SOLID
Principles

Pietro Balestra 20.10.22

SOLID

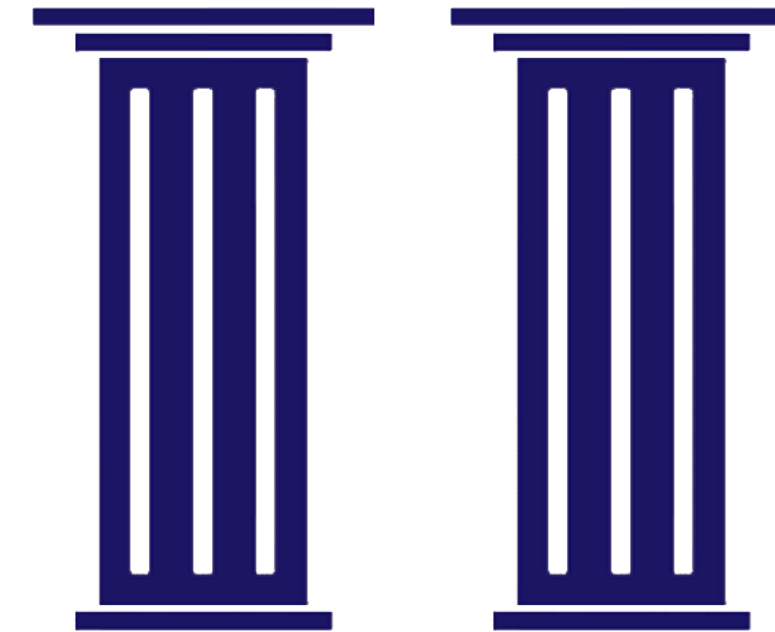**Principles**

SOLID
Principles

- **S**ingle-responsibility principle
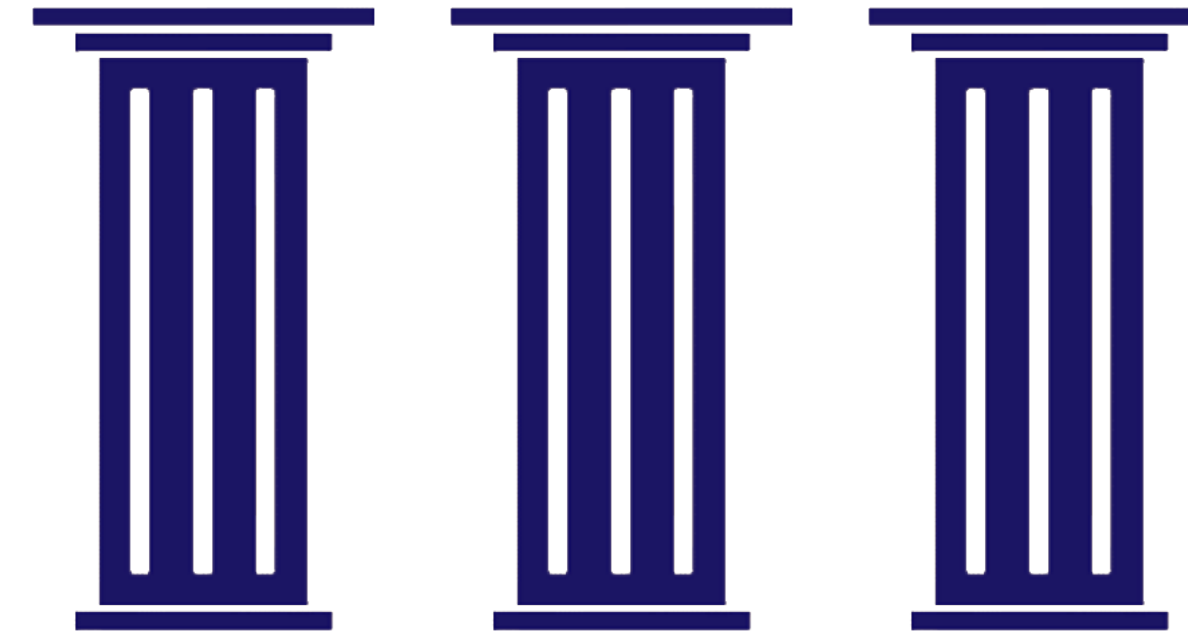
SOLID
Principles

