# Object-Oriented

## Analysis and Design

Yegor Bugayenko

Lecture #4 out of 16
80 minutes

The slidedeck was presented by the author in this YouTube Video

All visual and text materials presented in this slidedeck are either originally made by the author or taken from public Internet sources, such as web sites. Copyright belongs to their respected authors.

Before:

Structured Programming
C, Pascal, FORTRAN, ALGOL
CASE
Waterfall

After:

Object-Oriented Programming
C++, Object Pascal, Java
RUP

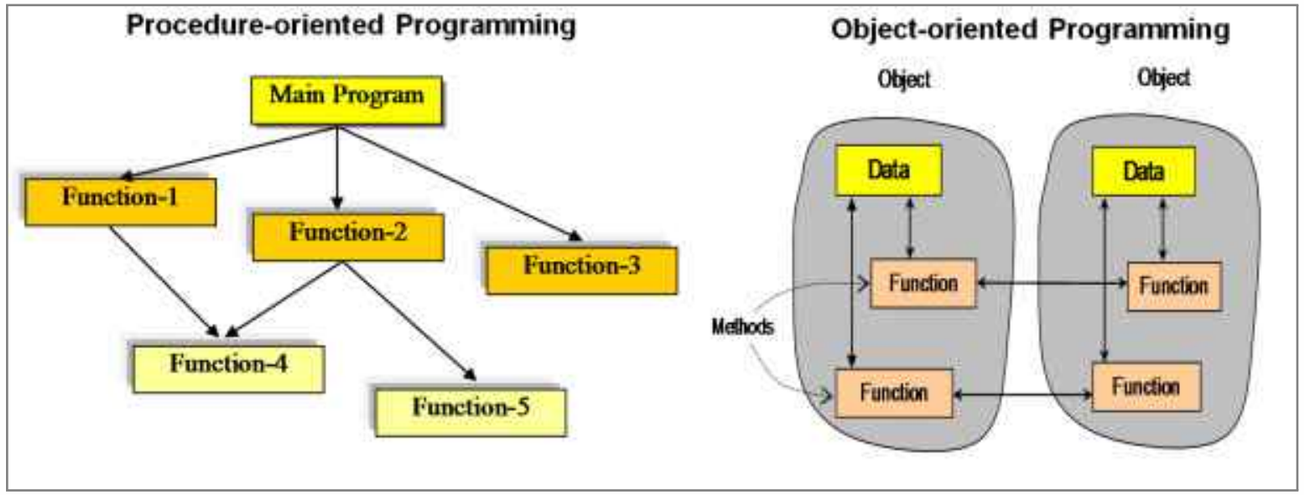
- Object Model by Grady Booch
- SOLID Principles by Uncle Bob
- Design by Contract by Bertrand Meyer
- Don’t Repeat Yourself (DRY)
- You Ain’t Gonna Need It (YAGNI)
- Inversion of Control
- OOP vs. Functional Programming
- Books, Venues, Call-to-Action

Chapter #1:

# Object Model by Grady Booch

[ Abstraction Encapsulation Modularity Hierarchy ]

