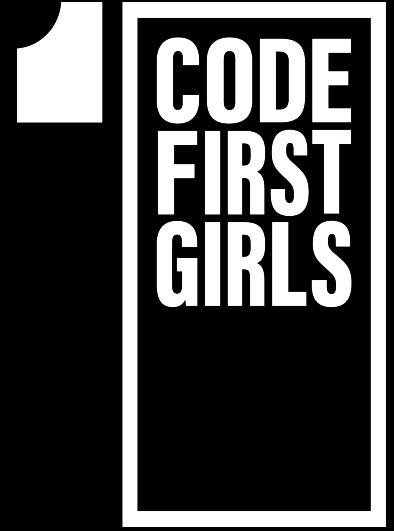


# OOP & PYTHON CLASS PART 2

## LESSON 2



**NANODEGREE → ENGINEERING MODULE**

# AGENDA



- 01 SOLID Principles in OOP
- 02 Python Class application
- 03 Python class advantages
- 04 Practice

# DESIGN PRINCIPLES

## DEFINITION

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{ When implemented properly it makes your code more  
**extendable, logical and easier to read.** }

# DESIGN PRINCIPLES

## DEFINITION



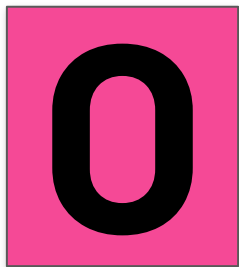
## SINGLE RESPONSIBILITY

**A class should have only one job and therefore it should have only a single reason to change.**



# DESIGN PRINCIPLES

## DEFINITION



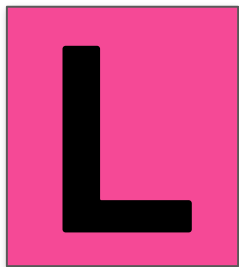
PEN - CLOSED

Software entities (Classes, modules, functions) should be open for extension, not modification.



# DESIGN PRINCIPLES

## DEFINITION



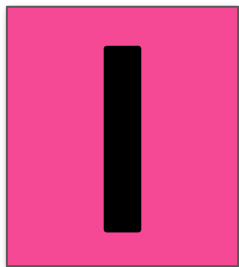
## ISKOV SUBSTITUTION

If class A is a subtype of class B, then we should be able to replace B with A without disrupting the behavior of our program.



# DESIGN PRINCIPLES

## ✂ DEFINITION



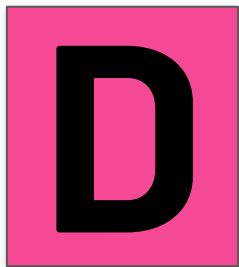
## INTERFACE SEGREGATION

Larger interfaces should be split into smaller ones.  
By doing so, we can ensure that implementing  
classes only need to be concerned about the  
methods that are of interest to them



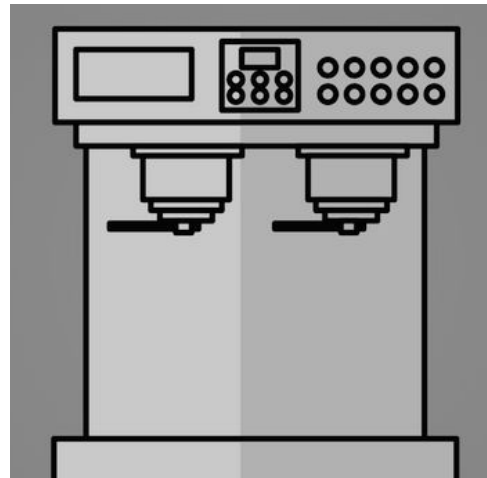
# DESIGN PRINCIPLES

## DEFINITION



## DEPENDENCY INJECTION

Dependency Inversion (injection) refers to the decoupling of software modules. This way, instead of high-level modules depending on low-level modules, both will depend on abstractions.







## DISCUSSION

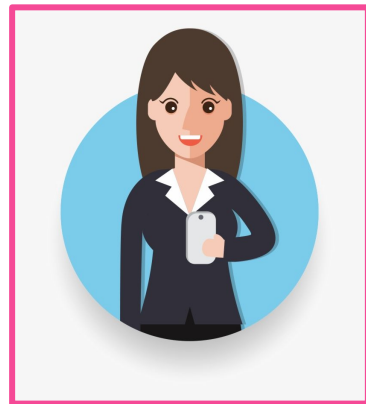
# Advantages of Using Classes in Python?

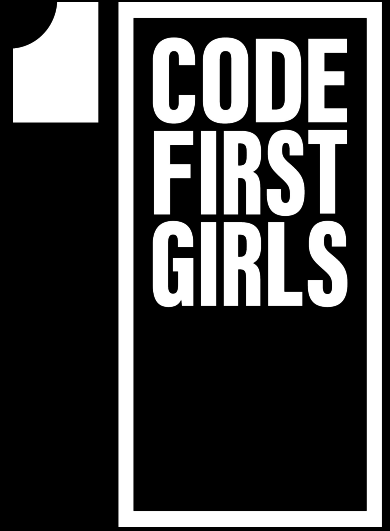
# PYTHON CLASS

## ✕ ADVANTAGES

# STATE

{ *Classes can keep a state of an object* }





**THANK YOU!**