

# **SOLID**

## **Interface Segregation Principle (ISP)**

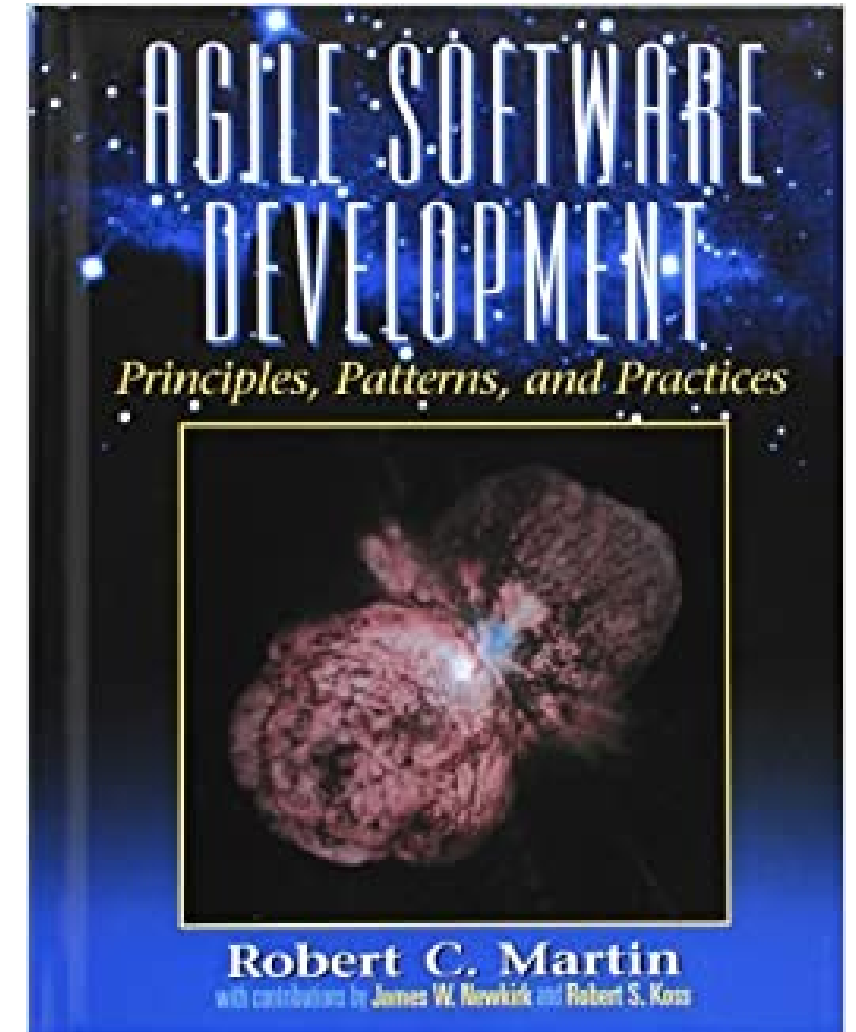
# Interface Segregation Principle

***"Clients should not be forced to depend upon interfaces that they do not use."***

[Robert C. Martin]

## Why?

- Increase of Maintainability
- Decrease of Rigidity



## **Example: "Loose White-Labeling"**

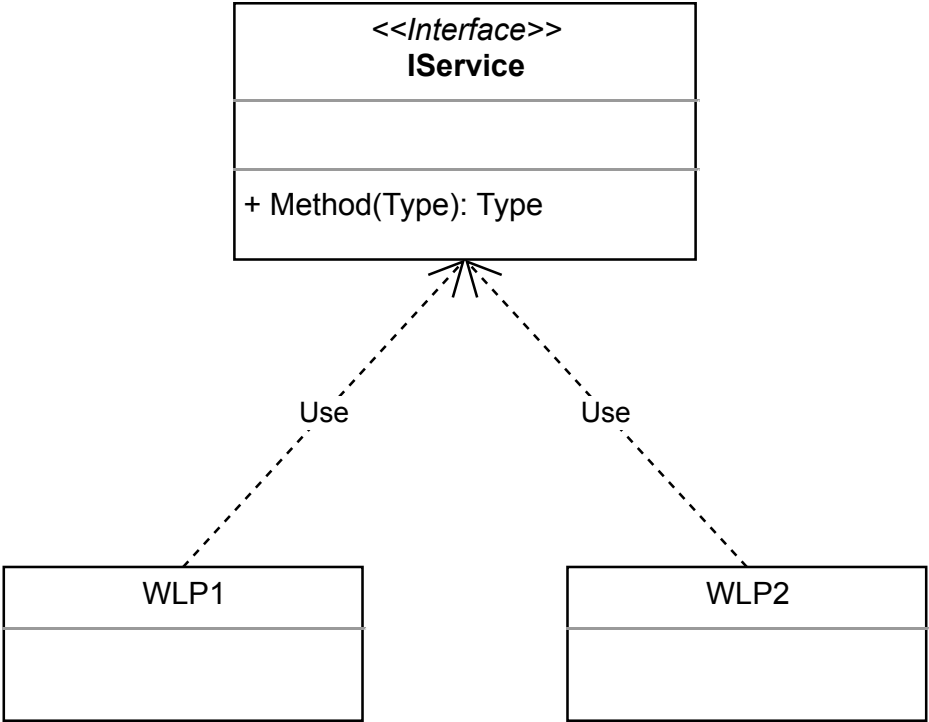
### **Scenario:**

1. A service is provided as separate assembly
2. The service is used by more than 1 WLP implementation
3. One WLP requests an individual change
4. All other WLPs are forced to adapt