- **S**ingle-responsibility principle

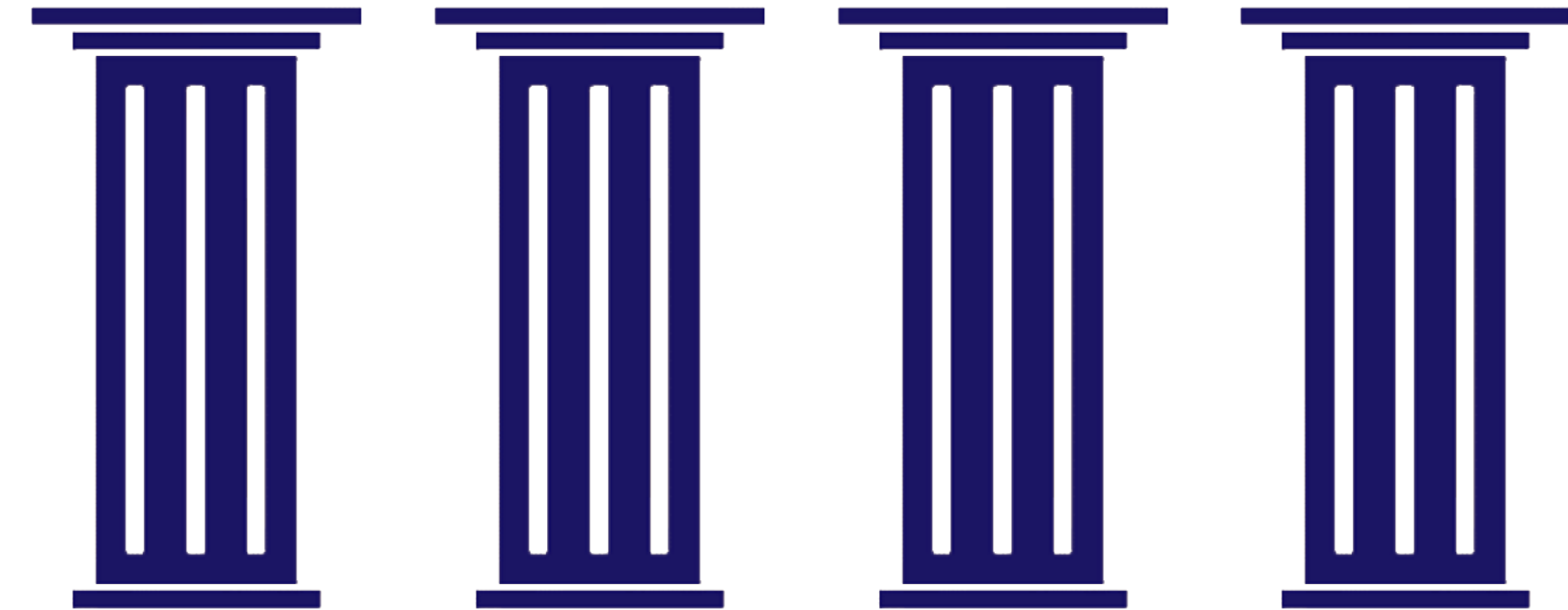- **O**pen-closed principle

SOLID
Principles

- **S**ingle-responsibility principle

- **O**pen-closed principle

- **L**iskov substitution principle

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Principles

- **S**ingle-responsibility principle

- **O**pen-closed principle

- **L**iskov substitution principle

- **I**nterface segregation principle

SOLID
Principles
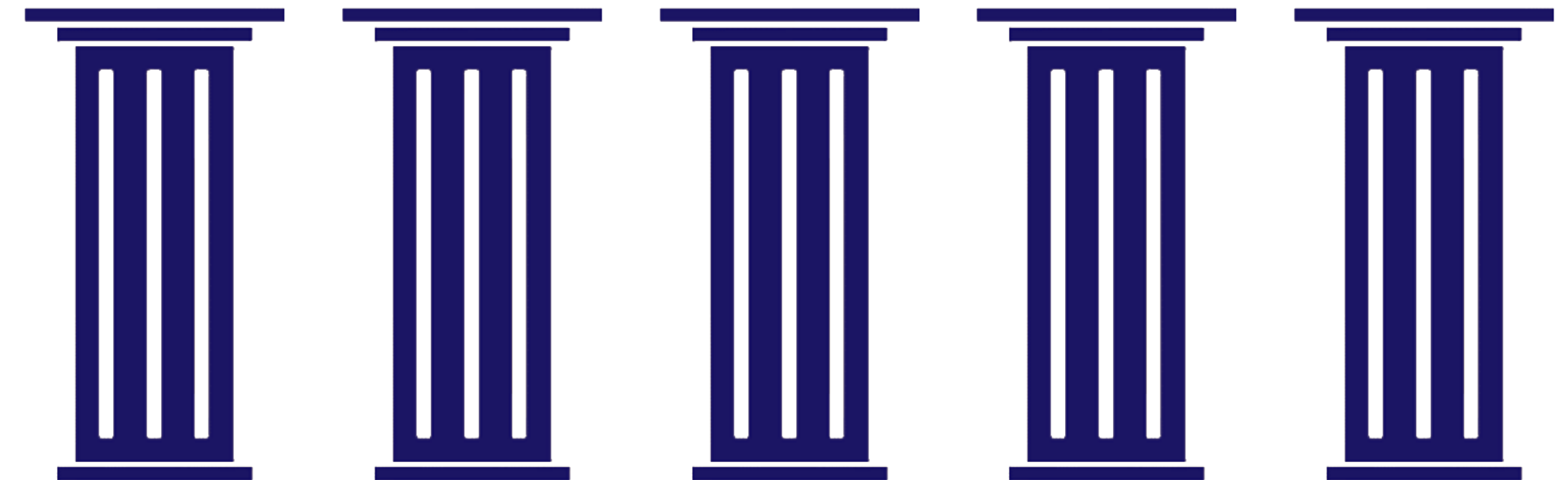
- **S**ingle-responsibility principle

