

# LISKOV SUBSTITUTION PRINCIPLE



the long road to better code

# CONTENT

- What is LSP?
- Why we need that?
- How we do that?
- Example

# ? WHAT ?



**BARBARA LISKOV**

Developed the Liskov substitution principle

# ? WHAT ?

*Subtypes must be behaviorally  
substitutable for their base types.  
Barbara Liskov, 1988*

- Introduced by Barbara Liskov 1988
- Part of the SOLID-Principles

# ? WHY ?

Class inheritance and subtype polymorphism are primary mechanisms for supporting the open-close principle.

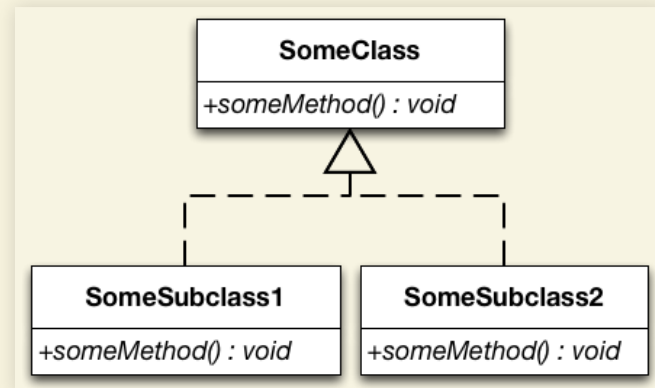
# ? WHY ?

LSP ...

- ... gives us a way to characterize good inheritance hierarchies
- ... helps us to avoid violations of the open-close principle

# ? HOW ?

```
void someClientMethod(SomeClass sc)
    ...
    sc.someMethod();
    ...
}
```



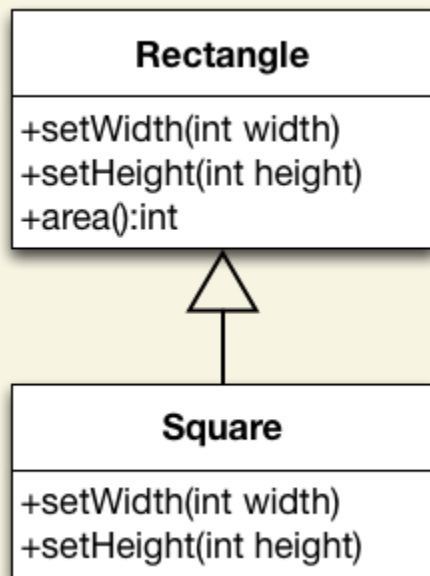
*LSP additionally requires behavioral substitutability.*

# ? HOW ?

- ! someClientMethod should not be able to distinguish objects of **SomeSubclass1** and **SomeSubclass2** from objects of **SomeClass**



# EXAMPLE



```
class Square extends Rectangle
    public void setWidth(int width) {
        super.setWidth(width);
        super.setHeight(width);
    }

    public void setHeight(int height) {
        super.setWidth(height);
        super.setHeight(height);
    }
    ...
}
```

# PROBLEMS ?



Do you see any problems?

# PROBLEMS !

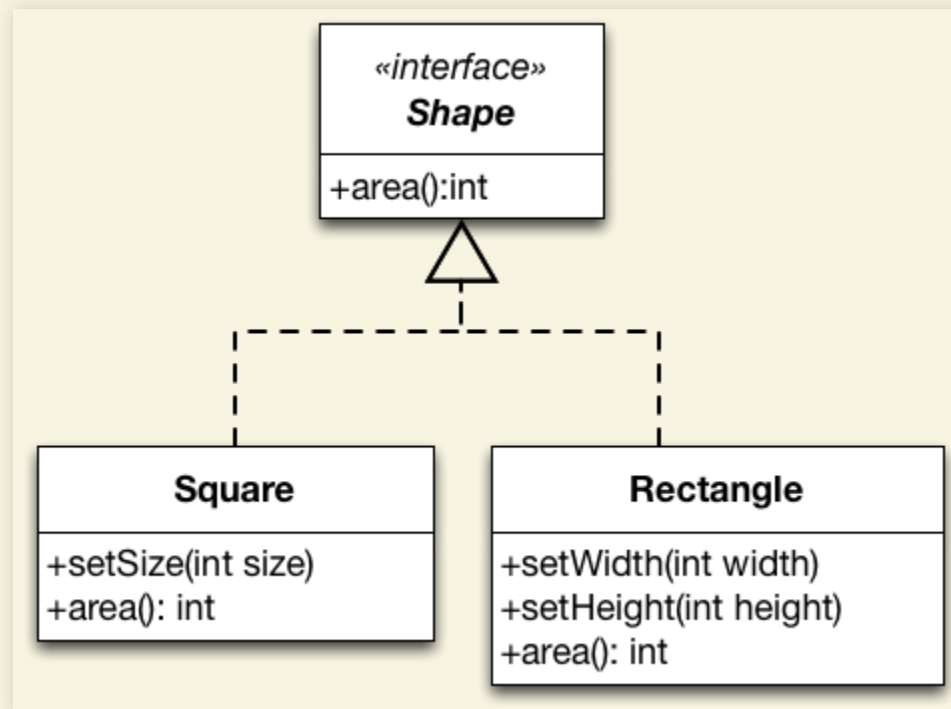
```
void someClientMethod(Rectangle rec) {  
    rec.setWidth(5);  
    rec.setHeight(4);  
    assert(rec.area() == 20);  
}
```

