

The S of SOLID

The Single Responsibility Principle

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The Single Responsibility Principle

- Probably around since the 1970's
 - David L. Parnas, *On the Criteria To Be Used in Decomposing Systems into Modules*. Commun. ACM 15(12): 1053-1058 (1972)
- What does it say?
 - A module / class should only have one responsibility
 - A module / class should only have one reason to change (Robert C. Martin)
- What does it mean?
 - Separate things which are likely to change because of different reasons
 - Group things together which are likely to change for the same reason

The Single Responsibility Principle

- Why is it a “good” thing to do?
 - Change of requirements is immanent through the life cycle of most software
 - Decreases change impact, i.e. number of modules to alter
 - Decreases risk of regression because of human error, i.e. developer faults
 - ... uhm, protects software against developers?
 - Increases a software designs capability for adaption to change
 - ... uhm, “agile”?

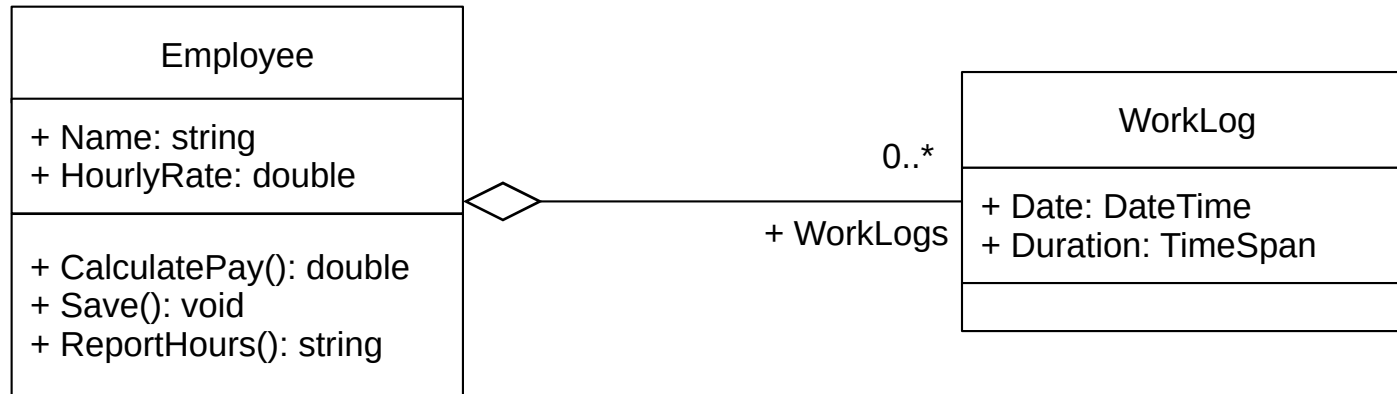
The Single Responsibility Principle

- What is a “reason to change”?
 - Changes to software are necessary because...
 - a) ... requirements have literally changed
 - b) ... of bugs, where requirements have not been met
 - Requirements originate from stake holders
 - Stake holders are who software must **respond** to
 - Hence: **Responsibility** Principle

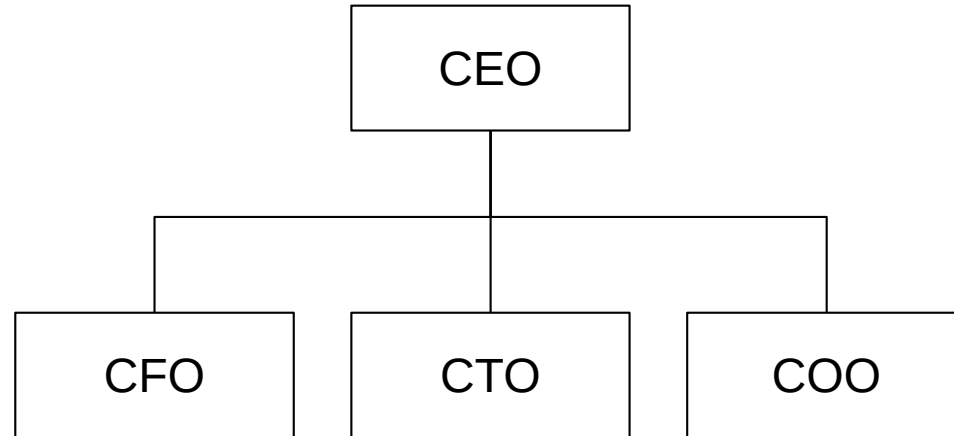
Example:

