

# Software Engineering Design & Construction

Dr. Michael Eichberg  
Fachgebiet Softwaretechnik  
Technische Universität Darmstadt

---

Single Responsibility Principle

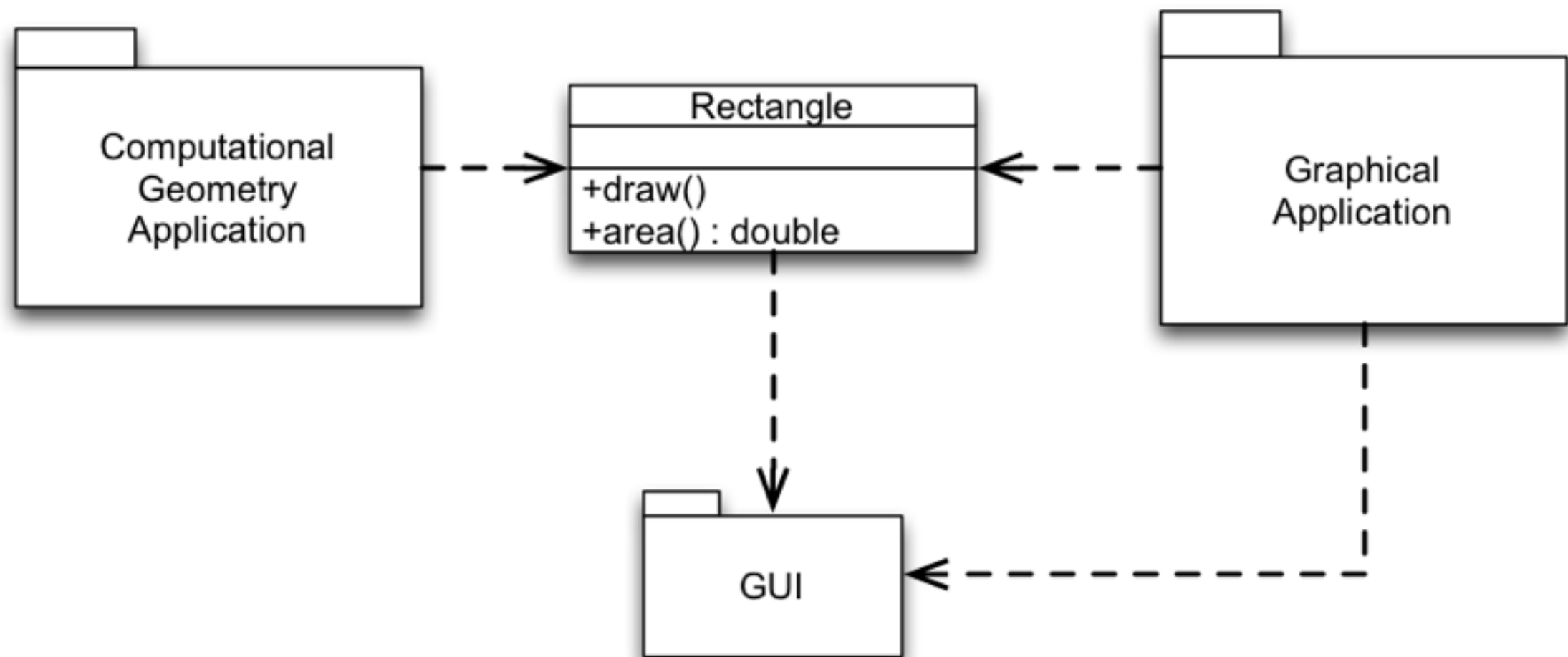
---

# *Single **R**esponsibility **P**inciple*

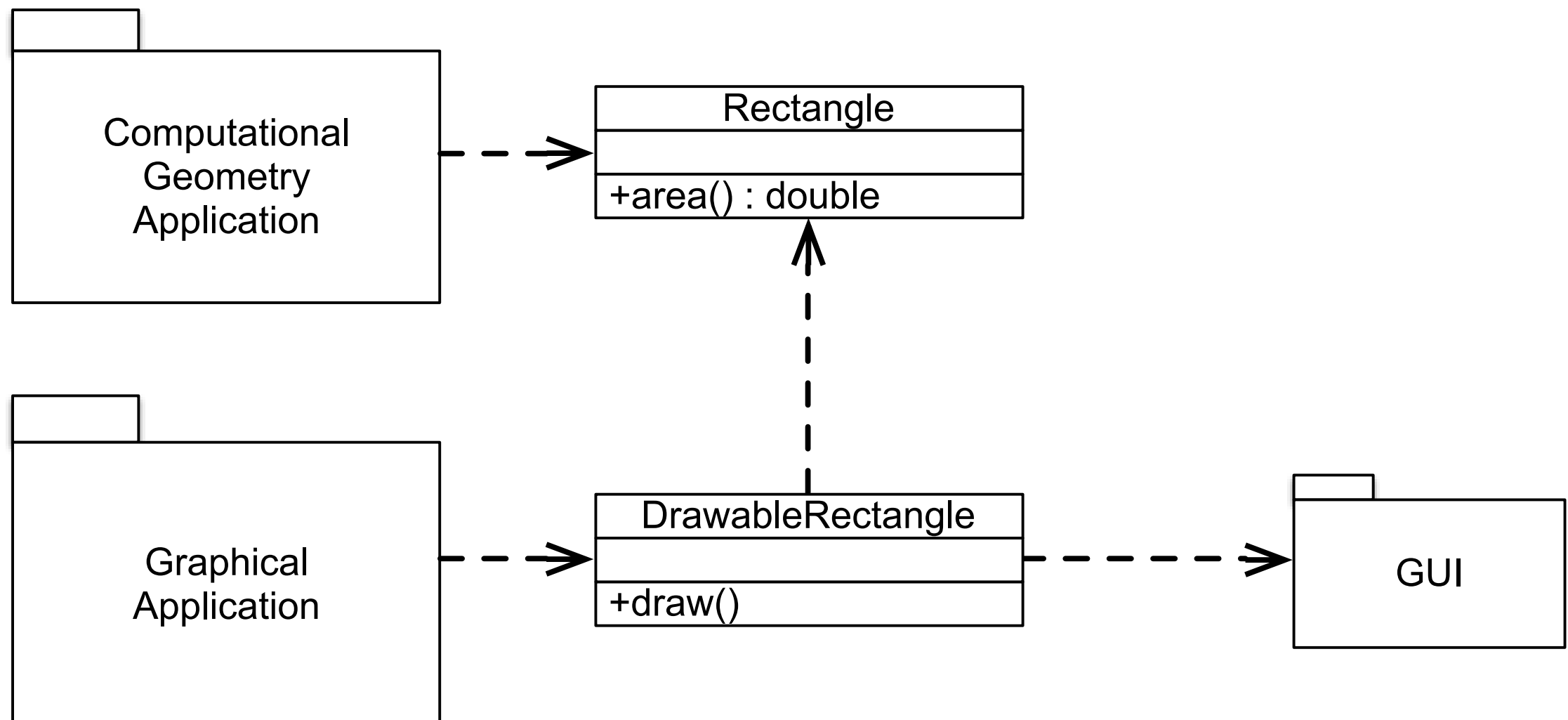
*A class should have only one reason to change.*

–Agile Software Development; Robert C. Martin; Prentice Hall, 2003

What do you think of the following design?



# A Single-Responsibility Compliant Design



# Responsibility

- In general, a class is assigned the responsibility to know or do something (one thing).
- Examples:
  - Class **PersonData** is responsible for knowing the data of a person.
  - Class **CarFactory** is responsible for creating **Car** objects.
- A responsibility is an axis of change.
- A class with only one responsibility has only one reason to change!

# Cohesion

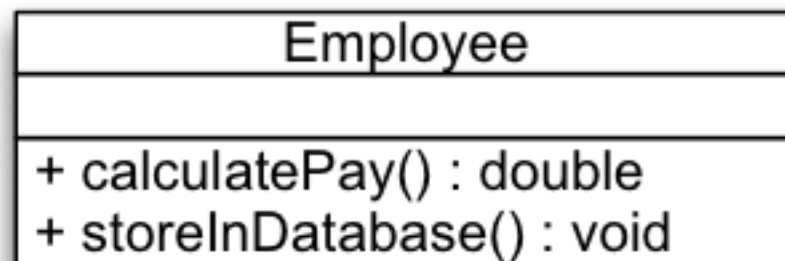
(conceptual view)

- Cohesion measures the degree of togetherness among the elements of a class.
- In a class with high cohesion every element is part of the implementation of exactly one concept. The elements of the class work together to achieve one common functionality.
- A class with high cohesion often implements only one responsibility

# SRP and Cohesion

- Applying the single-responsibility principle maximizes the cohesion of classes.
- Classes with high cohesion ...
  - can be reused easily,
  - are easily understood,
  - protect clients from changes, that should not affect them.

# Should we split the responsibilities of this class?





# When to apply the Single-Responsibility Principle?

- We **should split** a class that has two responsibilities if:
  - Both responsibilities will change separately.
  - The responsibilities are used separately by other classes.
  - Responsibilities pertain to optional features of the system.
- We **should not split** responsibilities if:
  - Both responsibilities will only change together, e.g. if they together implement one common protocol.
  - Both responsibilities are only used together by other classes.
  - Responsibilities pertain to mandatory features.

This principle also applies at higher-abstraction levels! E.g. at the component-level.

Do perform the strategic application of principles!

Only apply a principle,  
if there is a symptom!