Module 2: "SOLID in Practice"

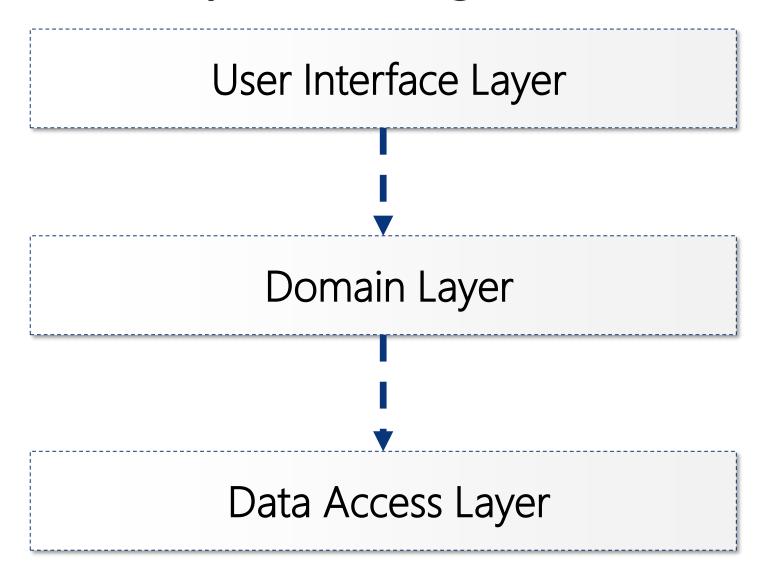




- Discussion: Evaluating the Design
- Pattern: Repository (with Entity Framework)
- Workshop A.2: Data Access Layer with Repository
- Discussion: Evaluating the Design Again
- Workshop A.3: Modify the Data Access Layer



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?



Anti-Pattern: Entourage

When A depends upon B, and you group B and C in the same assembly, then if C depends upon D, in effect, you have equipped A with a dependency upon D.

Outline

- If you keep the interfaces and implementations in the same assembly, you essentially inherit dependencies' dependencies.
- Entourage means ask for one assembly and it gives all it assemblies.
- Nuget packages are potentially evil!

See:

"Adaptive Code" (2nd Edition) Gary McLean Hall (2017)



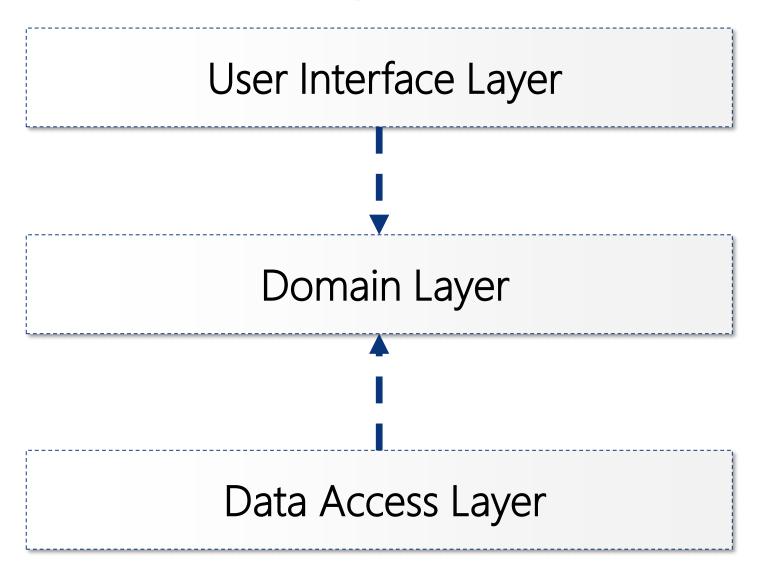
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Better SOLID Design





Workshop A.2: Data Access Layer with Repository





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Discussion:

Evaluating the Design

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Pattern: Stairway

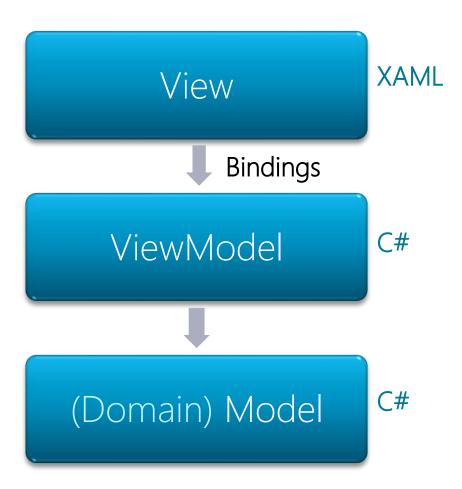
 Let your implementation packages depend upon packages that exclusively contain interfaces (or interface-like classes). Moreover, your packages should not depend other implementation packages.

- Outline
 - This is essentially the "module" part of DIP
 - Avoids the Entourage anti-pattern
 - May not be practically manageable
- See:

"Adaptive Code" (2nd Edition) Gary McLean Hall (2017)



Pattern: Model-View-ViewModel



 Separation between presentation and application logic

The ViewModel is an abstraction of the View

 Depends heavily on data binding and command binding



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Workshop A.3: Change the Data Access Layer





Summary

- Discussion: Evaluating the Design
- Pattern: Repository (with Entity Framework)
- Workshop A.2: Data Access Layer with Repository
- Discussion: Evaluating the Design Again
- Workshop A.3: Change the Data Access Layer





Phone: +45 22 12 36 31 Email: jgh@wincubate.net WWW: http://www.wincubate.net Hasselvangen 243 8355 Solbjerg Denmark