Module 01:

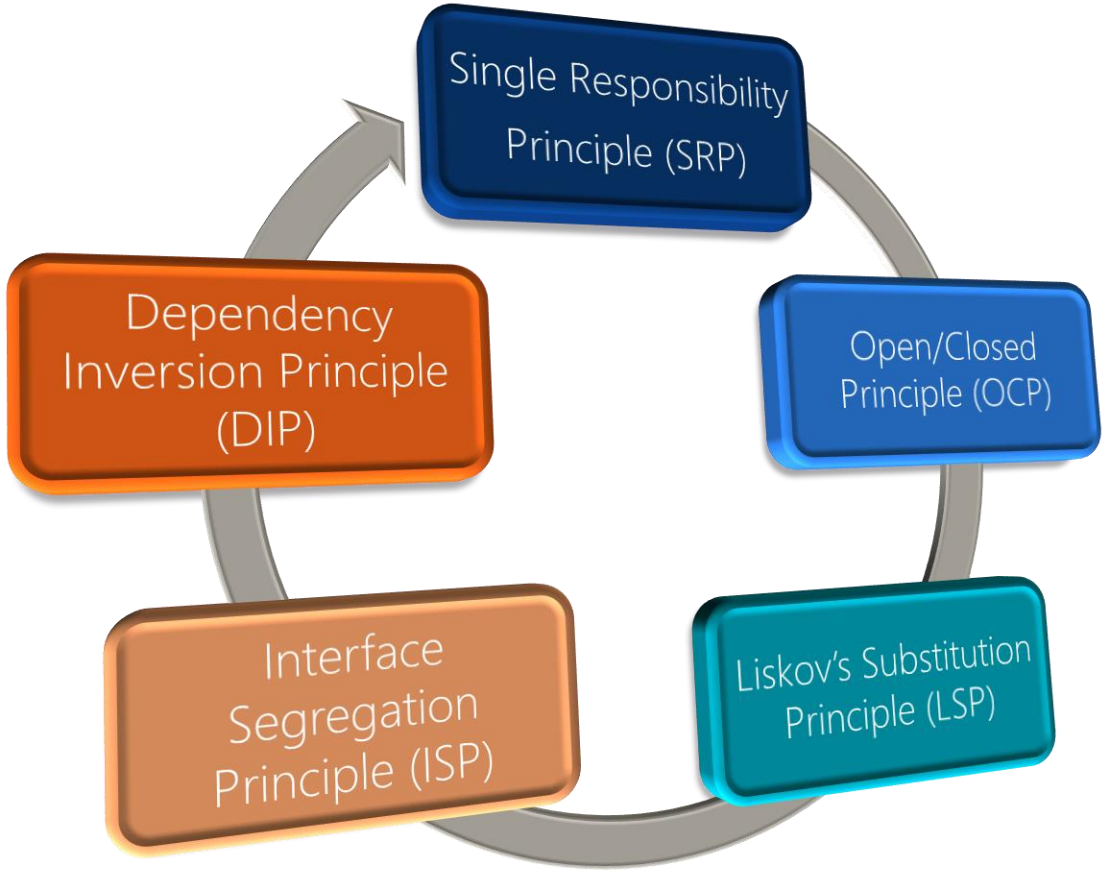
"Setting the Scene"

Agenda

- Introduction
- **Remember SOLID?**
- SOLID vs. Three-Layer Architecture
- Summary

TEKNOLOGISK INSTITUT

The Five Principles of SOLID



Single Responsibility Principle (SRP)

Each class should only have a single responsibility.

Each class should have only one reason to change

Open/Closed Principle (OCP)

Software entities should be open for extension, but closed for modification

Liskov Substitution Principle (LSP)

If S is a subtype of T, then objects of type T may be replaced with objects of type S without breaking the program

Interface Segregation Principle (ISP)

A client should not be forced to depend upon methods it doesn't use

Dependency Inversion Principle (DIP)

High-level modules should not depend on low-level modules. Both should depend on abstractions.

Abstractions should not depend upon details. Details should depend upon abstractions.

