Smelly SOLID Cohesion

"We want to design components that are self-contained: independent, and with a single, well-defined purpose."

From, The Pragmatic Programmer, by Andy Hunt and Dave Thomas

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Introduction

- Code Smells

- SOLID++

- Coupling and Cohesion

Code smells

- High cost of change

- Scattered changes to fix a bug

- Low reusability

- Over complex solutions in;
  - Code design
  - Environment

SOLID++

- Single Responsibility

- Open/Closed

- Liskov substitution

- Interface Segregation

- Dependency Inversion

- Balanced Abstraction

- Least Astonishment

What is Cohesion

- Behavioral modules and Groupings of those modules

- Solve a single problem

- Knock on effects

What is Coupling

- No coupling equals no Behavior

- Keeping coupling to a minimum

- Knock on effects

Questions
or
Discussion
points

Thank you all for listening

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