

Liskov substitution principle

Good coding practice in real life

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Agenda

- LSP and OCP
- Formal and informal definitions LSP
- Some examples with violation LSP

LSP and OCP

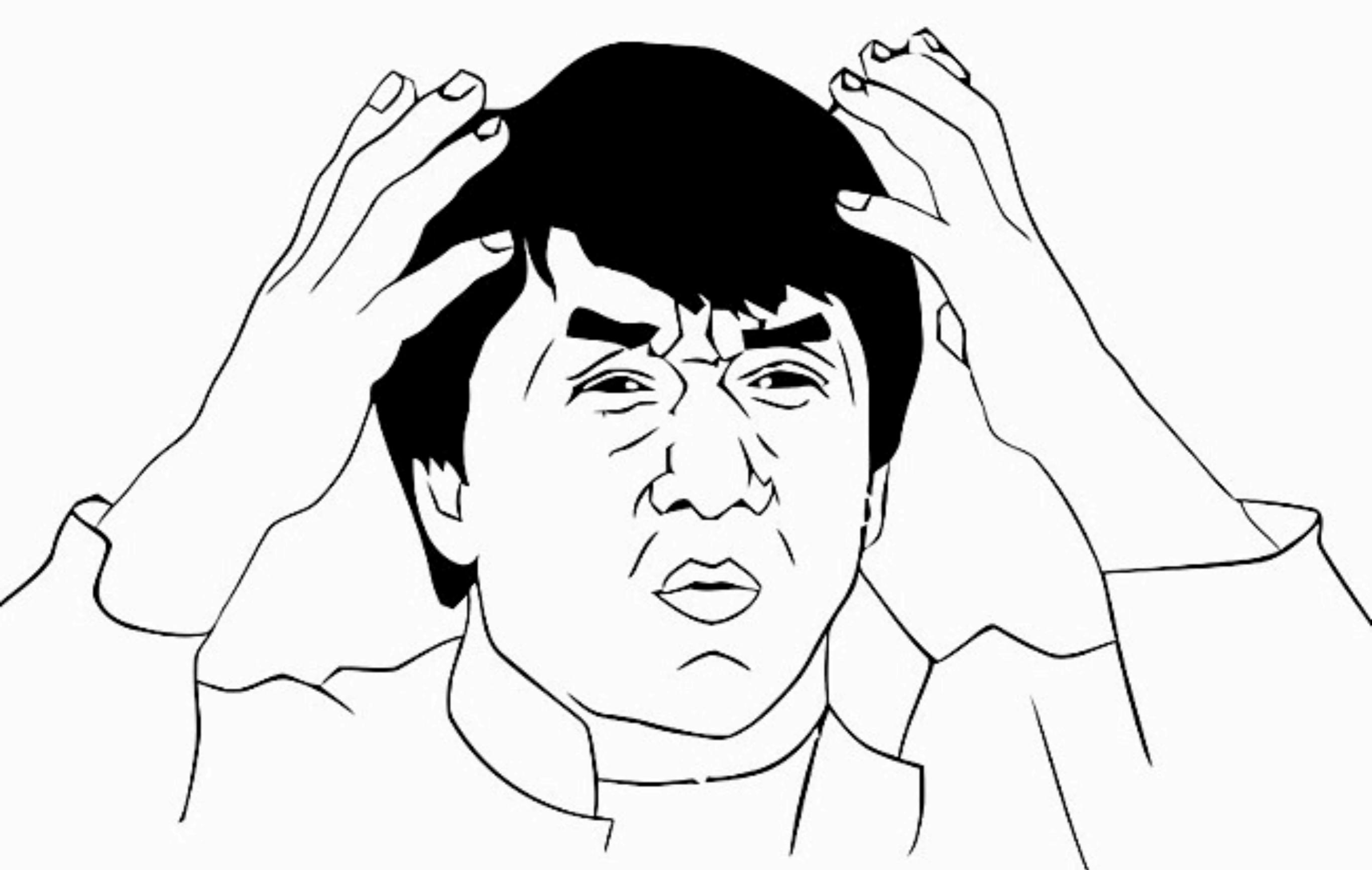
Motivation for LSP comes
from OCP (at least partly)



Barbara Liskov

Definition

If for each object o_1 of type S there is an object o_2 of type T such that for all programs P defined in terms of T , the behavior of P is unchanged when o_1 is substituted for o_2 then S is a subtype of T .



Informal definition

Subtypes must be substitutable for their base types.

