Design Patterns

"Design patterns are common architectural approaches"

Solid Design Principles		
Creational	Structural	Behavioral

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Solid Design Principles

⇒ Design principles introduced by Robert C. Martin.

① **Single responsibility principle**

→ A class should have a single reason to change.

→ i.e. A class should have a primary responsibility & it should not take up other responsibilities.

② **Open-Closed principle**

→ Your system should be open for extension & closed for modification.

③ **Liskov Substitution Principle**

→ Derived type should be immidiatly substitutable for base type.

④ Interface Segrigation Principle

⮡ Avoide stuffing too much into a single interface.

⑤ Dependency Inversion principle

• ① High-level modules should not depend on low-level modules. Both should depend on abstractions.

② Abstractions should not depend on details. Details should depend on abstractions.