

SOLID

Principles for Maintainability of Code

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Quality Factors

ISO/IEC 25010

- Functional Suitability
- Performance efficiency
- Compatibility
- Usability
- Reliability
- Security
- **Maintainability**
- Portability

Quality Factors - Maintainability

- Testability
- Reusability
- Analysability
- Modularity
- Modifiability

S O L I D

- **S** Single Responsibility
- **O** Open / Closed
- **L** Liskov Substitution
- **I** Interface Segregation
- **D** Dependency Injection/Inversion

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The Single Responsibility Principle

- Heard of High Cohesion ?
 - one of the GRASP (General Responsibility Assignment Software Patterns) patterns
- Code that changes for the same reasons should be **grouped together**
- Code that changes for different reasons should be **separated**
- Classes should only have **one** main responsibility
 - => classes should only have **one** reason to change
- Keep classes small, focused and abstract

The Single Responsibility Principle

Animal

```
ctor(IWorld iw)
```

```
Act()
```

```
FoodAround(...)
```

```
Sleep(...);
```

Tanks to Per Laursen

The Single Responsibility Principle

Animal

ctor(IWorld iw)

Act()

FoodAround(...)

Sleep(...);

Models general
animal behavior

Library-like
methods

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The Single Responsibility Principle

AnimalBehavior

`ctor(IAnimalLibrary ial)`

`Act()`

AnimalLibrary

`ctor(IWorld iw)`

`FoodAround(...)`

`Sleep(...);`

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The Open/Closed Principle

- Software entities should be **open** for extension, but **closed** for modification.
- **Open for extension:** Behaviour can be extended with new behaviours
- **Closed for modification:** Extension does not require change in the source code for the entity

i.e. “closed for modification that requires clients of the code to change”

The Open/Closed Principle

```
public class Client
{
    public CalculatorV10 _calculator;           // ← quite close for extensions
    public Client()
    {
        _calculator = new CalculatorV10();
    }
    public void ProcessData(Data d)
    {
        int result = _calculator.Calculate(d);
        //...
    }
}
```

The Open/Closed Principle

```
public class Client
{
    public ICalculator _calculator;
    public Client(ICalculator calculator) // ← Now open for extensions
    {
        _calculator = calculator;
    }
    public void ProcessData(Data d)
    {
        int result = _calculator.Calculate(d);
    }
}
```

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Interface Segregation

- **D** Dependency Injection/Inversion

The Interface Segregation principle

- Like Single Responsibility for classes
 - Interfaces must be small and focused

An example for CRUD

```
public interface ICreateReadUpdateDelete<T>
{
    void Create(int key, T obj);
    T Read(int key);
    void Update(int key, T obj);
    void Delete(int key);
}
```

The Interface Segregation principle

- All implementation gets full access to all functionality ! – what if only need get?
- Solution split interface into smaller more focused interfaces e.g.

```
public interface ICreate<T>
{
    void Create(int key, T
obj);
}
```

```
public interface IRead<T>
{
    T Read(int key);
}
```

```
public interface IUpdate<in T>
{
    void Update(int key, T
obj);
}
```

```
public interface IDelete<T>
{
    void Delete(int key);
}
```


If you need an interface with all CRUD functions

Example:

```
public interface ICreateReadUpdateDelete<T>:ICreate<T>, IRead<T>, IUpdate<T>, IDelete<T>
{
}
```

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The Dependency Injection/Inversion Principle

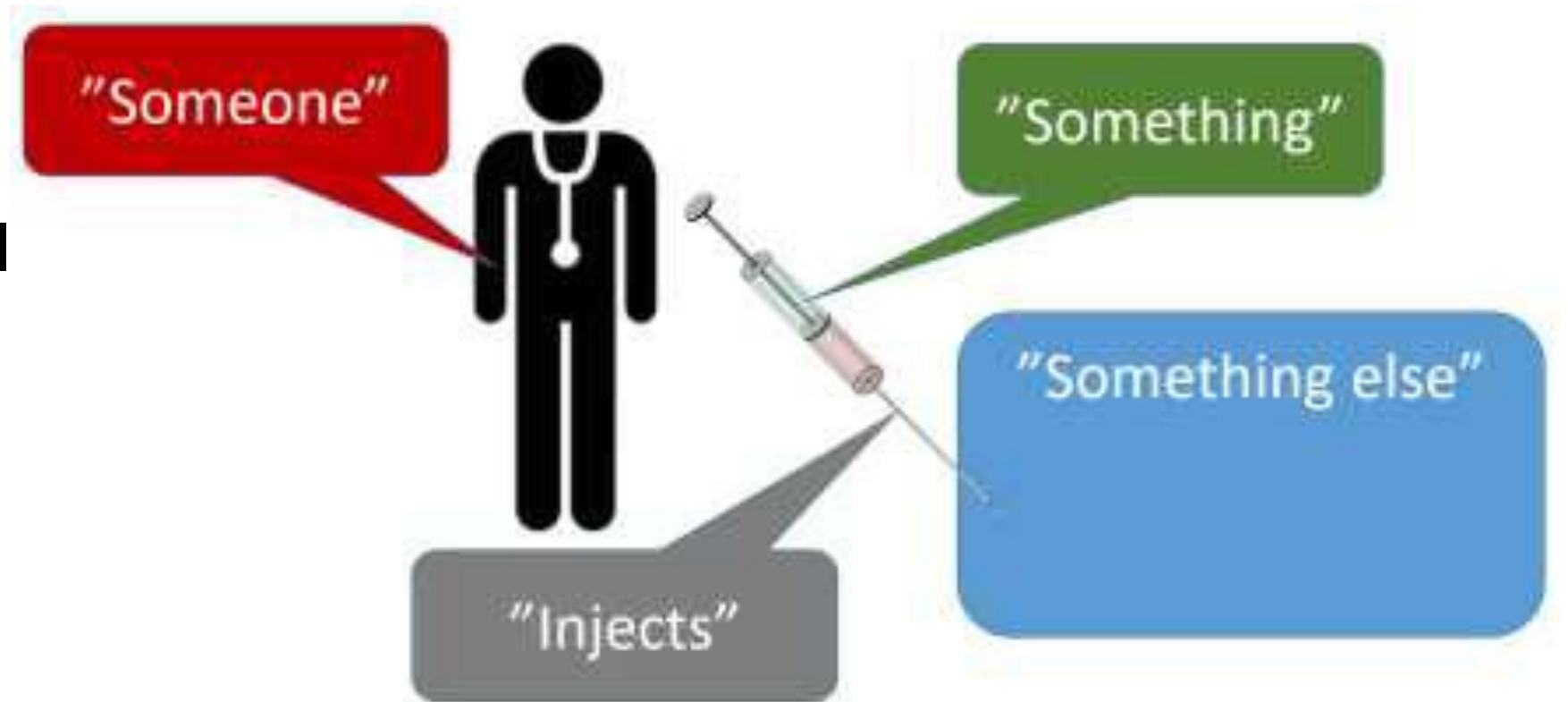
- In some SOLID presentations: **Dependency Injection (DI)**
- In other SOLID presentations: **Dependency Inversion**
- **Dependency Inversion**
aka **Inversion of Control (IoC)**