# Abstraction

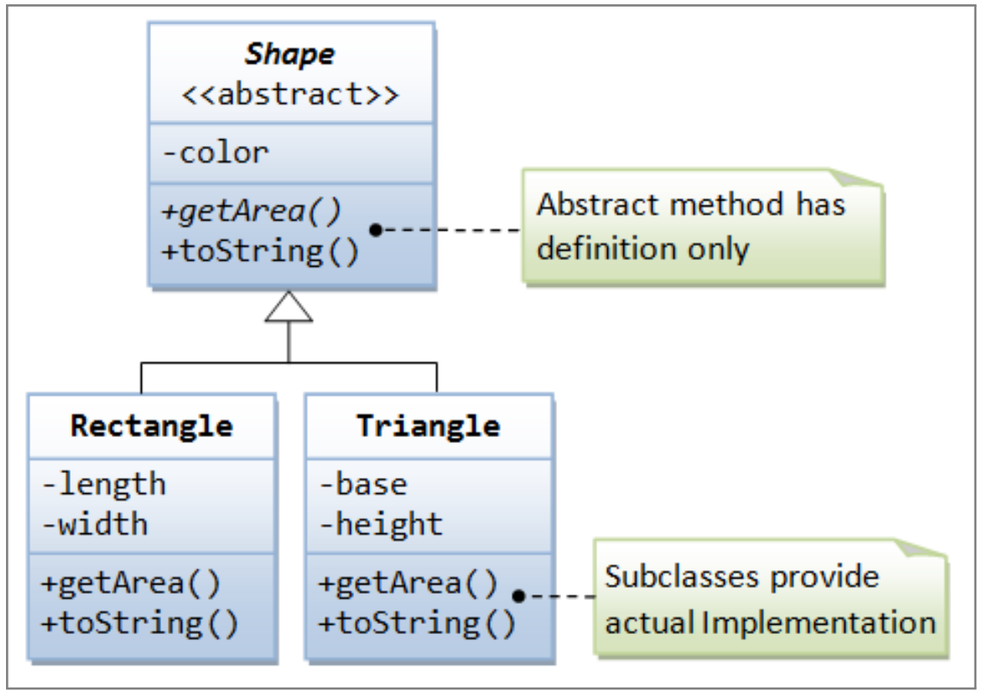


## Some Principles of OOP

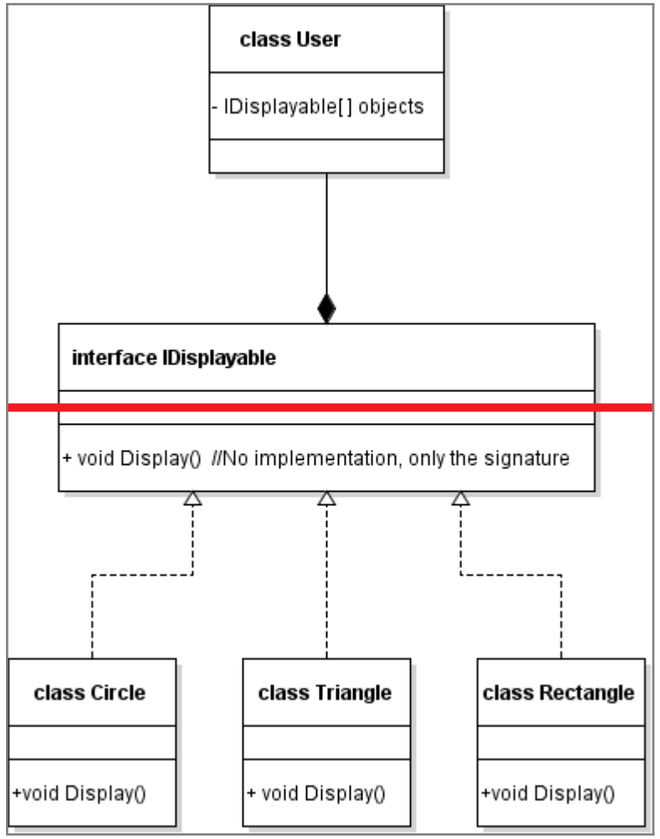
Abstraction
Encapsulation
Modularity
Hierarchy

Polymorphism
Inheritance
Composition
Delegation
Subtyping
Data Hiding
Separation of Concerns

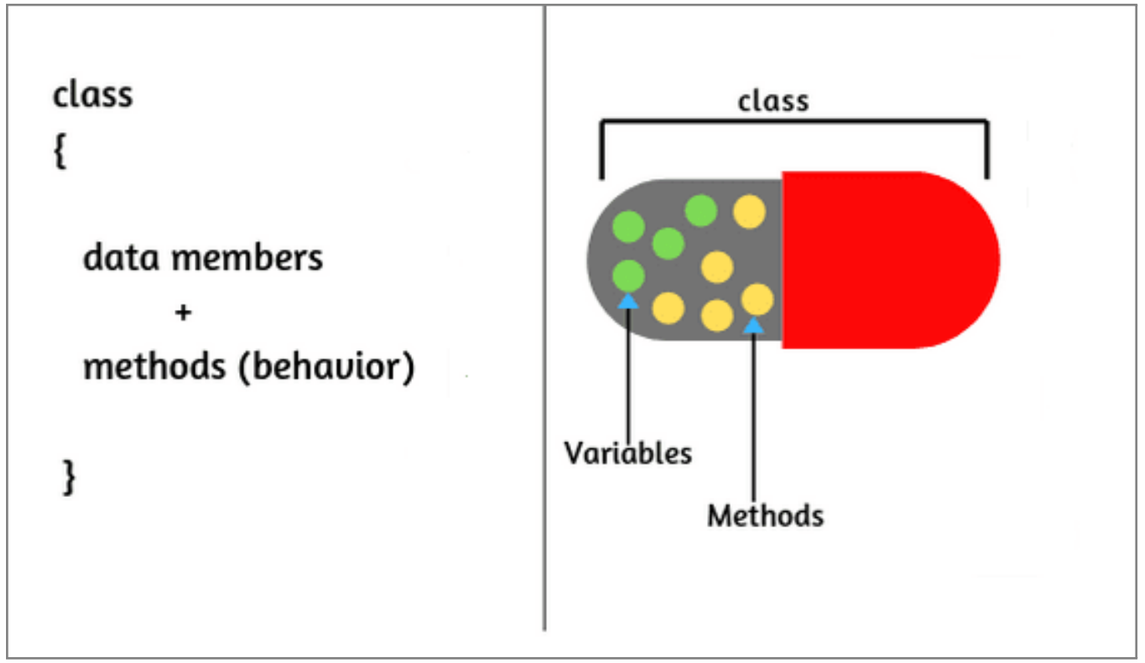
# Abstraction & Polymorphism

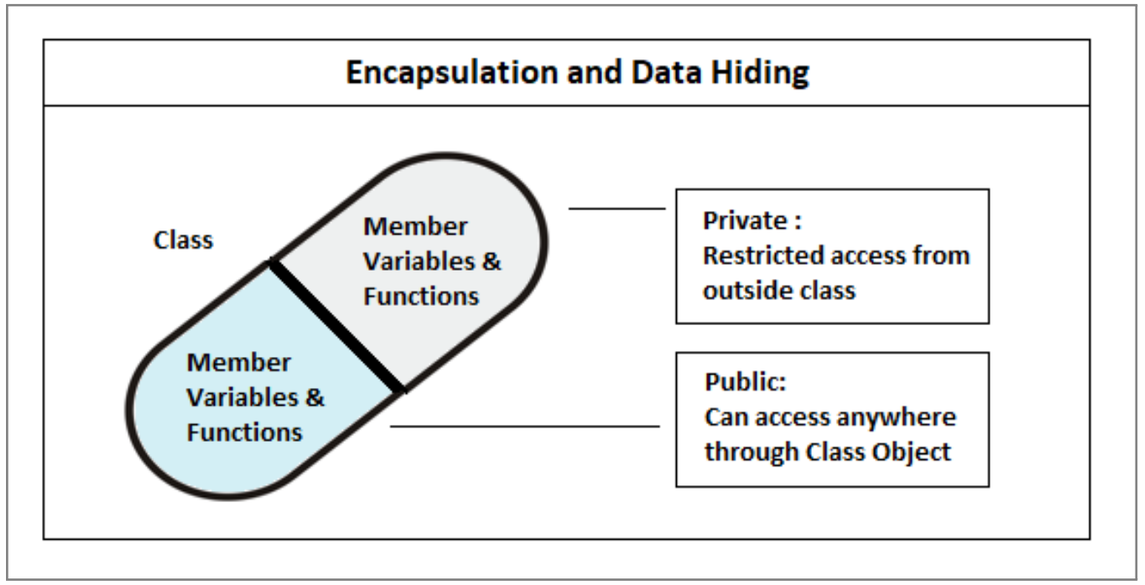


[ Abstraction Encapsulation Modularity Hierarchy ]



