# THE OPEN CLOSED PRINCIPLE Java Clean code

### Outline

#### Lesson 6.

The Single Responsibility Principle

#### Lesson 7.

The Open Closed Principle

#### Lesson 8.

The Liskov Substitution Principle

#### Lesson 9.

The Interface Segregation Principle

#### Lesson 10.

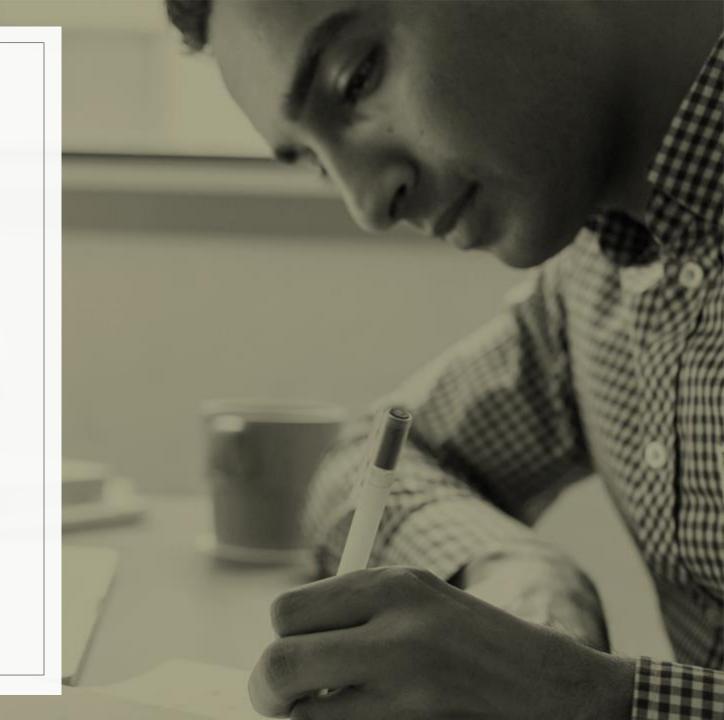
The Dependency Inversion Principle

Any fool can write code that
a computer can understand.
Good programmers write code that
humans can understand.
Martin Fowler



# The Open Closed Principle

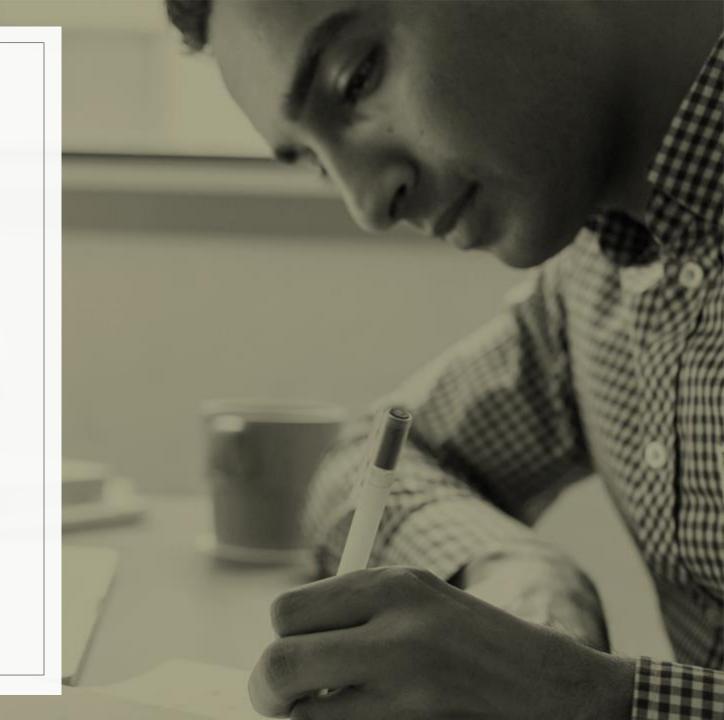
- Classes and methods should be open for extension but closed for modification.
- What does it mean?
- Add new code
- Do not change old code

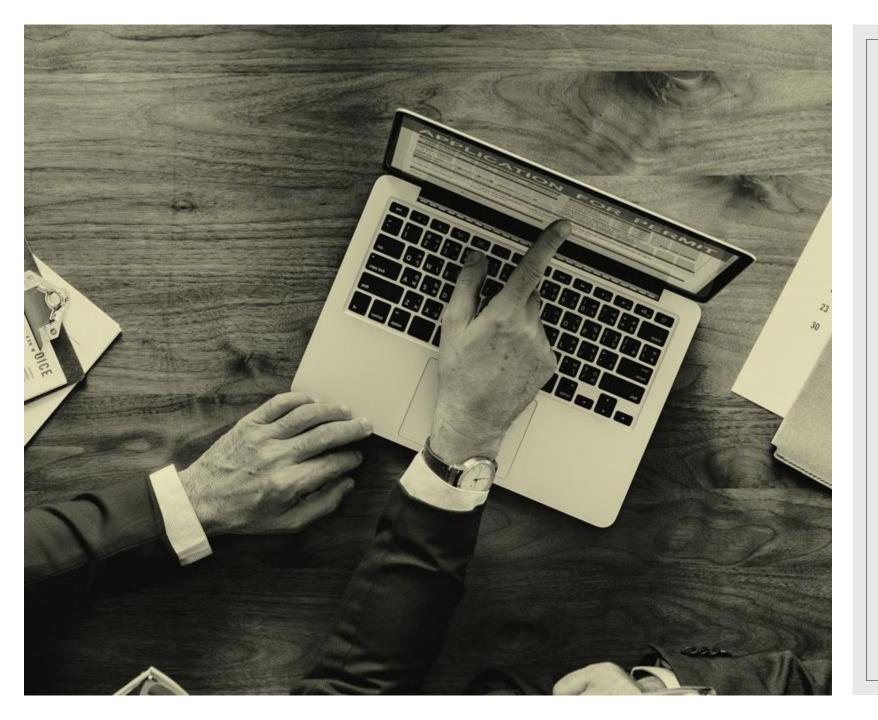


## OCP

#### Interfaces instead super classes.

- Substitute code
- Interfaces are closed fro modifications
- Additional abstraction(Loose coupling)
- No need to share code
- Spring Framework





# Strategy pattern

- Open to extension
- Encapsulate strategies
- Collections.sort



# Open Closed Principle Summary

- New features are added by adding new code.
- Not by modifying the old code.

# Course Progress

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