Tanks to Per Laursen

What is - Inversion of Control (IoC)

- **Parameter Level**
- **Method Level**
- **Object Level**



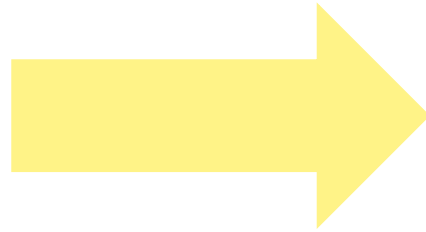
Tanks to Per Laursen

Parameter-level IoC – cont.

- *Dependency Injection – parameter level*

```
public int SquareOf4()  
{  
    return 4 * 4;  
}
```

```
public int SquareOf6()  
{  
    return 6 * 6;  
}
```



```
public int Square(int n)  
{  
    return n * n;  
}
```

Before



After



Parameter-level IoC – cont.

```
public class Die
{
    private int _faceValue;
    private static Random _random = new Random();
    public Die()
    {
        Roll();
    }
    public int FaceValue
    {
        get { return _faceValue; }
    }
    public void Roll()
    {
        _faceValue = _random.Next(0,6) + 1;
    }
}
```



```
public class Die
{
    private int _faceValue;
    private int _noOfSides;
    private static Random _random = new Random();
    public Die(int noOfSides)
    {
        _noOfSides = noOfSides;
        Roll();
    }
    public int FaceValue
    {
        get { return _faceValue; }
    }
    public void Roll()
    {
        _faceValue = _random.Next(0, _noOfSides) + 1;
    }
}
```

Support parameter

Method-level IoC

```
public class Cat : Animal
{
    public override void Act()
    {
        if (FoodAround("Mouse"))
        {
            HuntMice();
        }
        else
        {
            Sleep();
        }
    }
    private void HuntMice() { }
    private void Sleep() { }
}
```



Hard coded

Method-level IoC – cont.

```
public abstract class Animal : IAnimal
```

```
{
```

```
    public void Act()
```

```
    {
```

```
        If (FoodAround(PreferredFood())) ← Use of Template method
```

```
        {
```

```
            GetFood();
```

```
        }
```

```
        else
```

```
        {
```

```
            Idle();
```

```
        }
```

```
    }
```

```
    private bool FoodAround(string food) { return ...; }
```

```
    protected abstract string PreferredFood(); ← Template method to be overridden
```

```
    protected abstract void GetFood();
```

```
    protected abstract void Idle();
```

```
}
```

- Template approach

Method-level IoC – cont.

- **Dependency Injection – method level**

```
public List<int> FilterValues(List<int> values)
{
    List<int> filteredValues = new List<int>();
    foreach (var value in values)
    {
        if (value > 10)
        {
            filteredValues.Add(value);
        }
    }
    return filteredValues;
}
```



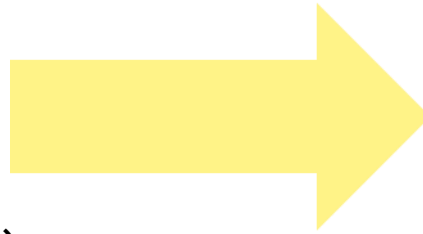
```
public List<int> FilterValues(List<int> values, Func<int, bool>
condition)
{
    List<int> filteredValues = new List<int>();
    foreach (var value in values)
    {
        if (condition(value))
        {
            filteredValues.Add(value);
        }
    }
    return filteredValues;
}
```

Support method

Object-level IoC

- **Dependency Injection – object level**

```
public abstract class Animal : IAnimal
{
    private IWorld TheWorld { get; }
    protected Animal(bool manyOrFew)
    {
        if (manyOrFew)
        {
            TheWorld = new WorldManyAnimals();
        }
        else
        {
            TheWorld = new WorldFewAnimals();
        }
    }
}
```



```
public abstract class Animal : IAnimal
{
    private IWorld TheWorld { get; }
    protected Animal(IWorld theWorld)
    {
        TheWorld = theWorld;
    }
}
```

Support object

Exercises

- **SOLID 1 + SOLID 2**

And the mandatory Assignment