# Encapsulation




Encapsulation and Data Hiding
Class
Member Variables & Functions
Member Variables & Functions
Private : Restricted access from outside class
Public: Can access anywhere through Class Object

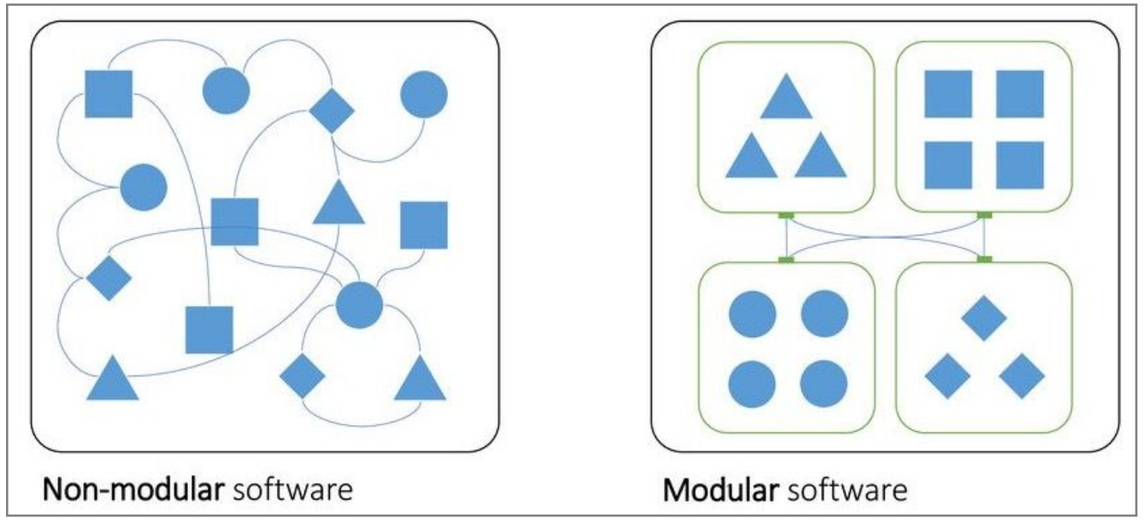
# “Encapsulation Covers Up Naked Data” (2016)

```
class Temperature {
  private int t;
  public int getT() { return this.t; }
  public void setT(int t) { this.t = t; }
}
```

```
class Temperature {
  private int t;
  public String toString() {
    return String.format("%d F", this.t);
  }
}
```

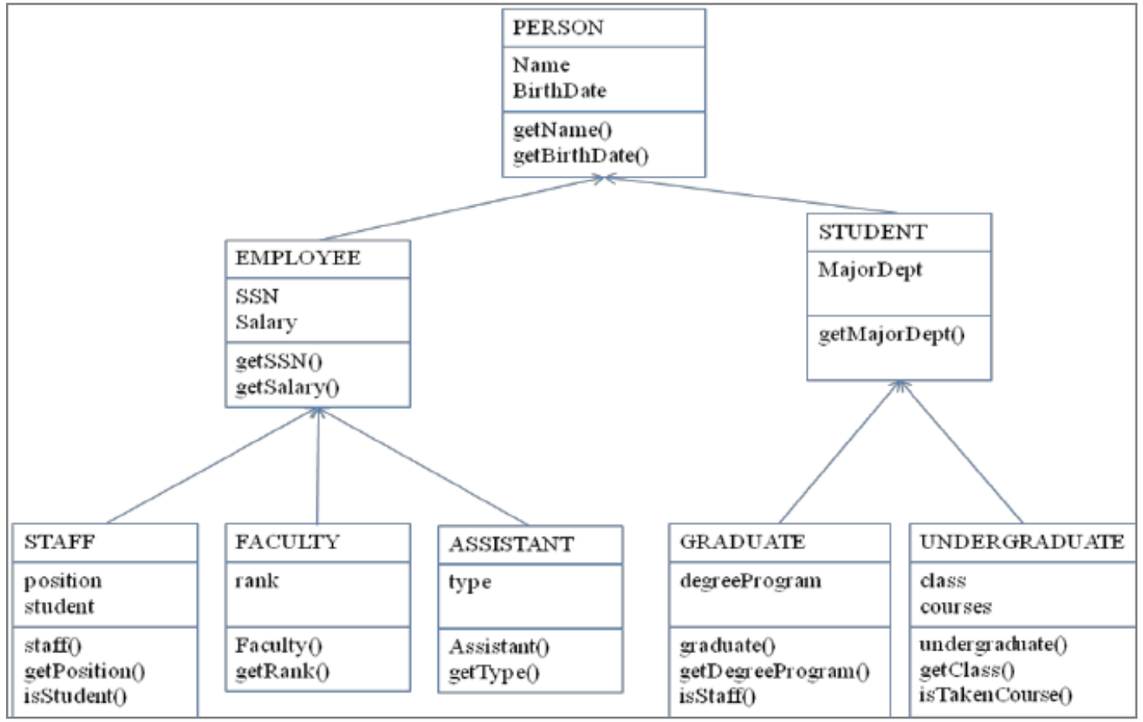
[ Abstraction Encapsulation Modularity Hierarchy ]