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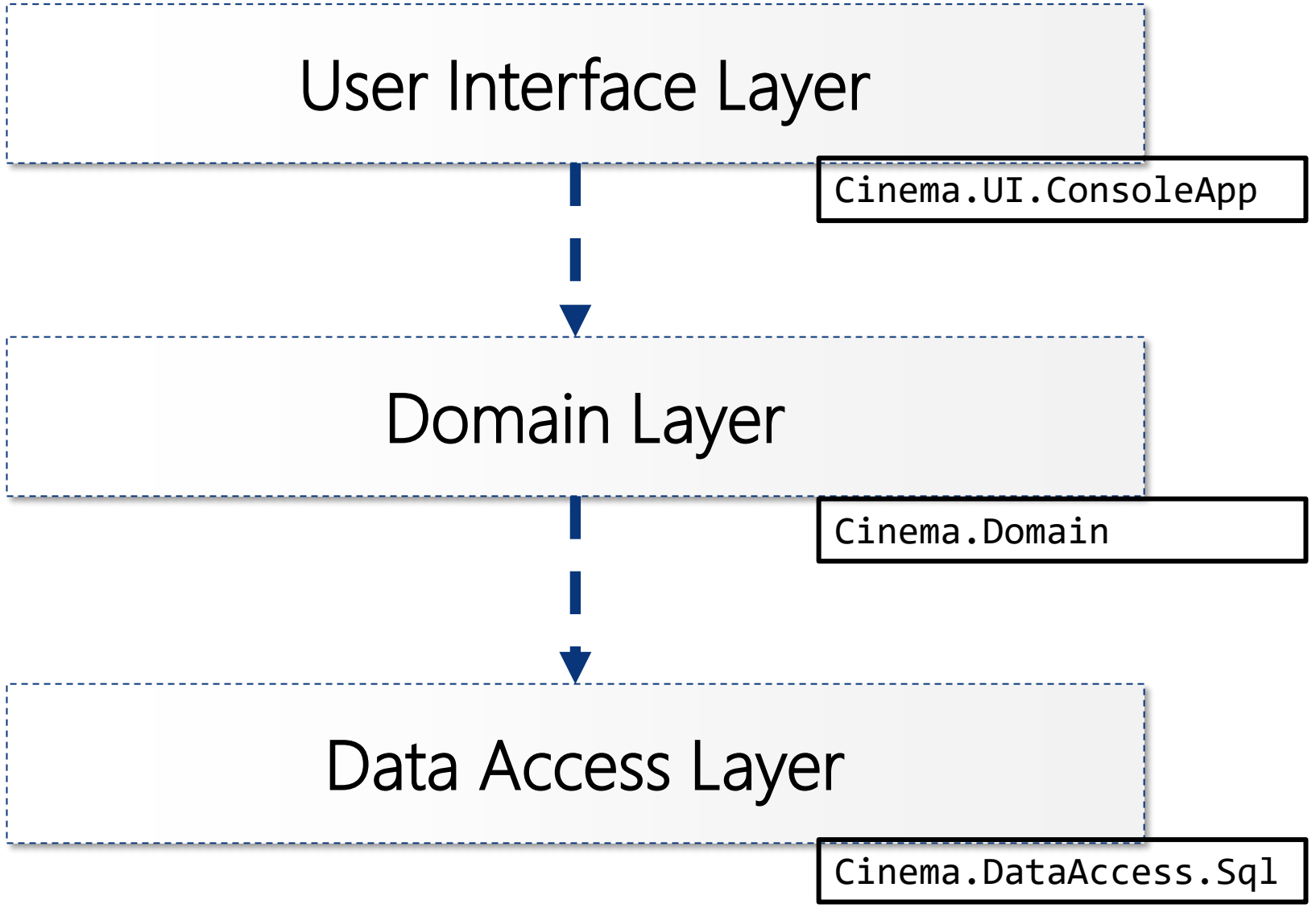
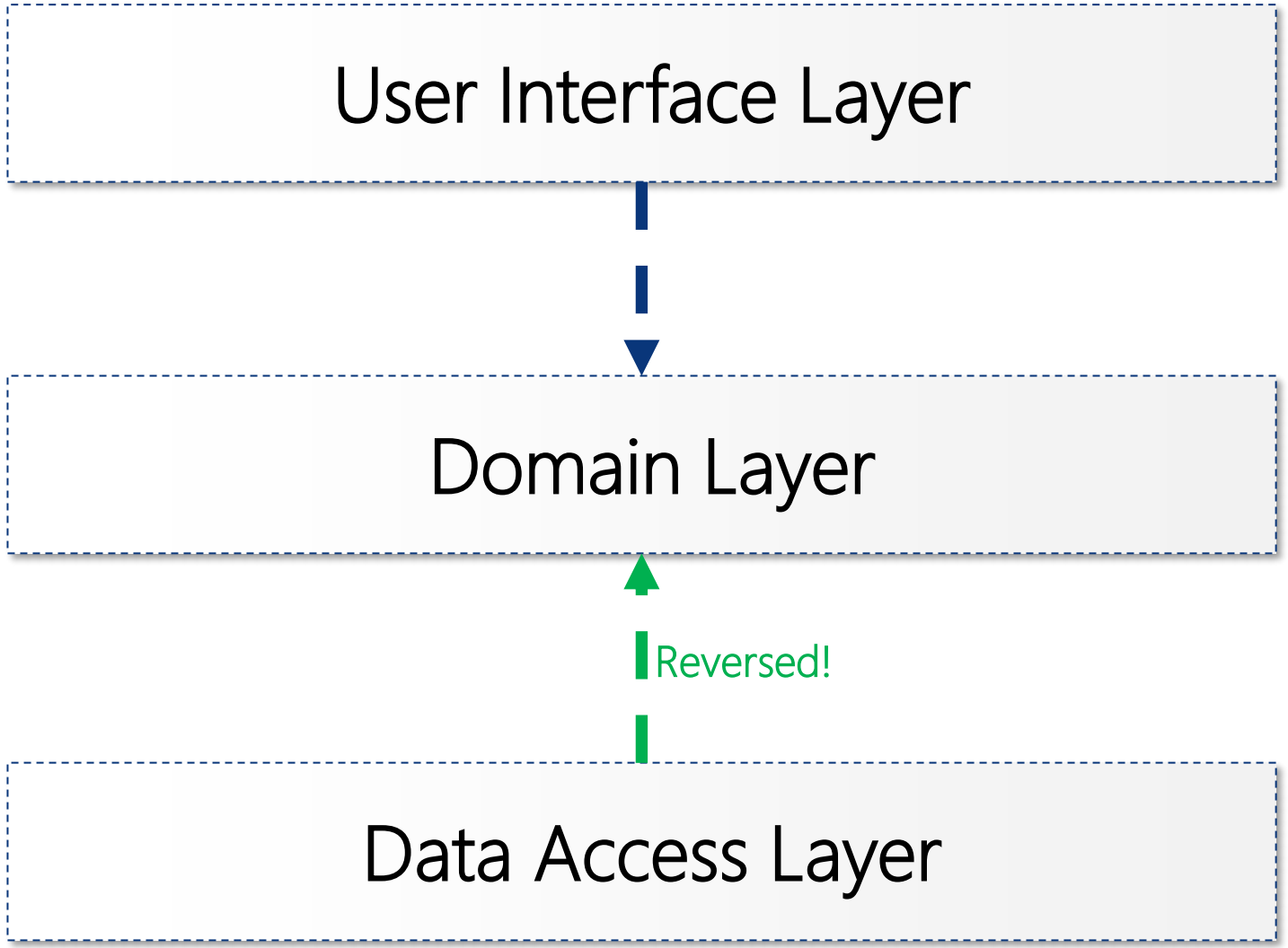
Beautiful Layered Design?



Discussion: Evaluating the Design

- Can we change the UI Layer from Console to e.g. Web or WPF?
- Can we unit test the Domain Layer?
- Can we change the Data Access Layer?

Better SOLID Design



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