# PROBLEMS !

- The behavior of a Square object is not consistent with the expectations of someClientMethod on the behavior of a Rectangle.
- The Rectangle/Square hierarchy violates LSP!  
Square is **NOT BEHAVIORALLY SUBSTITUTABLE** for Rectangle.

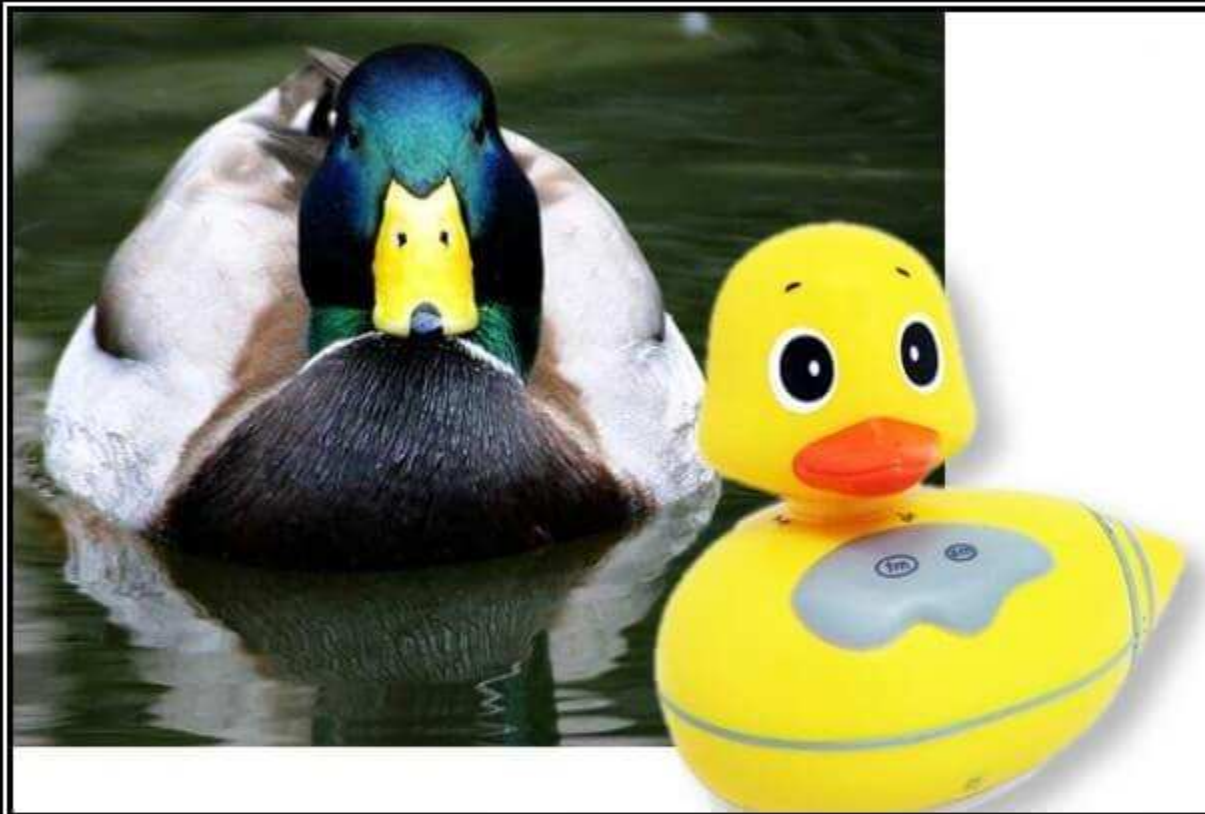


# SOLUTION



# CONCLUSION

- LSP violations are difficult to find
- examples could be found everywhere in our code (i guess)
- **Refactoring is hard**



# LISKOV SUBSTITUTION PRINCIPLE

If It Looks Like A Duck, Quacks Like A Duck, But Needs Batteries - You Probably Have The Wrong Abstraction