Embedding Calling Protocols into the Builder



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Throw...

```
builder.Add(one);
builder.Add(two);
builder.Add(three);
builder.Add(four);
builder.Add(four);
Duplicate call
Now what?
```

... or ignore

```
public class PersonBuilder
{
    ...
    public void Add(IContactInfo contact)
    {
        if (this.Contacts.Contains(contact))
            return; // Silently skip

        this.Contacts.Add(contact);
    }
}
```

Interface Segregation Principle

```
public class PersonBuilder
                                            public void SetFirstName(string firstName)...
                                         public void SetLastName(string lastName)...
Client
                                         public void Add(IContactInfo contact)...
                                         public void SetPrimaryContact(IContactInfo contact)...
                                         public Models.Person Build()...
```



Interface Segregation Principle

```
public class PersonBuilder : a, b, c, d, e
                                                                                             а
                                             public void SetFirstName(string firstName) ...
                                           public void SetLastName(string lastName)...
                                                                                             b
Client
                                             public void Add(IContactInfo contact)...
                                             public void SetPrimaryContact(IContactInfo contact)... d
                                             public Models.Person Build()...
                                                                                              е
```



Interface Segregation Principle

```
public class PersonBuilder : a, b, c, d, e
                                         public void SetFirstName(string firstName)...
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Client
                                         public void Add(IContactInfo contact)...
                                            public void SetPrimaryContact(IContactInfo contact)... d
```



Design by Contract (DbC)



Bertrand Meyer,
Object-Oriented Software Construction

DbC invented during 1986-88

Software design patterns first mention 1987



Design by Contract in .NET Folklore

Method preconditions - if-then-throw

```
public void Add(IContactInfo contact)
{
    if (contact == null)
        throw new ArgumentException();
    if (this.Contacts.Contains(contact))
        throw new ArgumentException();
    if (this.Contacts.Add(contact))
        this.Contacts.Add(contact);
    this.PrimaryContact = contact;
}
```