WLP = White-Label Partner

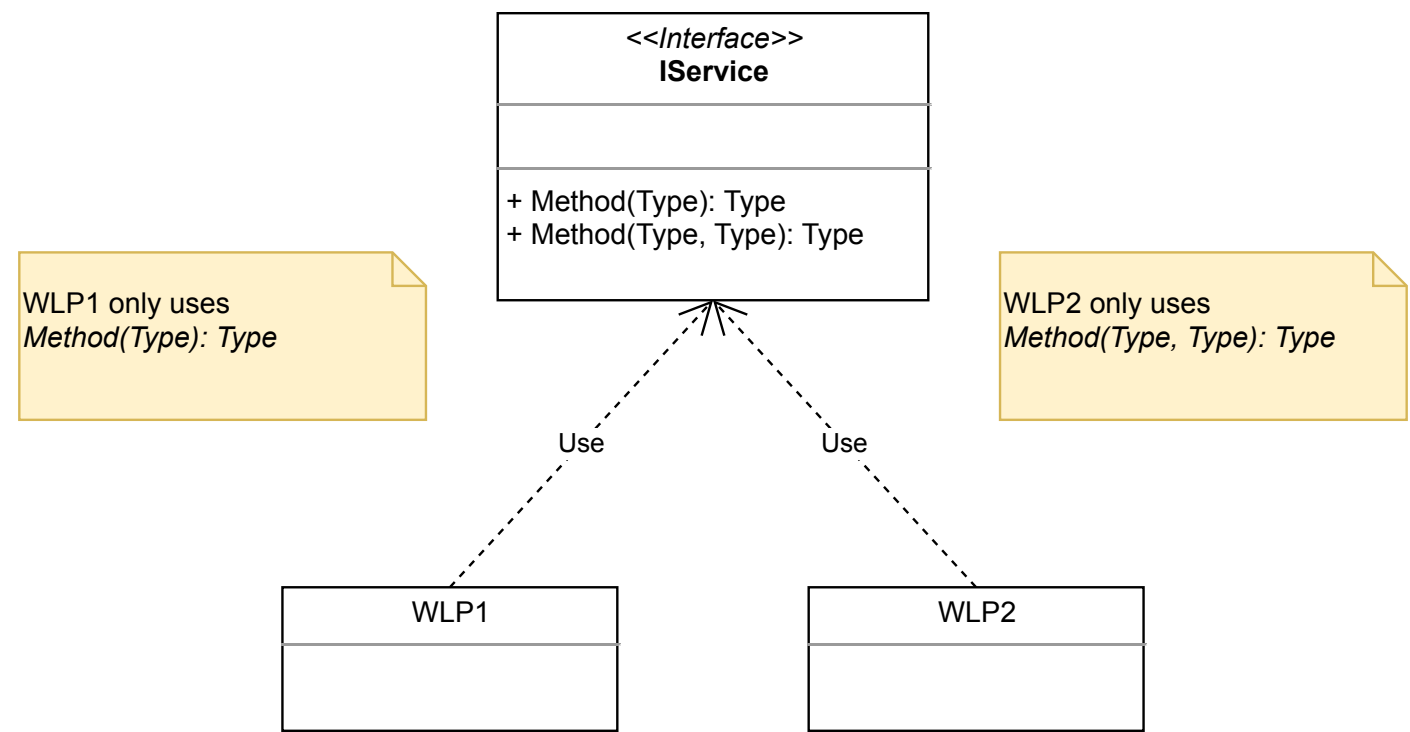
# Example: "Loose White-Labeling"

Before:



# Example: "Loose White-Labeling"

After:



## **Example: "Loose White-Labeling"**

### **Possible Risks:**

1. Exposure of information to other WLP implementations
2. Unnecessary re-deployment for all WLP implementations
3. Breaking behavior for other WLP implementations

WLP = White-Label Partner

## Example: "Loose White-Labeling"

### Solution:

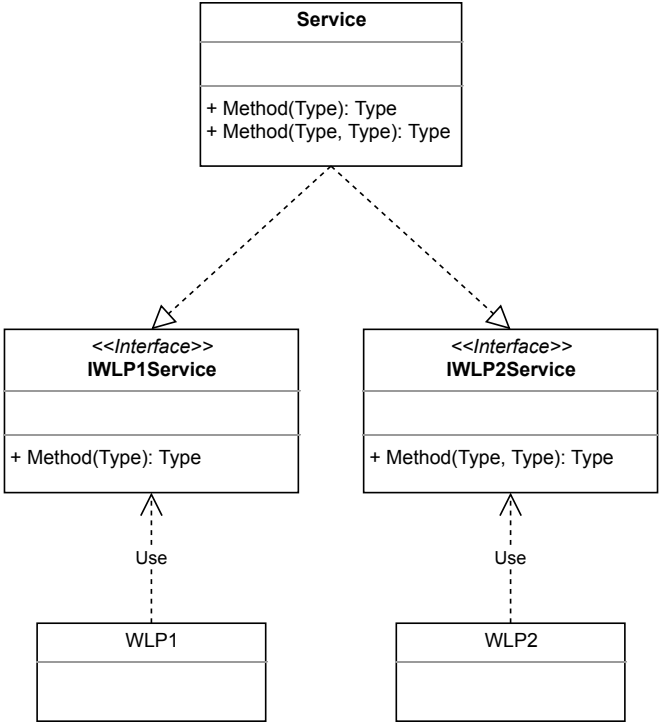
■ ***"Clients should not be forced to depend upon interfaces that they do not use."***  
[Robert C. Martin]

1. Introduce separate interfaces for each WLP
2. WLP implementations only use individual interfaces
3. Implement all interfaces on the used service

WLP = White-Label Partner

# Example: "Loose White-Labeling"

## Solution:





# Thanks!