

Separation of Concerns

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As it applies to web development, separation of concerns refers to the separation of different functional elements of the code. For example, presentation (visual elements / CSS), logic (interactive elements / JS), and content (material content / HTML).

The idea is to keep all of these elements separate and structurally organized so they are easily findable. You don't want to create one big tangle of elements all through the code because then no one would be able to target and find the elements they need to adjust. This can be important on teams where there are individual people responsible for individual parts of the development (ex. a person responsible for the CSS would want it all in one place so they can easily edit and add). Also, it keeps all the elements isolated so you can easily change one piece of one part of the code and it will easily populate to all other parts of the code. It allows for updating parts of code without disturbing other parts.

Concerns can be decided upon and divided for each individual project and are not always the same. It involves breaking up the problem space into smaller pieces so depending on the specific problem, you might choose to separate differently.

Advantages:

- Code is cleaner - there is less duplication of particular elements throughout the code; each part has a singular purpose
- System becomes more stable because its easier to maintain
- Reducing the dependence of pieces of code on specific elements allows you to reuse the code in other contexts