# Modularity

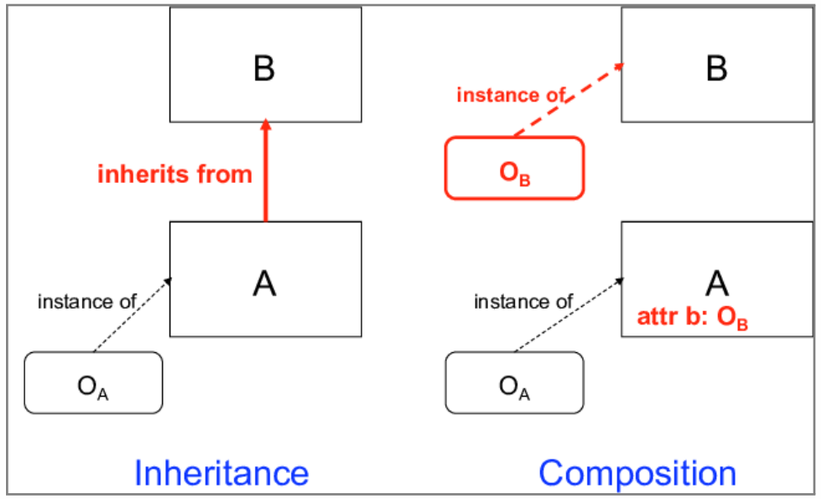


[ Abstraction Encapsulation Modularity Hierarchy ]

# Hierarchy



# Inheritance vs. Composition

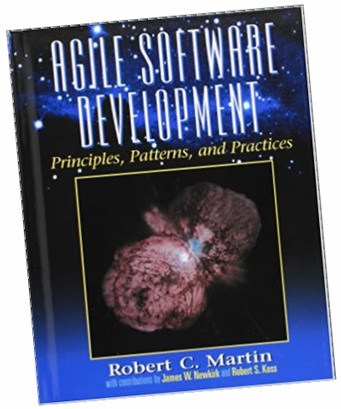


“Prefer composition over inheritance?” (2008) at StackOverflow

“Inheritance Is a Procedural Technique for Code Reuse” (2016)

Chapter #2:

# SOLID Principles by Uncle Bob

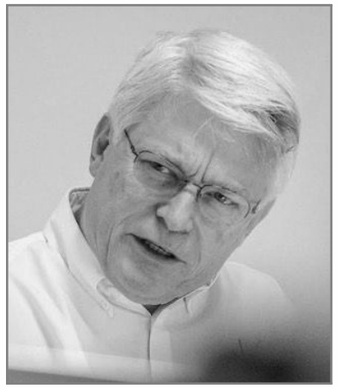


"The attitude that agile developers have toward the design of the software is the same attitude that surgeons have toward sterile procedure. Sterile procedure is what makes surgery possible. Without it, the risk of infection would be far too high to tolerate. Agile developers feel the same way about their designs."

— Robert C. Martin. *Agile Software Development, Principles, Patterns, and Practices.* Prentice Hall, 2002. doi:10.5555/515230

**SOLID** principles:

- **S**ingle Responsibility Principle
- **O**pen Close Principle
- **L**iskov Substitution Principle
- **I**nterface Segregation Principle
- **D**ependency Inversion Principle



“Robert C. Martin is most recognized for developing many software design principles and for being a founder of the influential Agile Manifesto” — Wikipedia

`https://www.cleancoder.com`

`@unclebobmartin` on Twitter

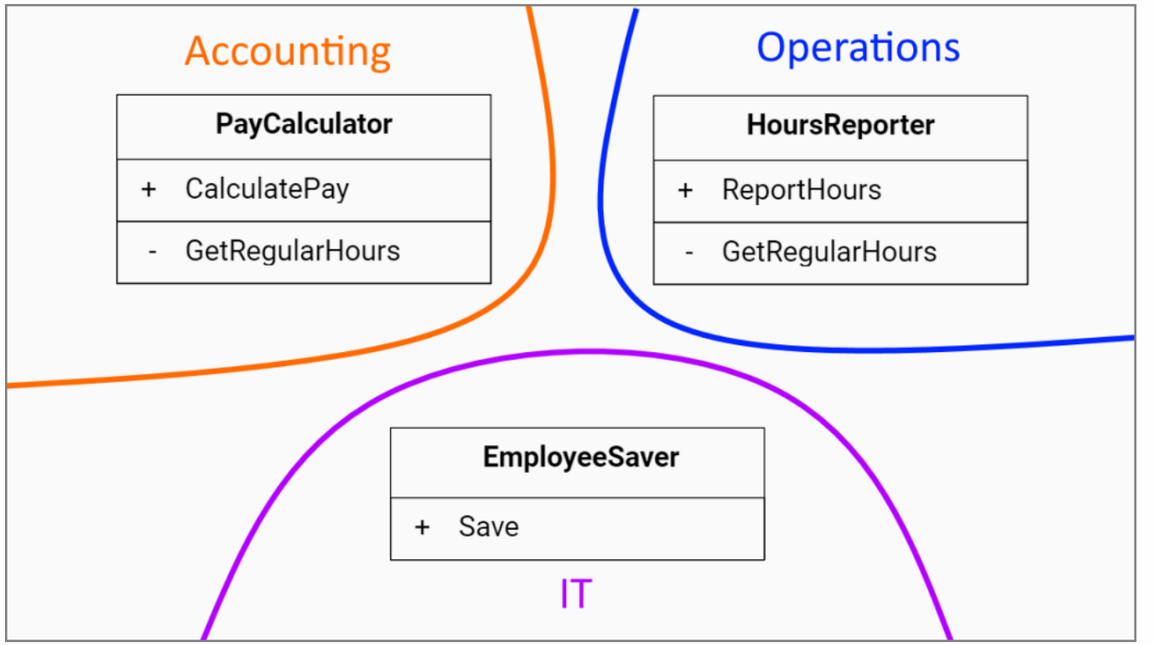
# Single Responsibility Principle (SRP)

“A class should have only one reason to change.”