- **O**pen-closed principle

- **L**iskov substitution principle

- **I**nterface segregation principle

- **D**ependency inversion principle
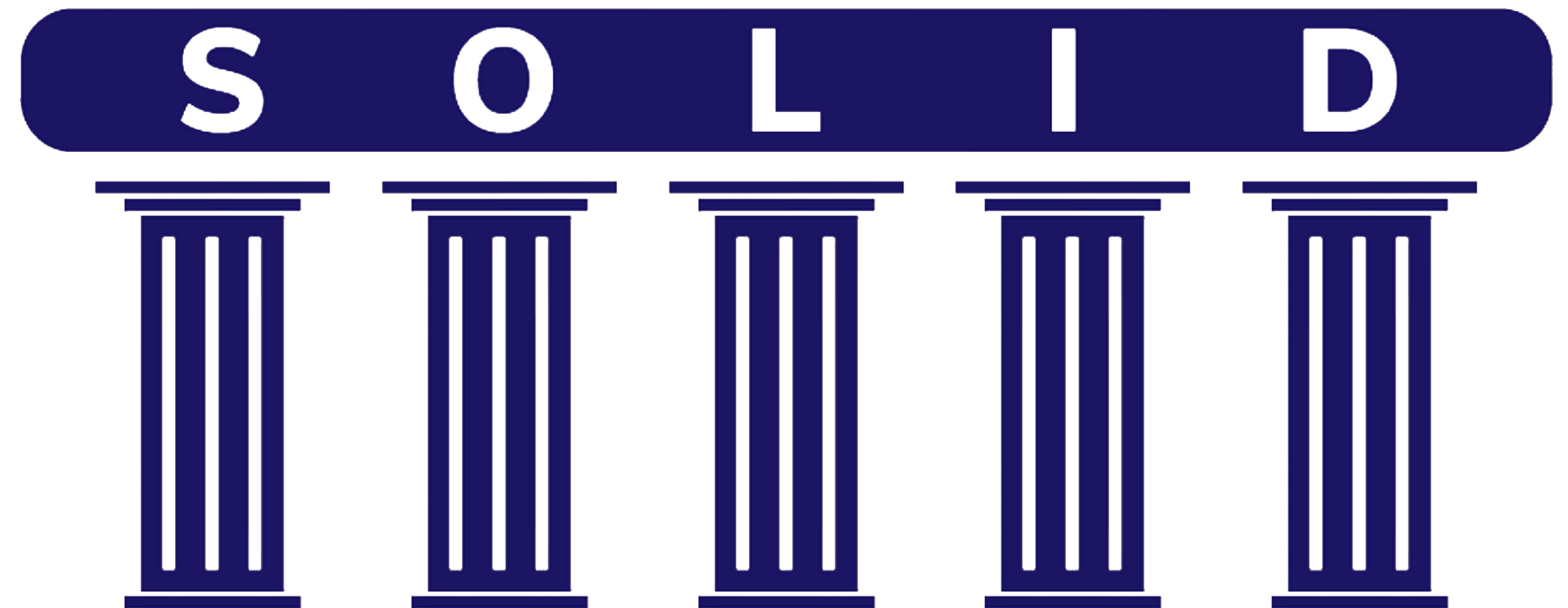
SOLID
Principles