The Acme Corp. Employee Management System

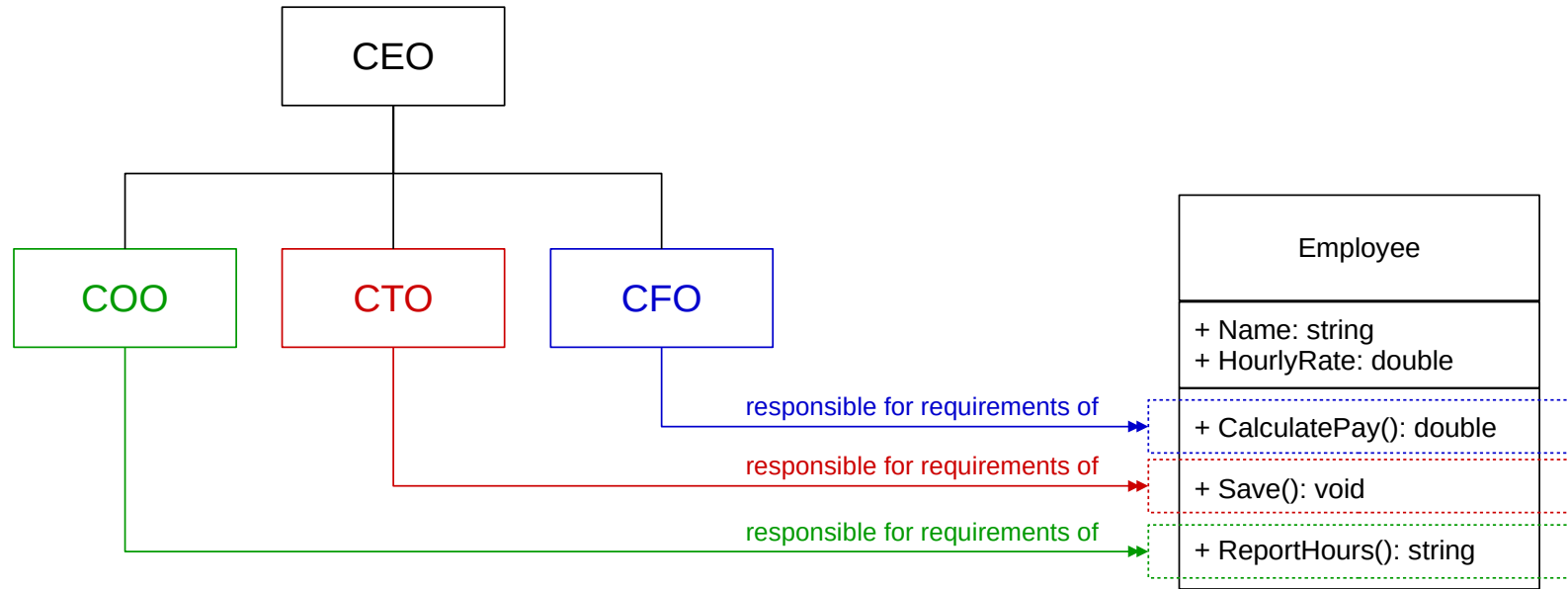
Acme Corp. Employee Management System



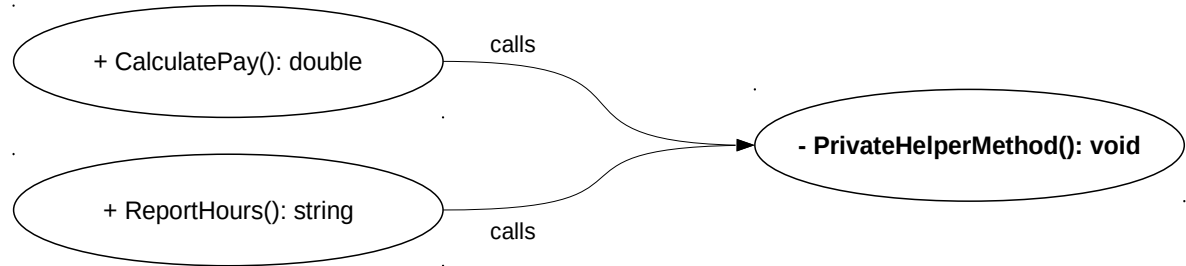
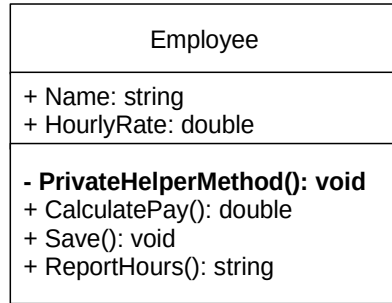
Acme Corp. Organization Chart