“Every module, class or function in a computer program should have responsibility over a single part of that program’s functionality, and it should encapsulate that part.”

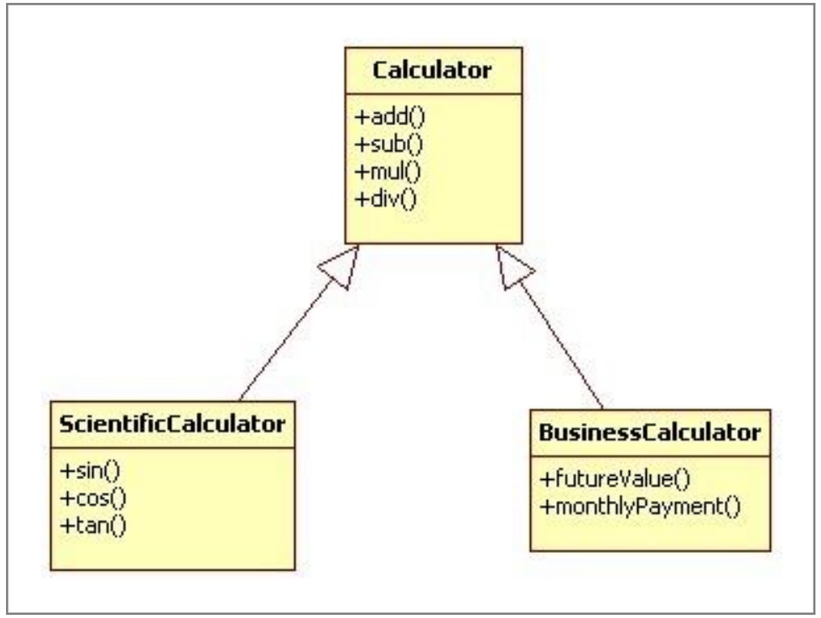
“Each module should be responsible for each role.”

“SRP is a Hoax” (2017)


Accounting
PayCalculator
+ CalculatePay
- GetRegularHours
Operations
HoursReporter
+ ReportHours
- GetRegularHours
EmployeeSaver
+ Save
IT

# Open-Close Principle (OCP)

"Software entities should be open for extension, but closed for modification." — Robert Martin



# Liskov Substitution Principle (LSP)

"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 $T$." — Barbara Liskov

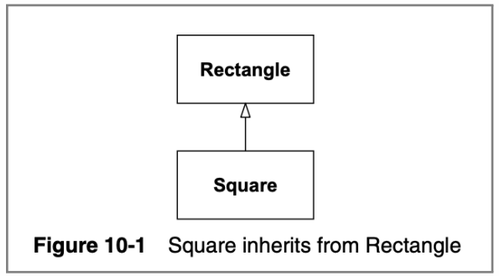
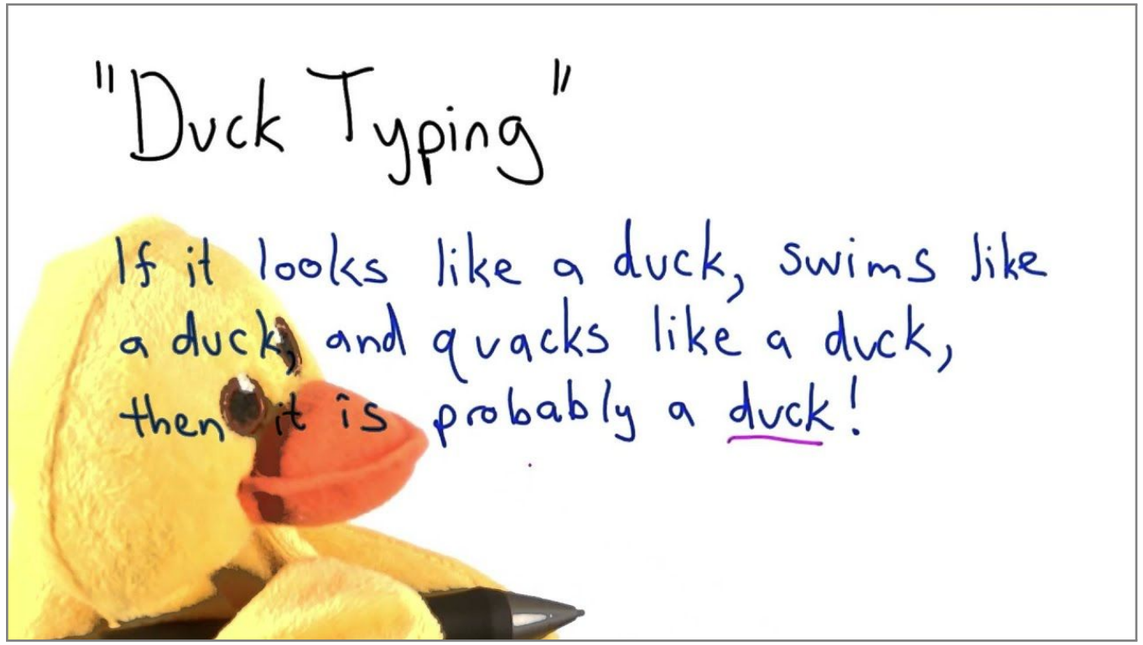



