



# Not just **DRY**: Write Reusable Code

Samuelson Tijesunimi ATIBA

@PyCon 2018



# Samuelson Tijesunimi **ATIBA**

*(Intricate thinking – Solutions)*

- Electrical and Electronics Engineering Student @ LAUTECH
- Consultant Developer @ YDSN
- ex-CTO @ Chopnow
  
- I am a problem analyzer and solutions “profferer”.
- Python Enthusiast

# What is **DRY**?

- **DRY** is an acronym for **Don't Repeat Yourself**
- It is a **Principle**\* of Software Development  
*(i.e. it is not a convention or a paradigm)*
- It states that,  
“Every piece of knowledge must have a single,  
unambiguous, authoritative representation within a system”\*\*

\* Glossary Term

\*\* See References

# Reusable Code - OOP Concepts

- Object Oriented programming is an approach to programming focused on representations of real life objects and data with code.\*\*
- The major aim is to focus on the data and objects the program is meant to represent and manipulate. Thus, a single representation of the object is codified into a class
- OOP introduces **abstraction**\* – limiting the scope of the problem – and **encapsulation**\* – hiding the granular implementation. These two form the building blocks of reusable code.

\* Glossary Term

\*\* See References



# Abstraction

- Representation of the Object: define abilities (methods) of objects and the descriptors (properties) of the object
- Ignoring those properties/methods of an object that is outside the scope of the problem to be solved
- It is a representation of the limitedness of the scope of an object posed by a problem
- Answers “What do I need to represent my object”



# Encapsulation

- Hiding complexity, provide interface, bundle data with objects
- Answers how – hides how and present unified interface for interacting and manipulation of objects



# Putting it all **together**

- Understand the problem to be solved
- Identify Objects to be created
- Create Object Abstractions
- Implement Object methods
- Selectively expose Object methods
- Write Code with Simplicity > Consistency > Completeness

This will encourage simple extension of current codebase to reach completion.



# Thanks for listening

Samuelson Tijesunimi **ATIBA**

[samuelsontijesunimi@gmail.com](mailto:samuelsontijesunimi@gmail.com)

[Linkedin.com/in/Samuelson\\_Atiba](https://www.linkedin.com/in/Samuelson_Atiba)

[Twitter/the\\_samuelson](https://twitter.com/the_samuelson)