BSc (Hons) in Information Technology Specializing in Software Engineering

Year 3 - 2022

SE3040 – Application Frameworks

Tutorial 02

Solid Principles are good design principles that we should try to incorporate when we write code.

Go through each of the provided examples

(a) Read about the principle in general e.g., in Wikipedia
(b) Try to describe it in your own words
(c) justify the choices taken in adhering to the specific principles
(d) Come up with your own example of implementing the principle.

1. Single Responsibility Principle - https://www.baeldung.com/java-single-responsibility-principle
2. Open/Close Principle – https://www.baeldung.com/java-open-closed-principle
3. Liskov Substitution Principle - https://www.baeldung.com/java-liskov-substitution-principle
4. Interface Segregation Principle - https://www.baeldung.com/java-liskov-substitution-principle
5. Dependency inversion Principle - https://www.baeldung.com/java-dependency-inversion-principle

Resources

(a) https://www.youtube.com/watch?v=69sfWNzxTMc – A Summary
(b) https://www.youtube.com/watch?v=A6ZqNQdJPjc – Solid Principles – by Robert C Martin (Uncle Bob)