**Figure 10-1** Square inherits from Rectangle

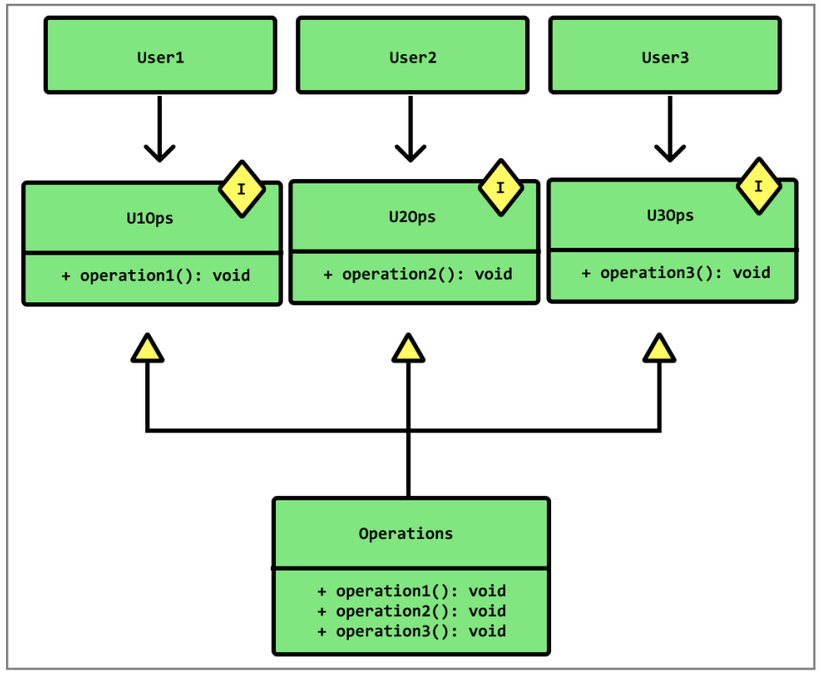
"The LSP makes it clear that in OOD, the IS-A relationship pertains to behavior that can be reasonably assumed and that clients depend on."

# Duck Typing


"Duck Typing"
If it looks like a duck, swims like a duck, and quacks like a duck, then it is probably a duck!

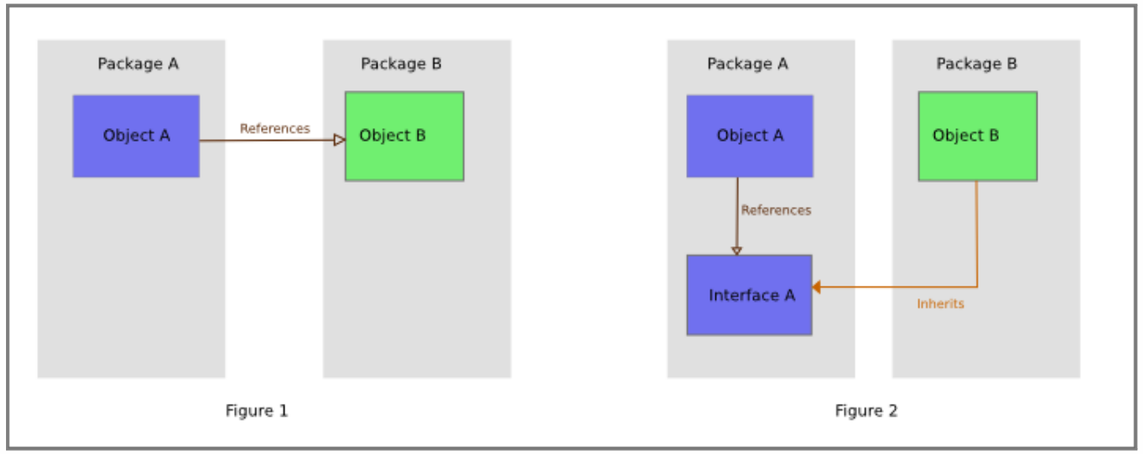
# Interface Segregation Principle (ISP)

"Clients should not be forced to depend on methods that they do not use."
— Robert Martin



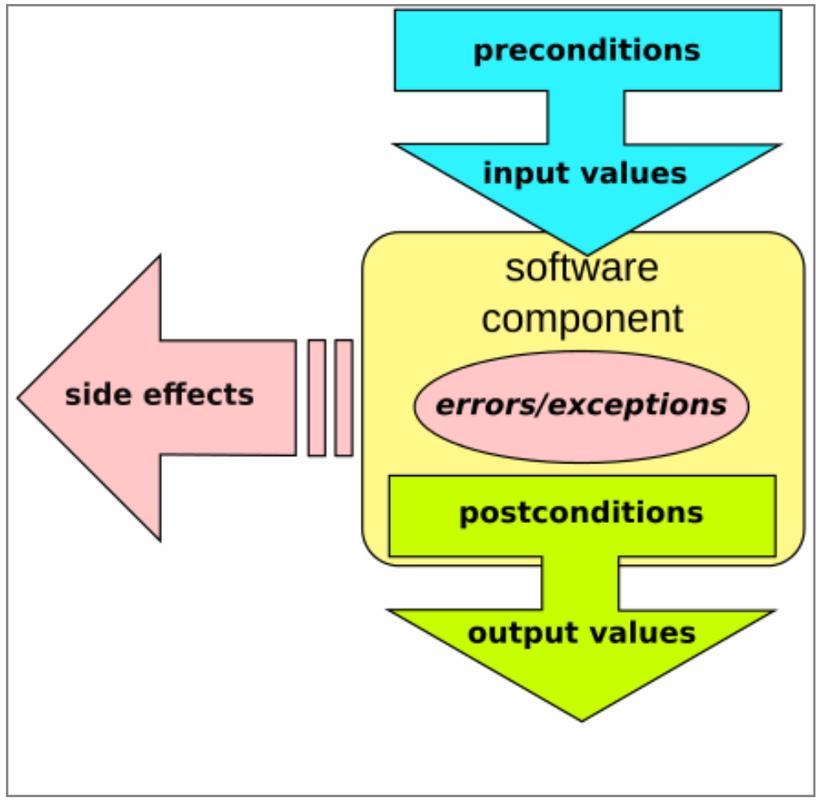
# Dependency Inversion Principle (DIP)

