

LLD Course

LEC 1

Main rules of LLD

↳ Book marked as LLD Resources.

- ① Avoid Duplicate Code
- ② Easy to maintain
- ③ Easy to understand

(SOLID PRINCIPLES)

1. Single Responsibility Principle.

↳ A class should have only 1 reason to change.
(minimal reason for a class to change).

2. Open/Closed Principle (Most widely used Open/Close Principle)

↳ Open for Extension but closed for Modification.

↳ I can extend an already live class but cannot modify it.

Using
Interface
instead of
Enum

You don't wanna mess with a class which is already live in production. If you want new functionality then extend that class.

Liskov's Substitution Principle → class B is a subtype of class A

important

B should have all properties of A
and can have more.

B should not narrow down A's
properties

Interface - Segmented

Principle

⇒

Subclass implementing the
interface should not have
unnecessary functions. Interface should
have minimal functions common to all.

Dependency-Inversion

→

Classes should depend on interfaces rather
than concrete classes