Examples



```
class Rectangle
  attr_accessor :height, :width
end

r = Rectangle.new
r.height = 111
r.width = 333
#r -> <Rectangle:... @height=111, @width=333>
```

```
class Square < Rectangle
  def height=(value)
    @height = value
    @width = value
  end

  def width=(value)
    @height = value
    @width = value
  end
end
```



```
class Square < Rectangle
  def height=(value)
    @height = value
    @width = value
  end

  def width=(value)
    @height = value
    @width = value
  end
end
```

```
s = Square.new
s.height = 111
s.width = 333
#s -> <Square:... @height=333, @width=333>
```

Geometry

A Square is a Rectangle

Behaviorally

A Square **is not** a Rectangle

How to do it better?

```
class Rectangle < Struct.new(:height, :width)
end
r = Rectangle.new
r.height = 111
r.width = 333
#r -> <struct Rectangle height=111, width=333>
```

```
class Square < Struct.new(:length)
end
s = Square.new
s.length = 333
#s -> <struct Square length=333>
```



```
class Bird
  def fly
    #...
  end
end
```

```
class Parrot < Bird
  def fly
    #...
  end

  def speak
    #...
  end
end
```

```
class Pengiun < Bird
  def fly
    raise NotImplementedError
  end
end
```

Penguins - BBC



```
birds = [Parrot.new, Pengiun.new]
birds.each do |bird|
  #...
  bird.fly
  #...
end
```



```
birds = [Parrot.new, Penguin.new]
birds.each do |bird|
  #...
  bird.fly ← NotImplementedError for
  #...
end
```

It raise
a Penguin

How to do it better?

```
class Bird
  def eat
    #...
  end
end
```

```
class FlyingBird < Bird
  def fly
    #...
  end
end
```

```
class Bird
  def eat
    #...
  end
end
```

```
class FlyingBird < Bird
  def fly
    #...
  end
end
```

```
class Parrot < FlyingBird
  def eat
    #...
  end

  def fly
    #...
  end

  def speak
    #...
  end
end
```

```
class Parrot < FlyingBird
  def eat
    #...
  end

  def fly
    #...
  end

  def speak
    #...
  end
end
```

```
class Pengiun < Bird
  def eat
    #...
  end
end
```

```
class Pengiun < Bird
  def eat
    #...
  end
end
```



```
class Employee
  def calc_pay
    #...
  end
end
```

```
class Employee
  def calc_pay
    #...
  end
end
```

```
class SalariedEmployee < Employee
  def calc_pay
    #...
  end
end
```

```
class HourlyEmployee < Employee
  def initialize
    @time_cards = []
  end

  def calc_pay
    #...
  end
end
```

We need to add a
VolunteerEmployee

How to do it?

```
class VolunteerEmployee < Employee
  def calc_pay
    0
  end
end
```

```
class VolunteerEmployee < Employee
  def calc_pay
    0 ← just always return zero
  end
end
```

Does it make any sense
`calc_pay` in a
VolunteerEmployee?

Return zero

That implying **calc_pay**
is a reasonable

```
avg_salary =  
  employees.inject(0.0) do |sum, employee|  
    sum += employee.calc_pay  
  end / employees.length
```

Volunteers will be decrease the average

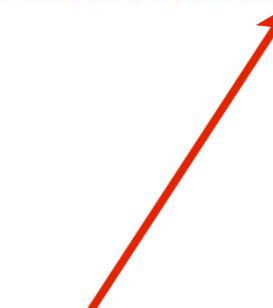
```
avg_salary =  
  employees.inject(0.0) do |sum, employee|  
    sum += employee.calc_pay  
  end / employees.length
```

OK, fix it :)

```
class VolunteerEmployee < Employee
  def calc_pay
    raise NotImplementedError
  end
end
```

```
total = 0.0
employees.each do |employee|
  total += employee.calc_pay #oops :)
#..
end
```

```
total = 0.0
employees.each do |employee|
  total += employee.calc_pay #oops :)
#..
end
```



VolunteerEmployee raise Error.
Who will have to catch it?

OK, fix it :)

```
total = 0.0
employees.each do |employee|
  begin
    total += employee.calc_pay
  rescue NotImplementedError
    #if we ignore it,
    #why we raised it? :)
  end
#..
end
```



Sweep under the rug

OK, fix it :)

What principle is violated?

```
total = 0.0
employees.each do |employee|
  next if employee.class == VolunteerEmployee

  total += employee.calc_pay
  #..
end
```

What principle is violated?

```
total = 0.0
employees.each do |employee|
  next if employee.class == VolunteerEmployee

  total += employee.calc_pay
  #..
end
```

What principle is violated?

```
total = 0.0
employees.each do |employee|
  next if employee.class == VolunteerEmployee
  total += employee.calc_pay
#...
end
```

It violates the **Open
Closed Principle**

How to do it better?

```
class Employee  
  #...  
end
```

```
class EmployeePayable  
  def calc_pay  
    #...  
  end  
end
```

```
class SalariedEmployee < EmployeePayable  
  def calc_pay  
    #...  
  end  
end
```

```
class HourlyEmployee < EmployeePayable
  def initialize
    @time_cards = []
  end

  def calc_pay
    #...
  end
end

class VolunteerEmployee < Employee
  #...
end
```

Sometimes inheritance
just isn't the
right thing to do.

Alternatives to inheritance

- Delegation
- Composition
- Aggregation

Test your knowledge

Is it violation of LSP?



Is it violation of LSP?



Next question

Is it violation of LSP?

```
class DoubleArray
  include Enumerable

  def initialize
    @elements = []
  end

  def push(element)
    @elements << element
    @elements << element
  end

  # ...
end
```

Resource

- **Data abstraction and hierarchy** by *Barbara Liskov*.
- **Object-Oriented Software Construction** by *Bertrand Meyer*.
- **The Liskov Substitution Principle** by *Robert C. Martin*.
- **Design Principles and Patterns** by *Robert C. Martin*.