“a) High-level modules should not depend on low-level modules. Both should depend on abstractions. b) Abstractions should not depend on details. Details should depend on abstractions.” — Robert Martin



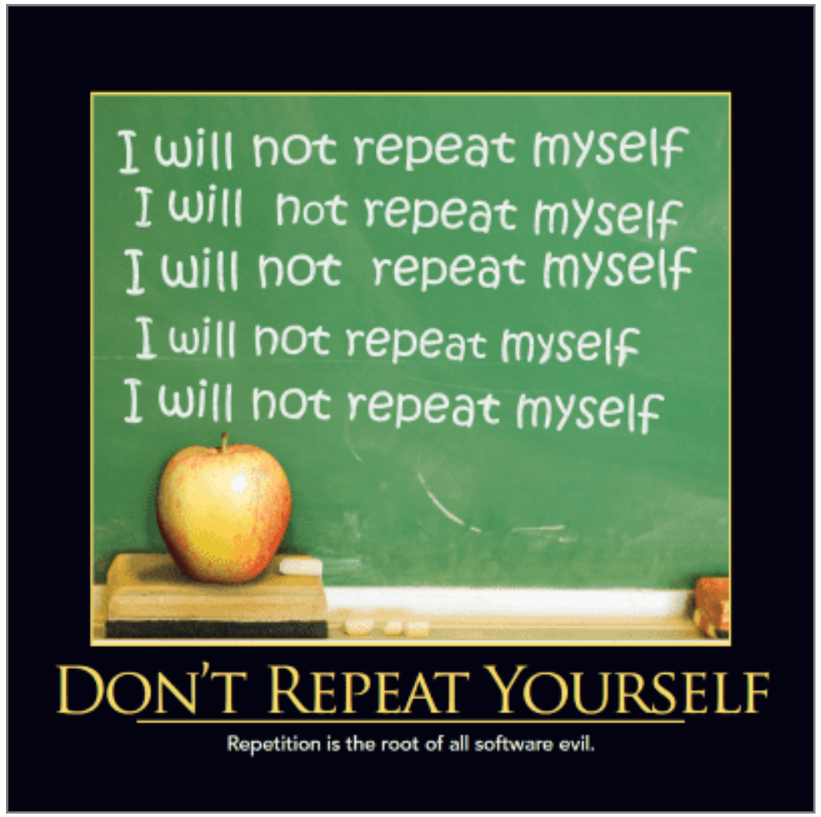
Chapter #3:

# Design by Contract by Bertrand Meyer


preconditions
input values
software component
errors/exceptions
side effects
postconditions
output values

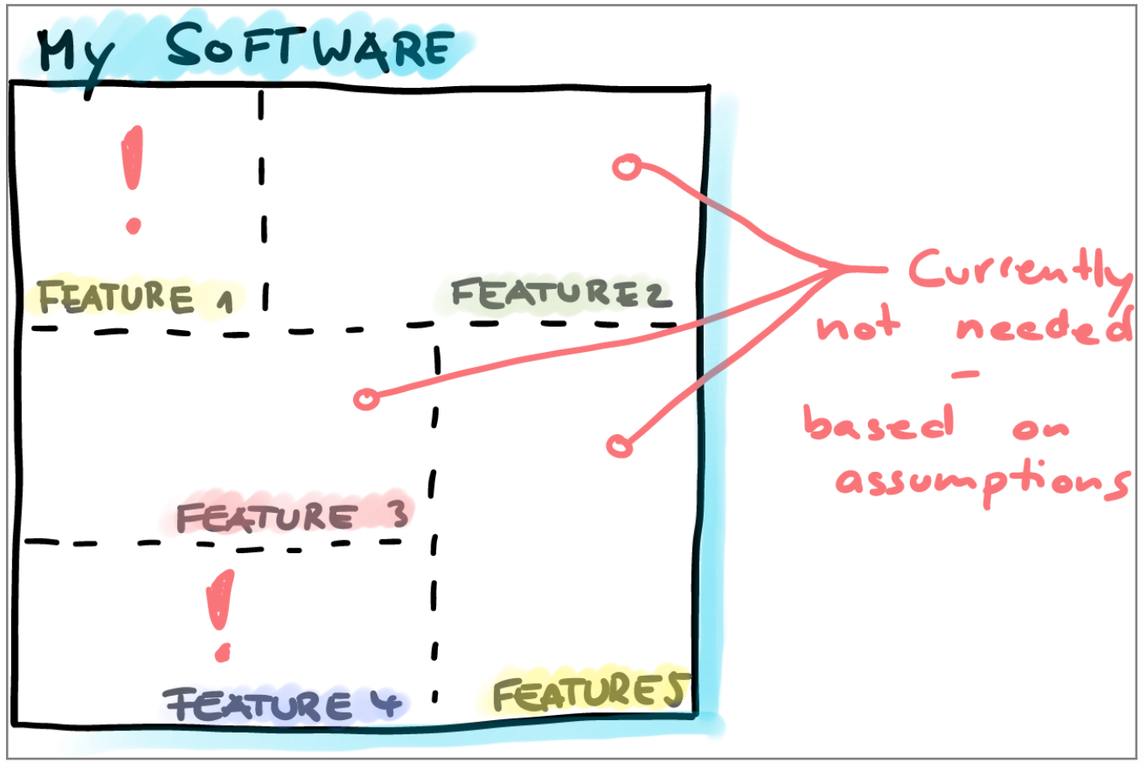
Chapter #4:

# Don’t Repeat Yourself (DRY)


I will not repeat myself
I will not repeat myself
I will not repeat myself
I will not repeat myself
I will not repeat myself
DON'T REPEAT YOURSELF
Repetition is the root of all software evil.

