

## Activity 7-4: The Dependency Inversion Principle

03:12-5:50 overview

### Dependencies

22:00-26:45 what is dependency?

1. When do we have a **runtime dependency**?
2. When do we have a **source-code dependency**?
3. What is the cost of source-code dependency?

26:45-28:26 structured design

1. In structured design, the source code dependencies \_\_\_\_ the runtime dependencies
2. Why is this a problem?

28:26-30:55 dependency inversion

1. What dependency inversion is when the source code dependencies oppose the direction of the flow of control.

30:55-32:10 boundaries, plugins

1. What is a **plugin**?
2. How do we develop a plugin architecture?

32:10-33:20 the dependency inversion principle

1. What does the dependency inversion principle say?

41:03-47:40 dependency inversion examples

47:40-50:12 conclusion