Responsibilities / Reasons for Change

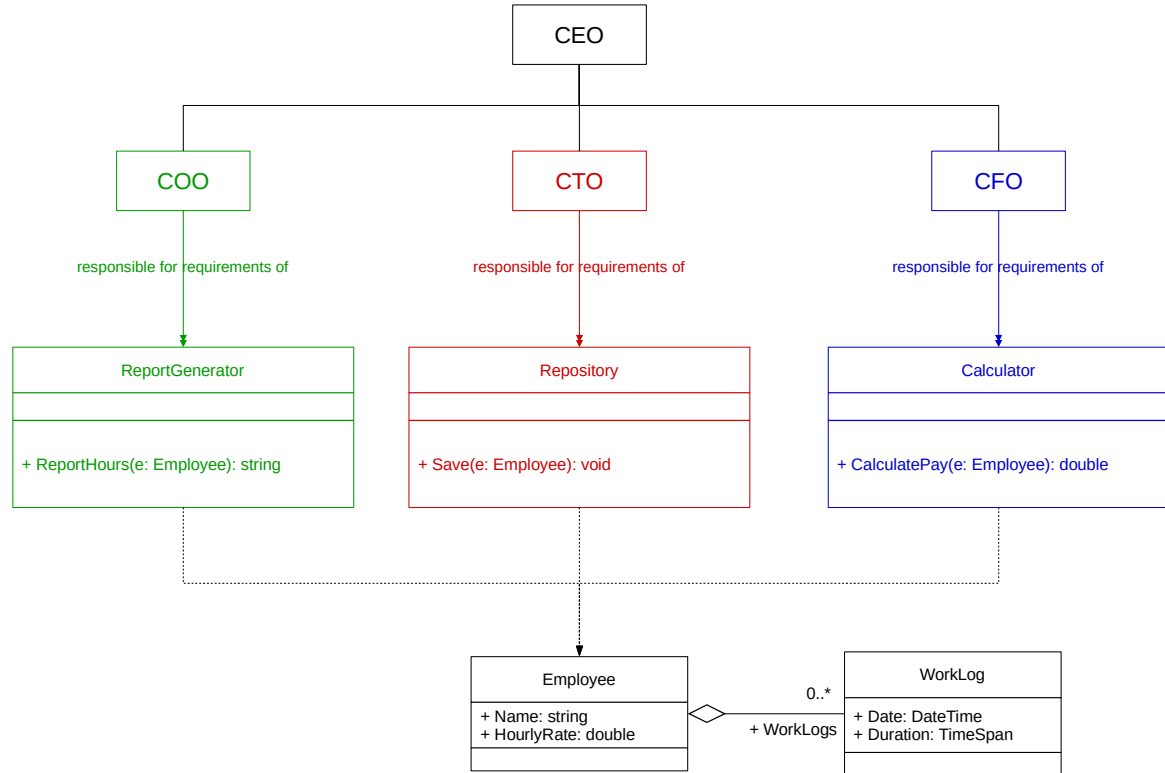


Method Coupling

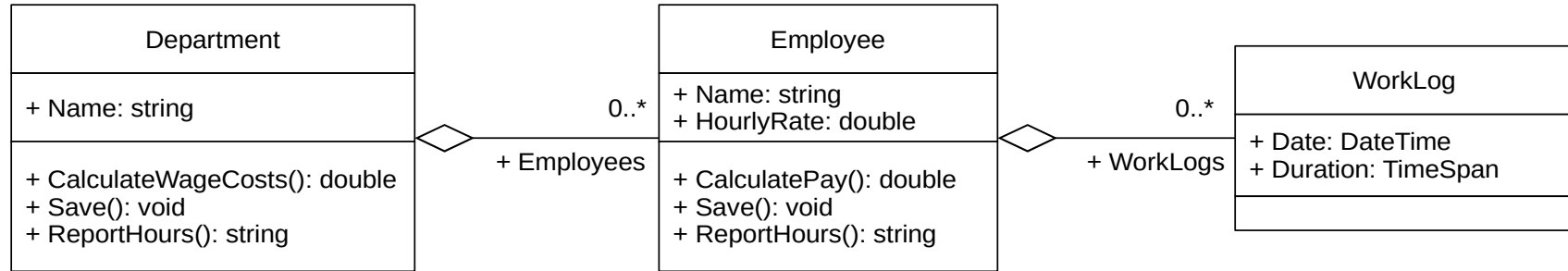


Aggregation of responsibility may lead to hidden coupling which facilitates human error / developer faults