- **S**ingle-responsibility principle

- **O**pen-closed principle

- **L**iskov substitution principle

- **I**nterface segregation principle

- **D**ependency inversion principle

Single responsibility
SOLID

Single responsibility
SOLID

- One responsibility

SINGLE RESPONSIBILITY PRINCIPLE
Just Because You Can, Doesn't Mean You Should

Single responsibility
SOLID

- One responsibility
- One reason to change

SINGLE RESPONSIBILITY PRINCIPLE
Just Because You Can, Doesn't Mean You Should

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- Small modules

  - easy to combine

  - disjointed

SINGLE RESPONSIBILITY PRINCIPLE
Just Because You Can, Doesn't Mean You Should

Single responsibility
SOLID

- One responsibility

- One reason to change

- Small modules

  - easy to combine

  - disjointed

- Facilitates
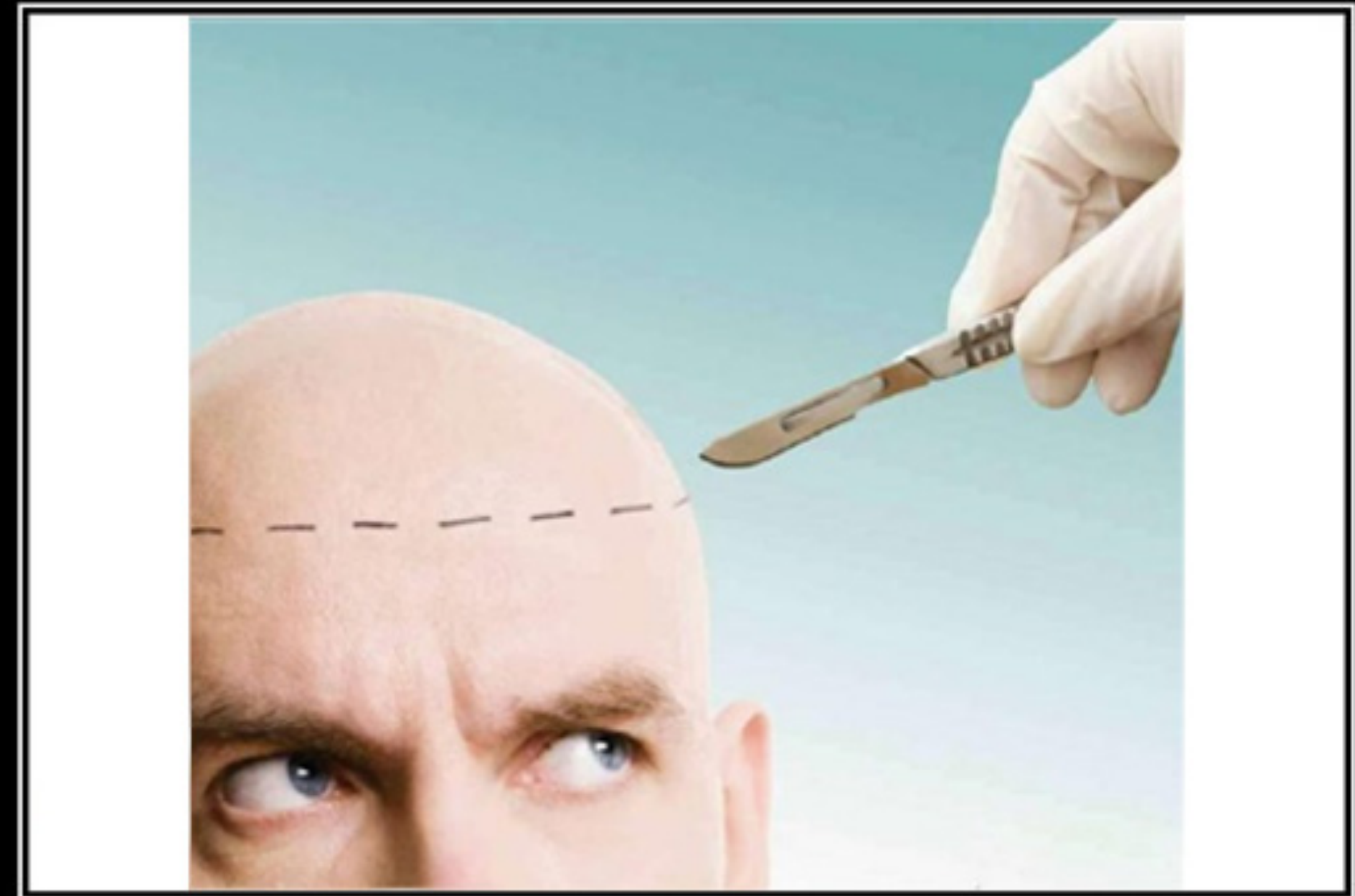
  - naming and reading

  - understanding and editing

SINGLE RESPONSIBILITY PRINCIPLE
Just Because You Can, Doesn't Mean You Should

Open closed
SOLID

- Open for extension
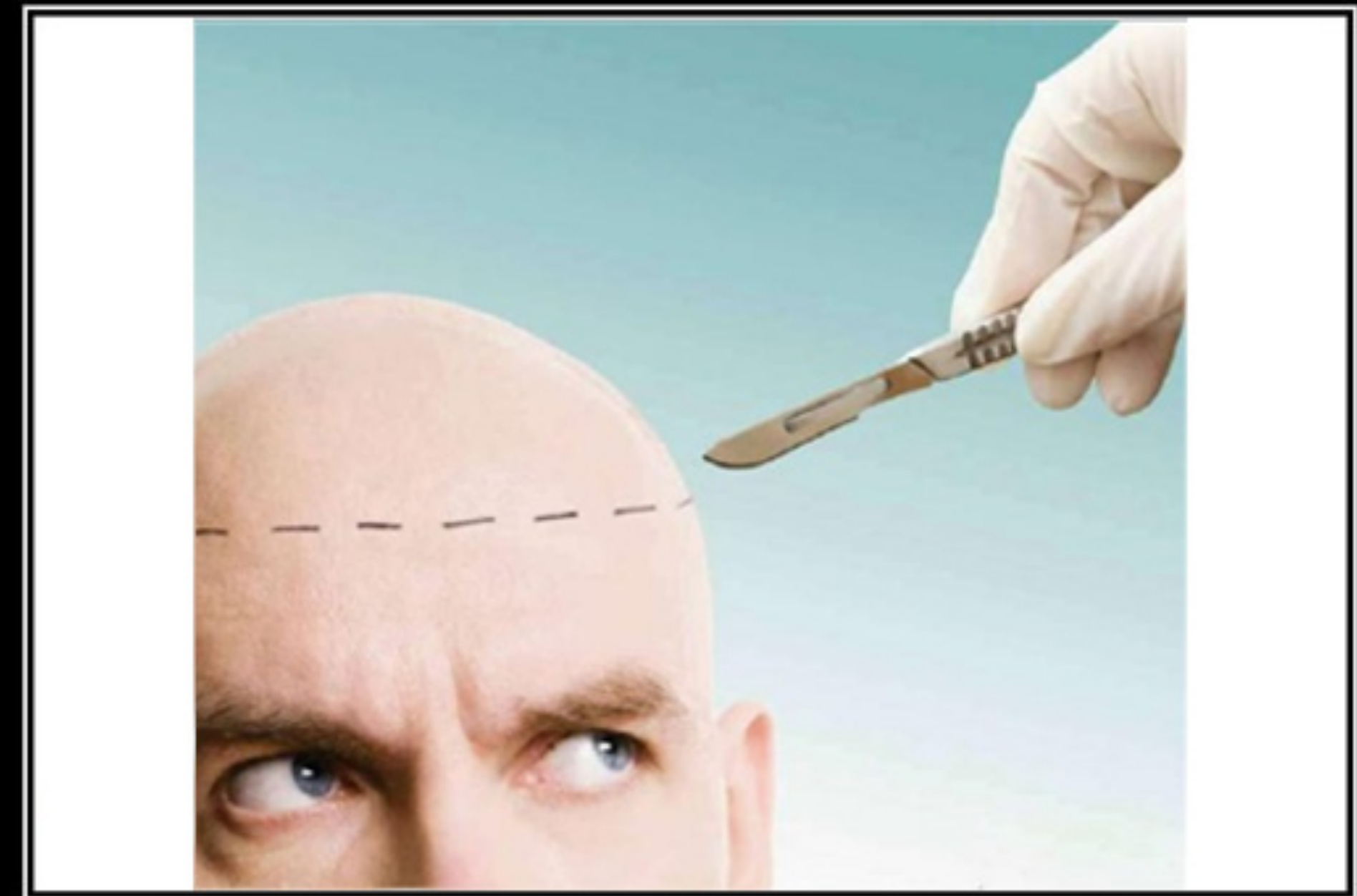
Open closed
SOLID

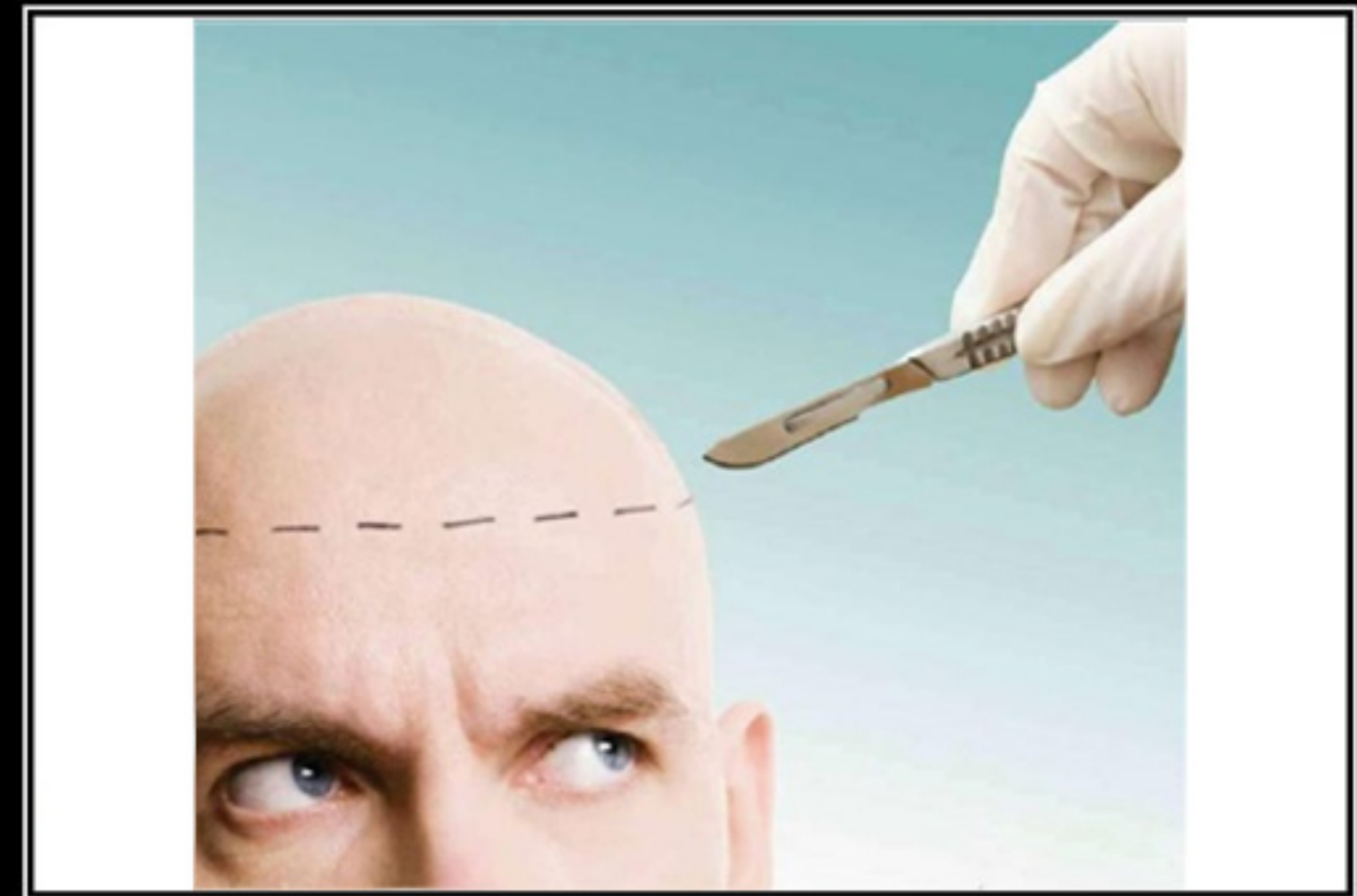- Open for extension
- Closed for modification

