SOLID

Dependency Inversion Principle

A deeper look with examples

History

- Around since early 90s

- Postulated by Robert Martin (aka Uncle Bob) 1994 in an article called
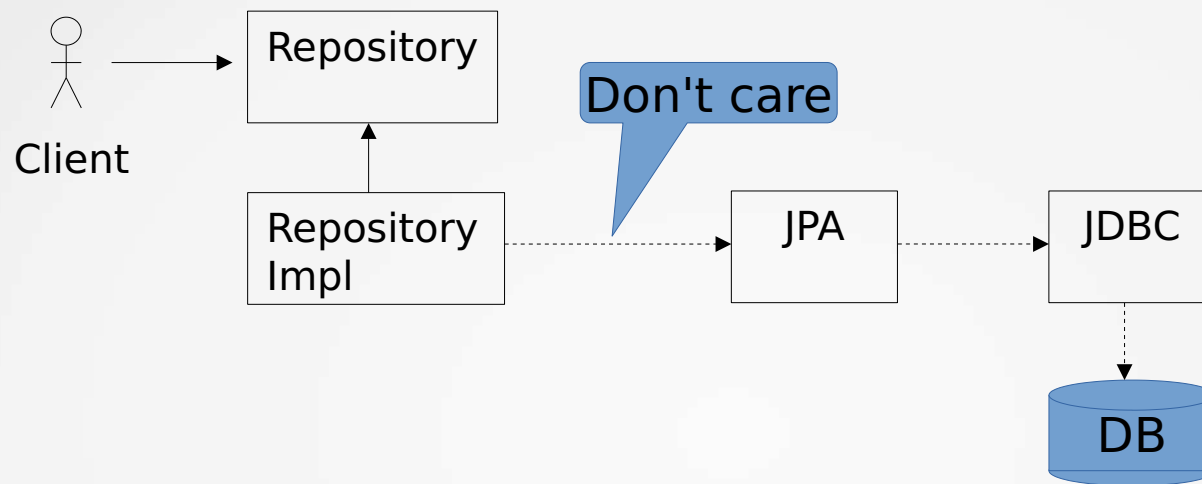Object Oriented Design Quality Metrics

Key points

- High-level modules should not depend on low-level modules. Both should depend on abstractions

- Abstractions should not depend on details. Details should depend on abstractions

→ Use abstraction between high-level and low-level modules

→ see the following samples

Database access

- Evolution in DB technologies
  - JDBC
  - ORM/Hibernate
  - JPA
- Using these interfaces is violation of DIP
- DB Access on lower level than domain/business
- Complex interfaces
- They offer methods you will never use

Example 1 – DB access

Solution – Hide DB

- Domain related solution
- Use methods related to domain not to persistance layer
- e.g.: add(Person), findAllPersons(name)
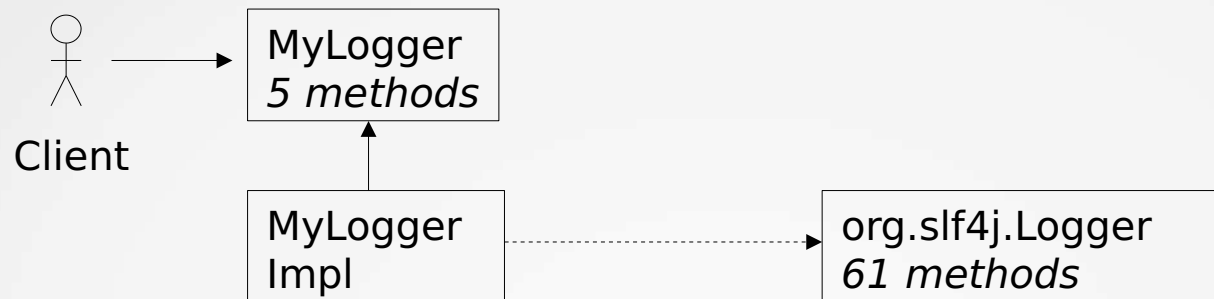
Example 1 – Solution

Flexibility is costly

- Apache log4j Logger
- > 60 methods
- Which one do I use
- Which ones does the team use
- What do I / the team log on what level
- To much ↔ not enough information
- Consistant use is hard

Example 2 – Flexibility is costly

Logger - Performance

- ```
  Logger logger = Logger.getLogger(getClass().getName());
  String message = String.format("Read of user: %s", user.getName());
  logger.log(Level.INFO, message);
  ```

- ## => String concatenation

- ```
  Logger logger = Logger.getLogger(getClass().getName());
  if (logger.isLoggable(Level.INFO) {
      String message = String.format("Read of user: %s", user.getName());
      logger.log(Level.INFO, message);
  }
  ```

- → decrease readability
  → discipline required
  → violates DRY, ...

Example 2 – performance

Solution - gateway

```
                    ┌──────────────┐
  ⚇       ─────────▶│ MyLogger     │
  🯅                 │ 5 methods    │
 Client             └──────────────┘
                           ▲
                           │
                    ┌──────────────┐              ┌──────────────────┐
                    │ MyLogger     │ - - - - - - ▶│ org.slf4j.Logger │
                    │ Impl         │              │ 61 methods       │
                    └──────────────┘              └──────────────────┘
```

- => more consistency

- => reduced set of relevant method

- => less discipline required

- => No DRY

- ```
  MyLogger logger = SystemLoggerFactory.get(getClass());
  logger.info("Read of user: %s", user.getName());
  ```

Example 2 – solution

Advantages using DIP

- tame unwieldy APIs

- reduce complexity of interfaces

- remove mismatch between abstraction level of library and domain

- get better testing abilities

- reduce coupling

References

- [Object Oriented Design Quality Metrics](#)
  (1994 by Robert C. Martin)

- [The Dependency Inversion Principle](#)
  (1996 by Robert C. Martin)

- [DIP in the Wild](#)
  (2013 by Brett L. Schuchert)

Thanks for listening