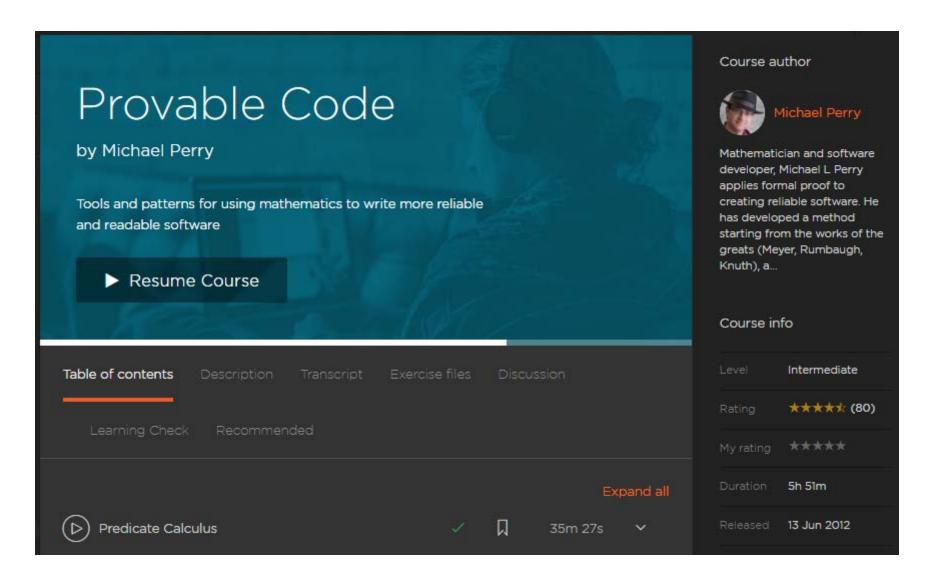
Bertrand Meyer on Preconditions



d Liskov Substitution Principles

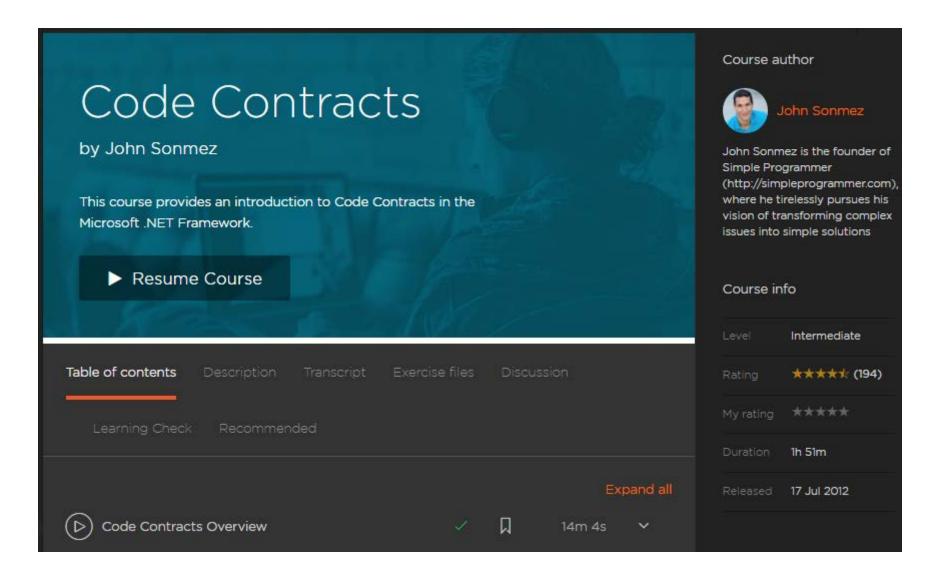


Related Pluralsight Courses





Related Pluralsight Courses





In This Module...

Quick demo of the Code Contracts library Remove data validation from the PersonBuilder

Implement
data validation
in separate classes
associated
with interfaces



A Word of Warning

Code Contracts library has never been widely adopted You can download Code Contracts from the Visual Studio Gallery

Keep the difficulties on mind

Lack of proper support

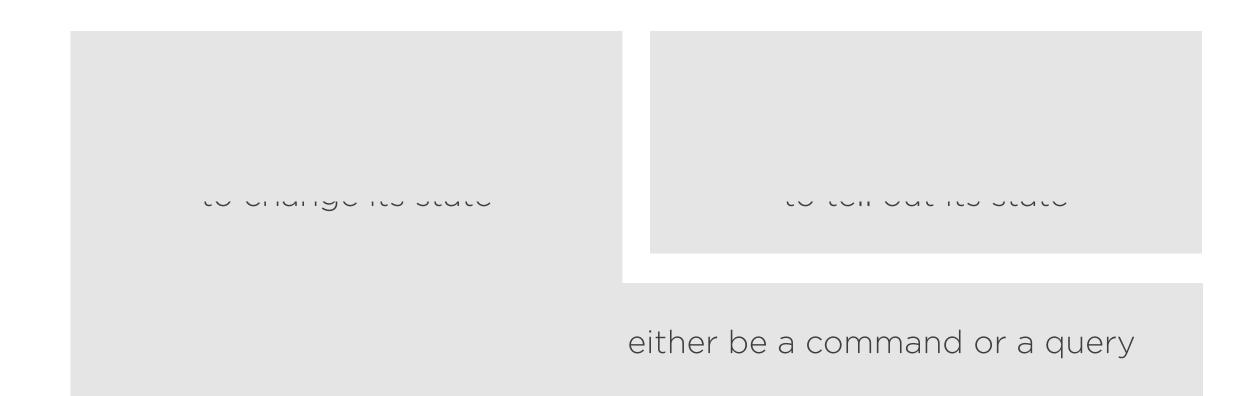
Slight chance of discontinuation

Code Contracts is now a community project

Could improve both on support and longevity of the project



Command-Query Separation (CQS)





Summary



Enhanced Builder implementation

- Added State pattern to the Builder
- Better handling of mandatory operations
- Better handling of method coupling

Temporal coupling (coupling in time)

- Well handled by the State pattern

The problem of a calling protocol

 Added Interface Segregation Principle to the Builder



Summary



Where are we?

- Builder produces objects of a concrete class
- We had concrete Person and Machine
- We had abstract User as a base
- Builder cannot cope with this diversity

In the next module

- Factory Method pattern
- We will wrap multiple Builders and make them return abstract type

Next module -

Breathing Life Back into Factory Methods with Lambdas

