

✅ ISP (Interface Segregation Principle) – Explained with Case Study

Definition (ISP - from SOLID):

"Clients should not be forced to depend on interfaces they do not use."



Real-World Case Study: Banking – Customer Services



Problem Statement:

A bank has multiple customer roles:

- **RegularCustomer** → Can view balance and withdraw.
- **LoanCustomer** → Can apply for a loan and check loan status.
- **CorporateCustomer** → Can view balance, get credit rating, and apply for bulk loans.

You initially create a **large interface** for all operations called `CustomerService`. But soon you'll see how this violates ISP.



ISP Violation – Fat Interface

```
public interface CustomerService {  
    void viewBalance();  
    void withdraw();  
    void applyLoan();  
    void checkLoanStatus();  
    void getCreditRating();  
}
```

Now, every class must implement all methods, even if not needed:

```
public class RegularCustomer implements CustomerService {  
    public void viewBalance() {  
        System.out.println("Viewing balance");  
    }  
  
    public void withdraw() {  
        System.out.println("Withdrawing funds");  
    }  
  
    public void applyLoan() {  
        throw new UnsupportedOperationException("Not supported");  
    }  
  
    public void checkLoanStatus() {  
        throw new UnsupportedOperationException("Not supported");  
    }  
  
    public void getCreditRating() {  
        throw new UnsupportedOperationException("Not supported");  
    }  
}
```

```
}
```

This is bad because:

- Clients are forced to implement irrelevant methods.
- Future changes to the interface might break unrelated classes.

ISP Compliant Design – Split Interfaces

Step 1: Split the fat interface

```
public interface BalanceService {  
    void viewBalance();  
}  
  
public interface WithdrawService {  
    void withdraw();  
}  
  
public interface LoanService {  
    void applyLoan();  
    void checkLoanStatus();  
}  
  
public interface CreditService {  
    void getCreditRating();  
}
```

Step 2: Implement only what you need

```
public class RegularCustomer implements BalanceService, WithdrawService {  
    public void viewBalance() {  
        System.out.println("Viewing balance");  
    }  
  
    public void withdraw() {  
        System.out.println("Withdrawing funds");  
    }  
}  
  
public class LoanCustomer implements LoanService {  
    public void applyLoan() {  
        System.out.println("Applying for loan");  
    }  
  
    public void checkLoanStatus() {  
        System.out.println("Checking loan status");  
    }  
}  
  
public class CorporateCustomer implements BalanceService, CreditService,  
LoanService {  
    public void viewBalance() {  
        System.out.println("Corporate account balance");  
    }  
  
    public void getCreditRating() {
```

```
        System.out.println("Getting credit rating");
    }

    public void applyLoan() {
        System.out.println("Corporate loan applied");
    }

    public void checkLoanStatus() {
        System.out.println("Checking corporate loan status");
    }
}
```

✅ Benefits of ISP Applied:

Violation (Fat Interface)	ISP Compliant Version
Classes forced to override useless methods	Classes implement only what they need
UnsupportedOperationException risk	Strong contracts, cleaner design
Harder to maintain and extend	Easier to evolve with minimal impact



Teaching Tips:

- Show how maintenance becomes painful in the fat-interface version.
 - Introduce a **new service (e.g., ForexService)** and demonstrate how it can be plugged in easily without breaking existing customers.
 - Ask: "What happens if you remove a method from the fat interface vs. from a segregated one?"
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Analogy:

Fat interface is like a buffet menu with 100 dishes, but you're forced to pay and pretend to eat all.

ISP is à la carte — choose only what you want.