OPEN CLOSE PRINCIPLE
Brain surgery is not necessary when putting on a hat

Open closed
SOLID

- Open for extension
- Closed for modification
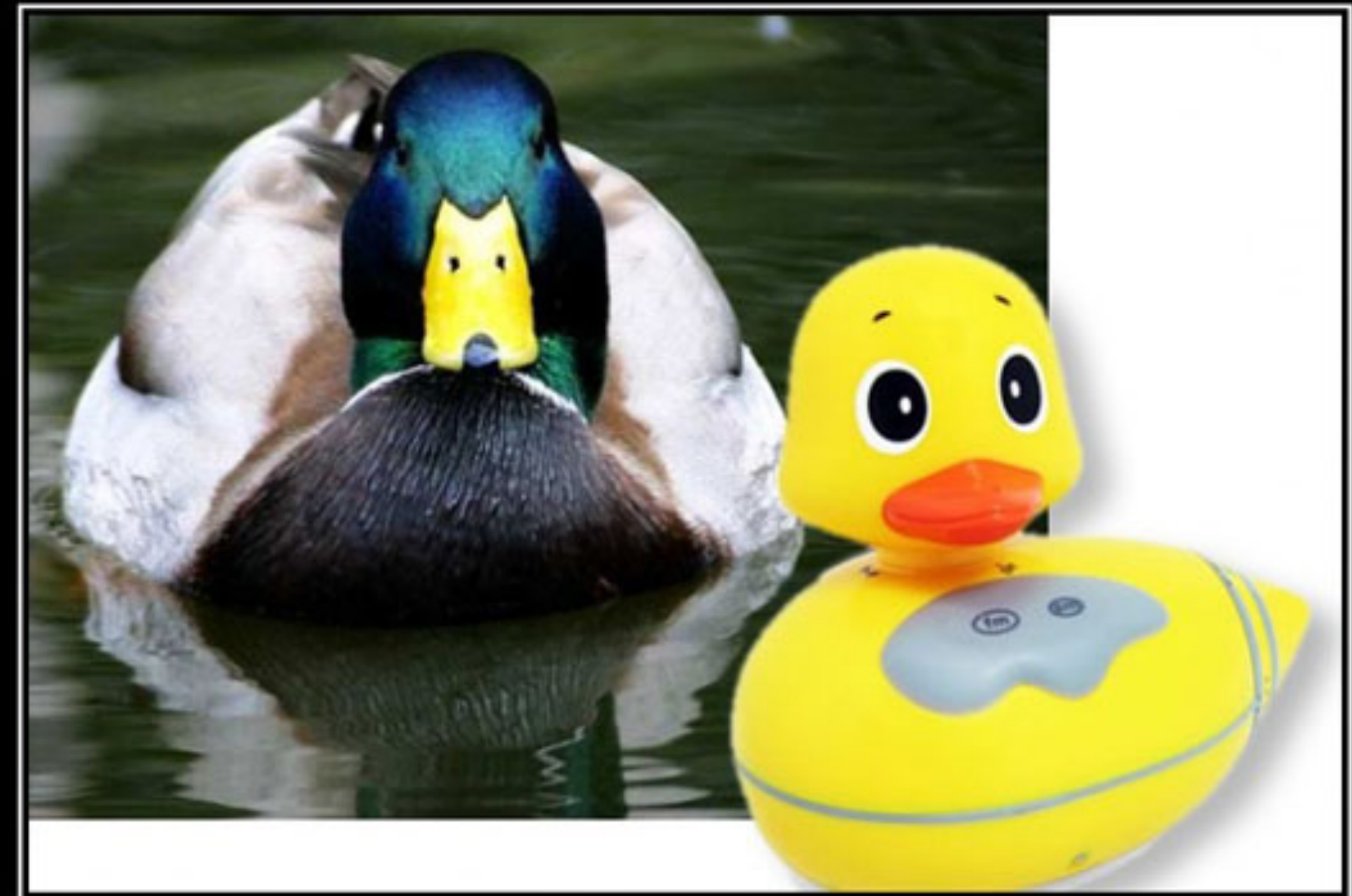- New feature new code

Liskov substitution
SOLID

- Derived class should be substitutable with their base class

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

Liskov substitution
SOLID

- Derived class should be substitutable with their base class
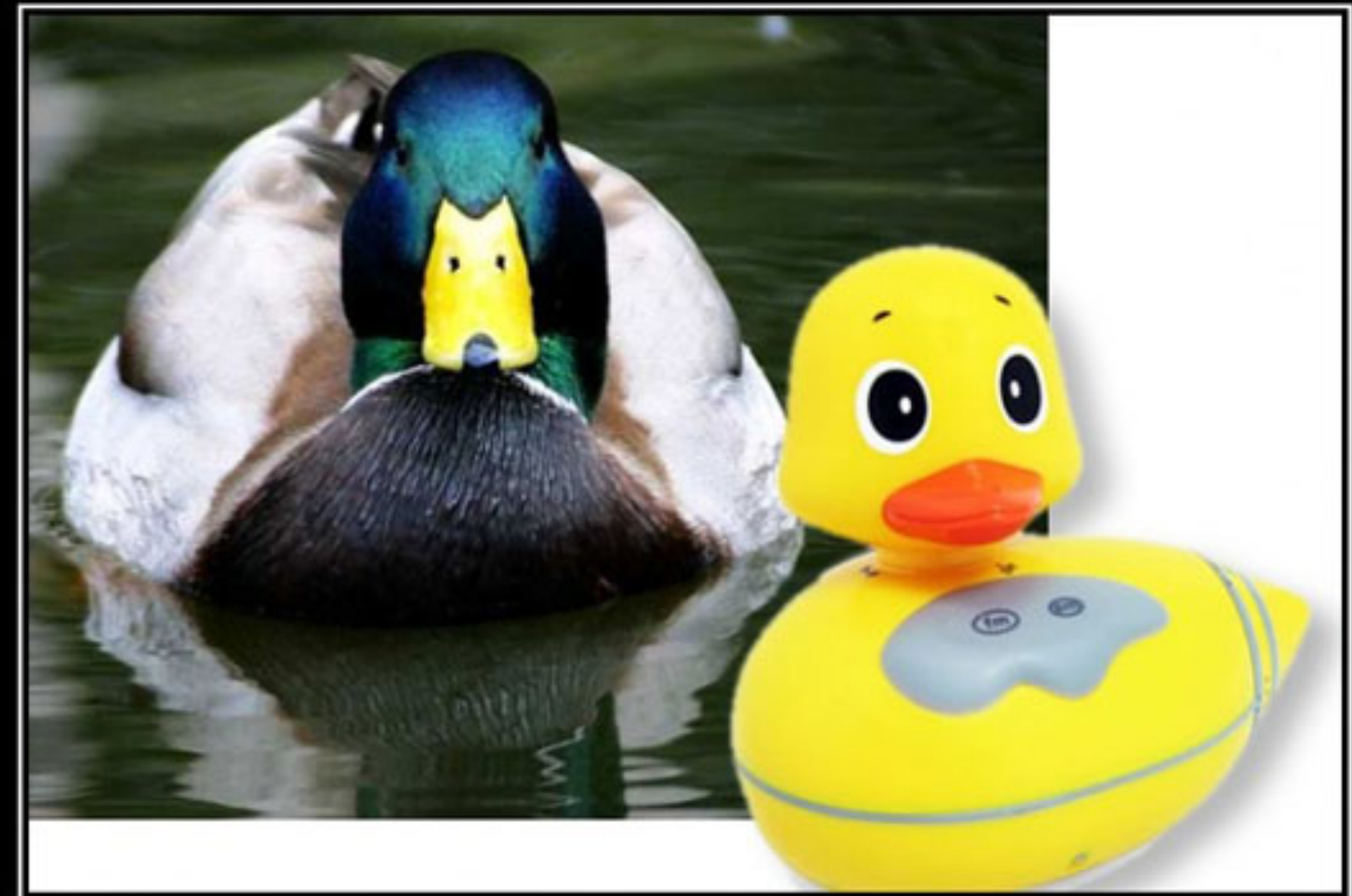
- Inheritance