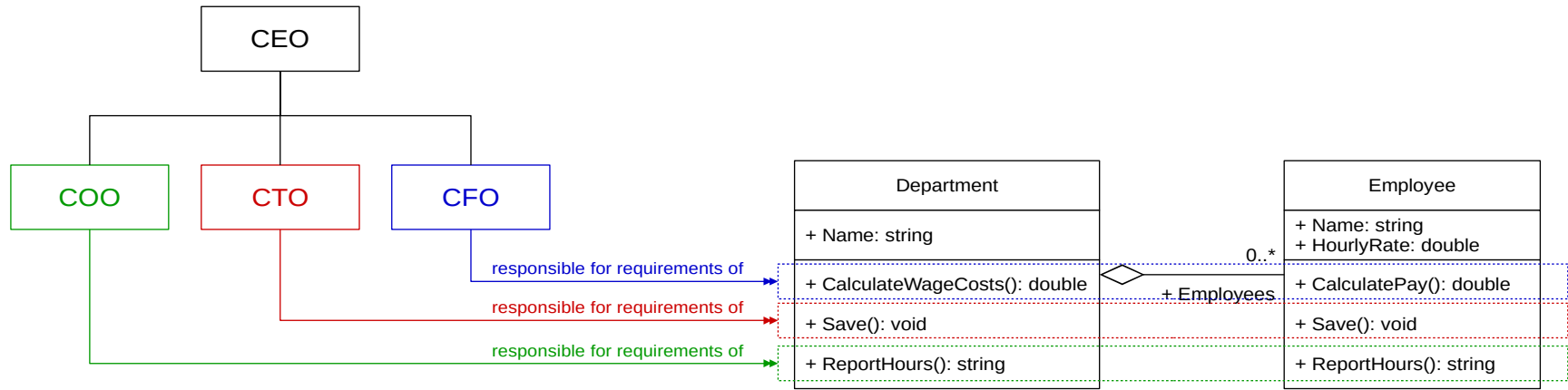
Reorganized Design



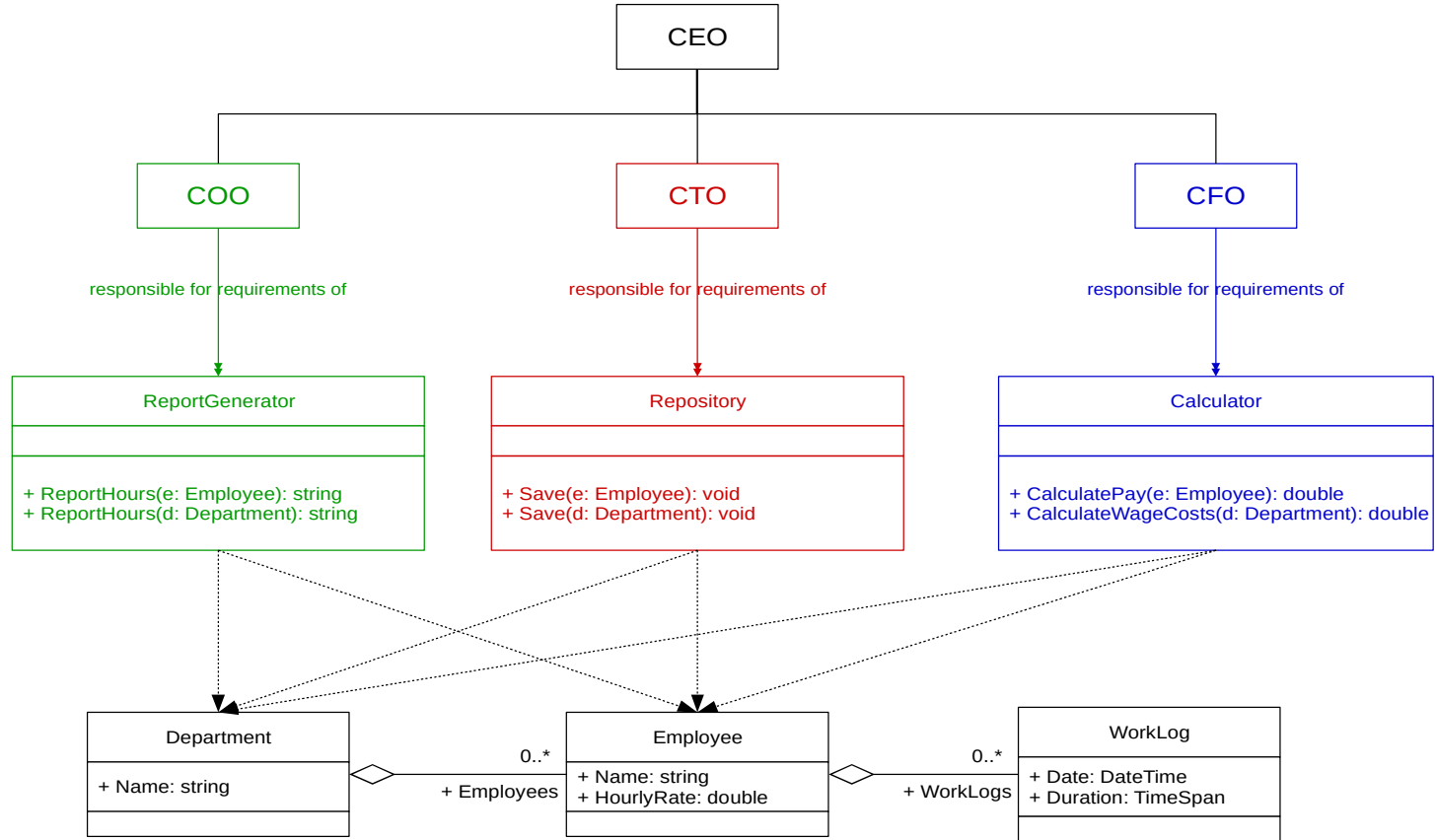
Acme Corp. Employee Management System 2.0



Responsibilities / Reasons for Change



Reorganized Design



Thanks!