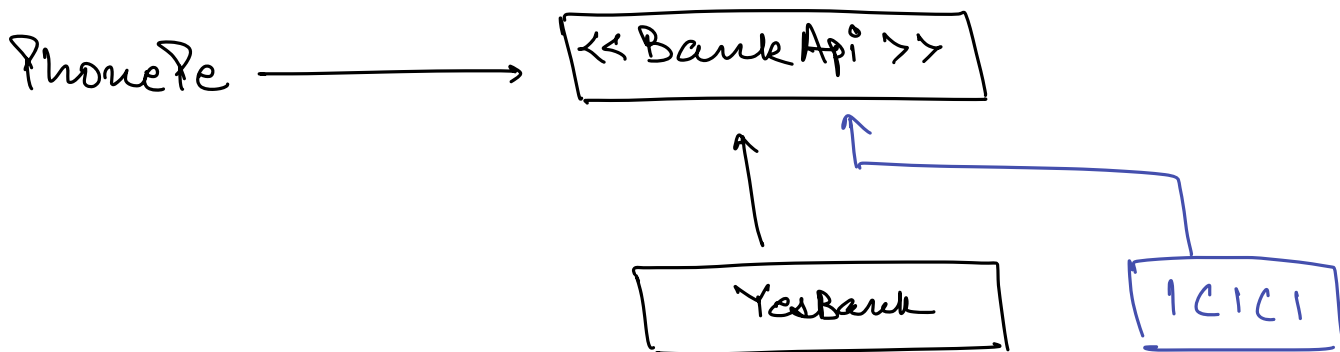


Program to Interface, Not to implementation.





PhonePe  $\longrightarrow$  YesBank } Tight Coupling



BankApi api = new ~~YBt()~~ **ICICI**

# Dependency Inversion Principle

No 2 concrete classes should depend on each other directly, they should depend on each other via an interface.

# Dependency Injection (Not a part of SOLID).

A {

    B b = new B();

    \_\_\_\_\_  
    \_\_\_\_\_  
    \_\_\_\_\_  
    \_\_\_\_\_  
    \_\_\_\_\_

}

⇒ Class A is dependent on class B.

⇒ Dependency Injection

Instead of creating the dependency object on our own, it should be given at the time of object creation.

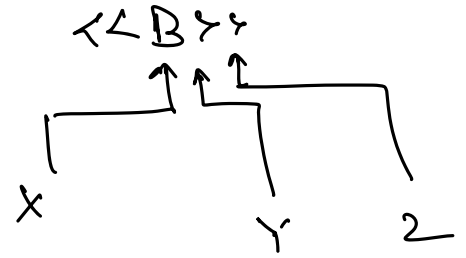


```

A {
    B b;

    A(B b) {
        this.b = b;
    }
}

```



Client

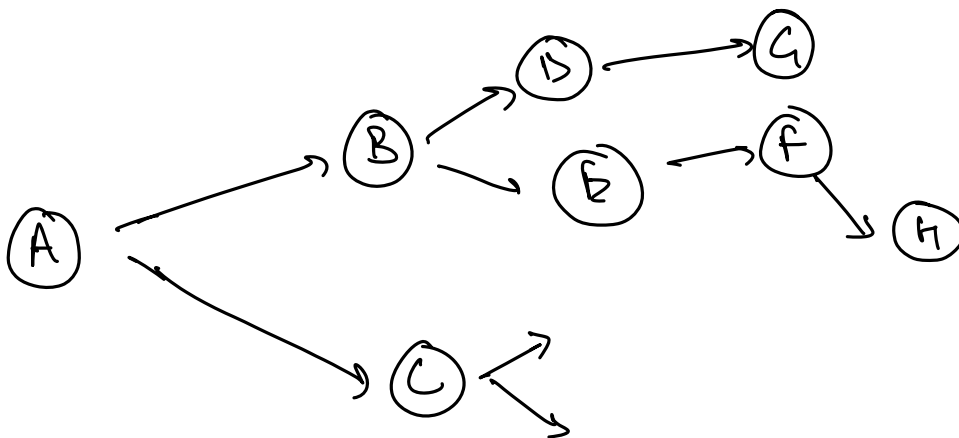
```

B b = new Z();

A a = new A(b);

```

Instead of creating the dependencies on our own, dependencies are being injected.



⇒ Spring Boot

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