  - Is a kind of…

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Liskov substitution
SOLID

- Derived class should be substitutable with their base class

- Inheritance

  - Is a kind of…

- Composition

  - Has a…
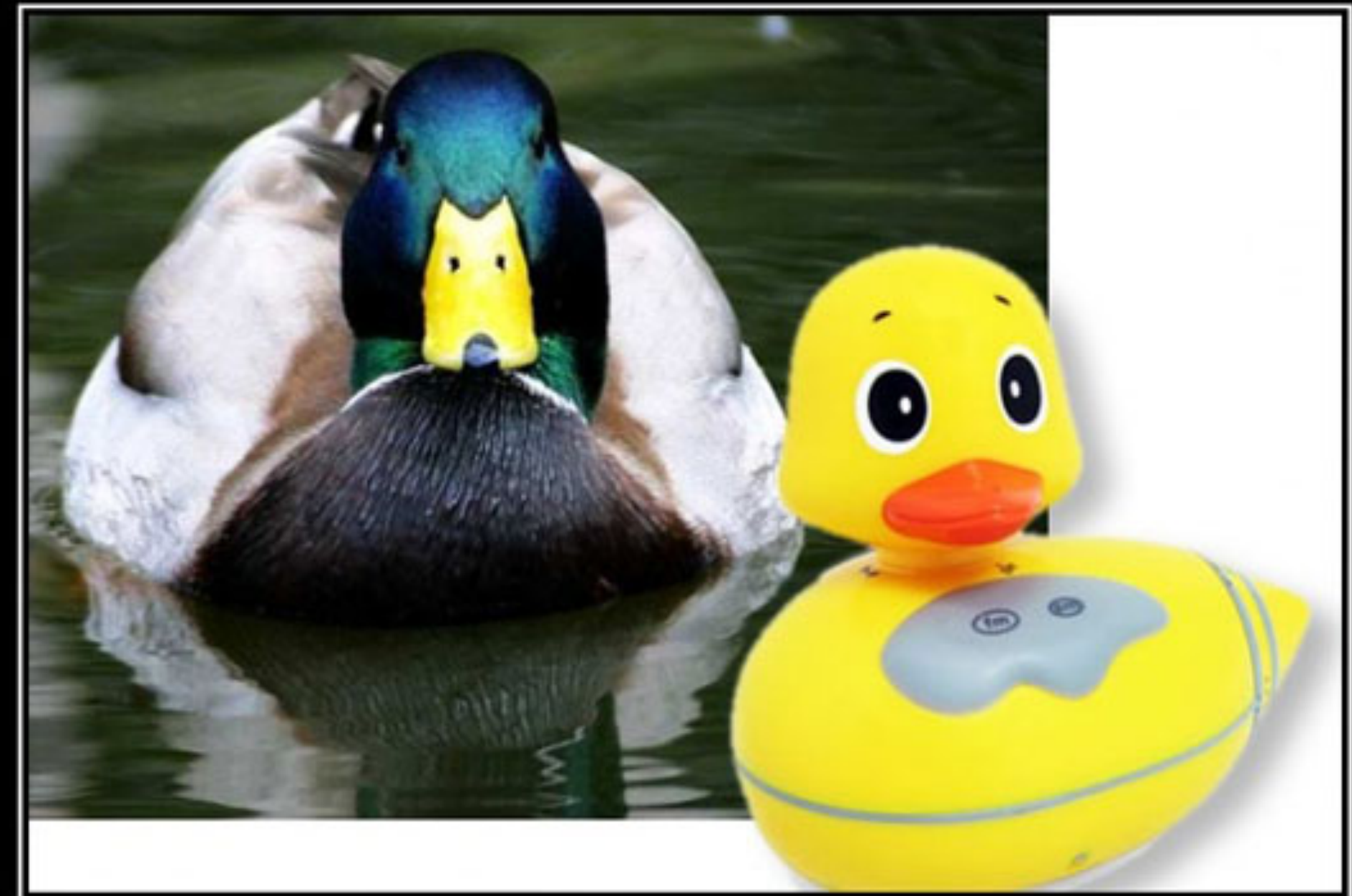

LISKOV SUBSTITUTION PRINCIPLE
If It Looks Like A Duck, Quacks Like A Duck, But Needs Batteries - You Probably Have The Wrong Abstraction

Interface segregation
SOLID

- Clients should not be forced to depend on methods that they do not use.

INTERFACE SEGREGATION PRINCIPLE
You Want Me To Plug This In, Where?

Interface segregation
SOLID

- Clients should not be forced to depend on methods that they do not use.

- Avoid generic interface

INTERFACE SEGREGATION PRINCIPLE
You Want Me To Plug This In, Where?

Interface segregation
SOLID

- Clients should not be forced to depend on methods that they do not use.