Chapter #5:

# You Ain't Gonna Need It (YAGNI)


My SOFTWARE
FEATURE 1
FEATURE 2
FEATURE 3
FEATURE 4
FEATURE 5
Currently not needed - based on assumptions

Chapter #6:

# Inversion of Control

# “How Does Inversion of Control Really Work?” (2017)

Look at this code:

```
print(book.title());
```

It is very straight forward: we retrieve the title from the book and simply give it to the `print()` procedure, or whatever else it might be. *We* are in charge, the *control* is in our hands.

In contrast to this, here is the *inversion*:

```
print(book);
```

We give the entire book to the procedure `print()` and it calls `title()` when it feels like it. That is, we *delegate* control.

Chapter #7:

# OOP vs. Functional Programming

| OO pattern/principle | FP pattern/principle |
| --- | --- |
| • Single Responsibility Principle | • Functions |
| • Open/Closed principle | • Functions |
| • Dependency Inversion Principle | • Functions, also |
| • Interface Segregation Principle | • Functions |
| • Factory pattern | • Yes, functions |
| • Strategy pattern | • Oh my, functions again! |
| • Decorator pattern | • Functions |
| • Visitor pattern | • Functions □ |

(c) Uncle Bob

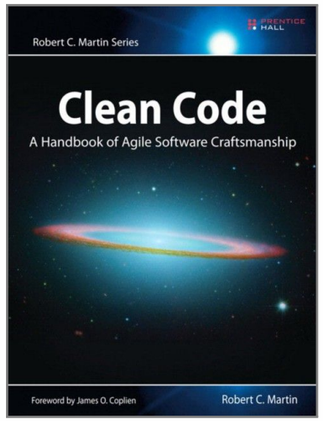
Edsger W. Dijkstra (1989)
"TUG LINES," Issue 32, August 1989
"Object oriented programs are offered as alternatives to correct ones" and "Object-oriented programming is an exceptionally bad idea which could only have originated in California."

Alan Kay (1997)
The Computer Revolution hasn't happened yet
"I invented the term object-oriented, and I can tell you I did not have C++ in mind." and "Java and C++ make you think that the new ideas are like the old ones. Java is the most distressing thing to happen to computing since MS-DOS." (proof)

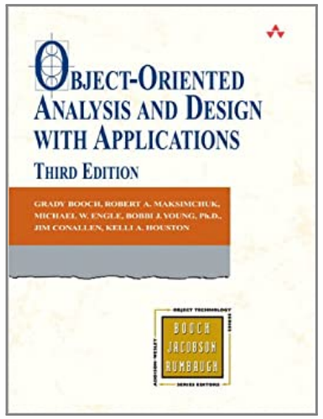
"What's Wrong With Object-Oriented Programming?" (2016)

Chapter #8:

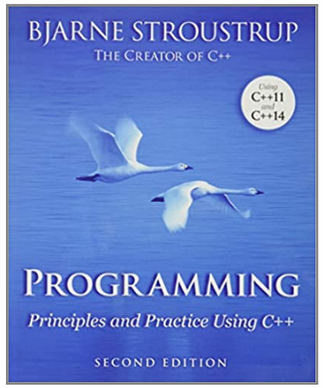
# Books, Venues, Call-to-Action



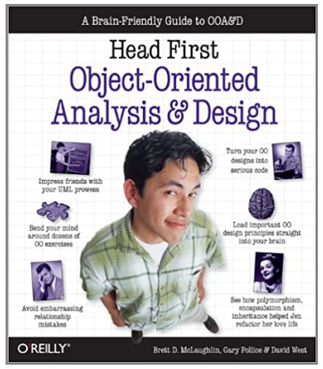

Robert C. Martin. *Clean Code: A Handbook of Agile Software Craftsmanship*. Pearson Education, 2008. doi:10.5555/1388398




Grady Booch, Robert A. Maksimchuk, Michael W. Engle, Bobbi J. Young, Jim Connallen, and Kelli A. Houston. *Object-Oriented Analysis and Design With Applications*. Addison-Wesley, 1994. doi:10.5555/1407387




Bjarne Stroustrup. *Programming: Principles and Practice Using C++*. Pearson Education, 2 edition, 2014




Brett McLaughlin, Gary Pollice, and David West. *Head First Object-Oriented Analysis and Design: A Brain Friendly Guide to OOA&D*. O'Reilly Media, 2006

## Where to publish:

SPLASH: ACM SIGPLAN conference on Systems, Programming, Languages, and Applications.

## Call to Action:

Analyze one of the apps you've written recently and find out which design principles you've used and where.

## Still unresolved issues:

- How to fix object-oriented programming?
- How to enforce it automatically?
- How to eliminate root causes of violations?
- How to make better programming languages?

# Bibliography

Grady Booch, Robert A. Maksimchuk, Michael W. Engle, Bobbi J. Young, Jim Connallen, and Kelli A. Houston. *Object-Oriented Analysis and Design With Applications*. Addison-Wesley, 1994. doi:10.5555/1407387.

Robert C. Martin. *Agile Software Development, Principles, Patterns, and Practices*. Prentice Hall, 2002. doi:10.5555/515230.

Robert C. Martin. *Clean Code: A Handbook of Agile Software Craftsmanship*. Pearson Education, 2008. doi:10.5555/1388398.

Brett McLaughlin, Gary Pollice, and David West. *Head First Object-Oriented Analysis and Design: A Brain Friendly Guide to OOA&D*. O'Reilly Media, 2006.

Bjarne Stroustrup. *Programming: Principles and Practice Using C++*. Pearson Education, 2 edition, 2014.