# Fundamentals: The Dependency Inversion Principle Part 2

Steve Smith http://pluralsight.com/





### **Outline**

- Project Dependencies
- The Problem
- An Example
- Refactoring to Apply DIP
- Related Fundamentals

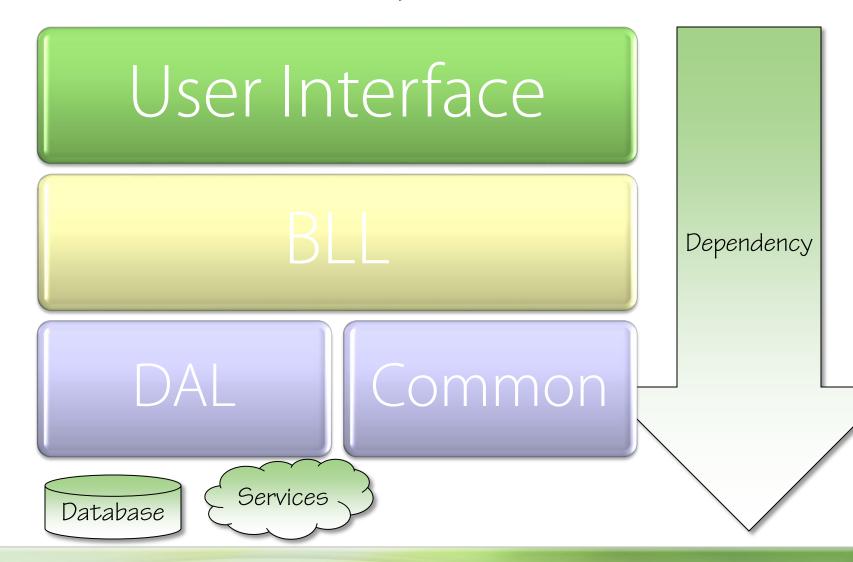


## **Layered / Tiered Application Design**

- Separate Logical (and sometimes physical) Layers
  - For instance
  - User Interface (UI)
  - Business Logic Layer (BLL)
  - Data Acces Layer (DAL)
- Supports Encapsulation and Abstraction
  - Work at the abstraction level appropriate
  - Each level only knows about one level deep (ideally)
- Provides Units of Reuse
  - Lowest levels generally are most reusable

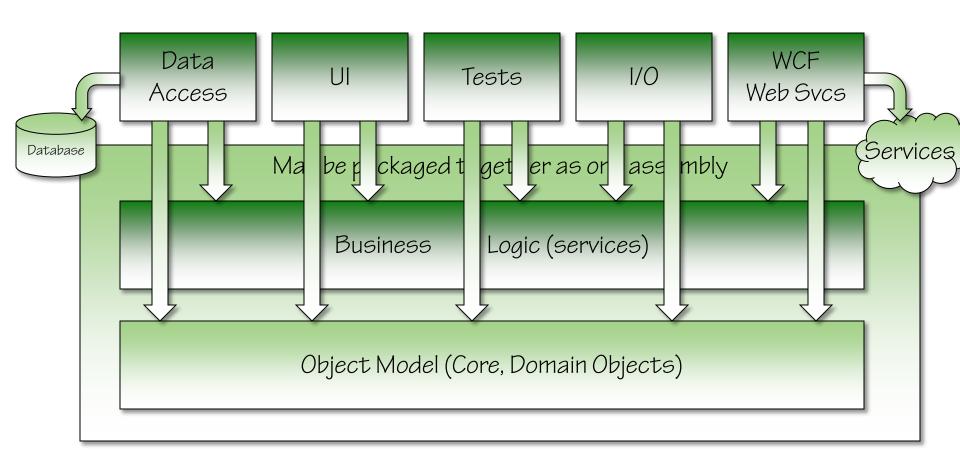


### **Traditional (Naïve) Layered Architecture**





#### **Inverted Architecture**





### **Demo**

Violating DIP with Projects and Assemblies



#### The Problem

- Dependencies Flow Toward Infrastructure
- Core / Business / Domain Classes Depend on Implementation Details

#### Result

- Tight coupling
- No way to change implementation details without recompile (OCP violation)
- Difficult to test



### **Dependency Injection**

- Dependency is transitive
  - If UI depends on BLL depends on DAL depends on Database
    Then \*everything\* depends on the Database
- Depend on abstractions (DIP)
- Package interfaces (abstractions) with the client (ISP)
- Structure Solutions and Projects so Core / BLL is at center, with fewest dependencies



### **Demo**

Refactoring to a Better Design



### **Summary**

- Don't Depend on Infrastructure Assemblies from Core
- Apply DIP to reverse dependencies
- Related Fundamentals:
  - Open Closed Principle
  - Interface Segregation Principle
  - Strategy Pattern
- Recommended Reading:
  - Agile Principles, Patterns, and Practices by Robert C. Martin and Micah Martin [http://amzn.to/agilepppcsharp]
  - http://www.martinfowler.com/articles/injection.html



For more in-depth online developer training visit



on-demand content from authors you trust