- Avoid generic interface

- Promote specific interface

INTERFACE SEGREGATION PRINCIPLE
You Want Me To Plug This In, Where?

Dependency Inversion
SOLID

- High-level modules should not depend on low-level modules. Both should depend on the abstraction.

DEPENDENCY INVERSION PRINCIPLE
Would You Solder A Lamp Directly To The Electrical Wiring In A Wall?

Dependency Inversion
SOLID

- High-level modules should not depend on low-level modules. Both should depend on the abstraction.

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

DEPENDENCY INVERSION PRINCIPLE
Would You Solder A Lamp Directly To The Electrical Wiring In A Wall?

Dependency Inversion
SOLID

- High-level modules should not depend on low-level modules. Both should depend on the abstraction.

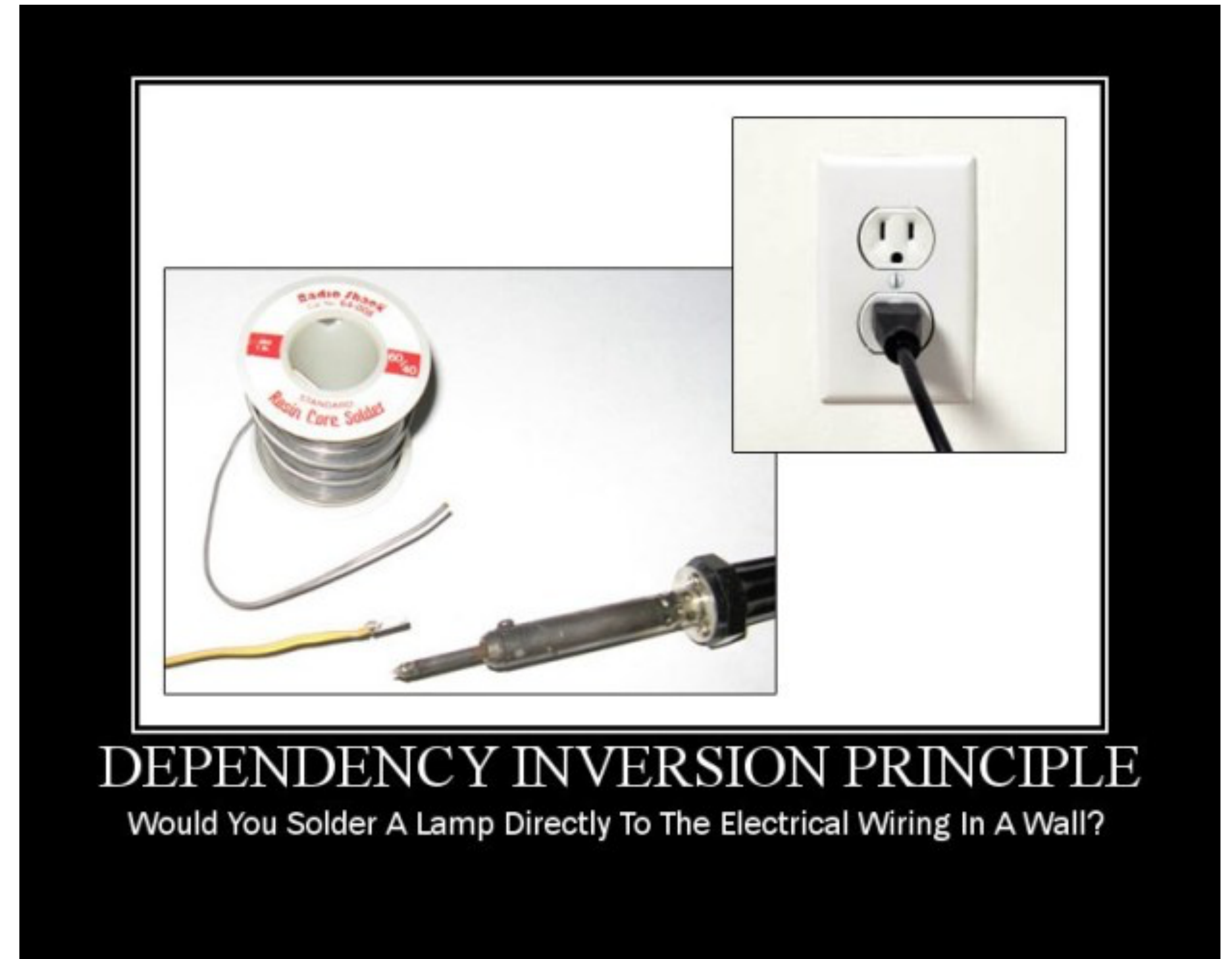- Abstractions should not depend on details. Details should depend on abstractions.

- Contract between elements

DEPENDENCY INVERSION PRINCIPLE
Would You Solder A Lamp Directly To The Electrical Wiring In A Wall?

Frontend code
Old approach

- app

- common

app

    App.tsx

    routes.ts

    store.ts

common

    components

        Routes.tsx

        Form.tsx

        Table.tsx

features

    …

Frontend code

Old approach

- app

- common

- features

app

common

features

    users

       config

           routes.ts

           columns.ts

           form.ts

       NewUser.tsx

       ViewUser.tsx

       EditUser.tsx

       ViewUsers.tsx

    products

    orders

Frontend code
New possible approach

- app

- common

- features

app

common

features

  users

    new

      index.ts

      form.ts

      actions.ts

      NewUser.tsx

    edit

      index.ts

      form.ts

      actions.ts

      EditUser.tsx

Frontend code
New possible approach

- app

- common

- features

app

common

features

  users

    view

      index.ts

      form.ts

      actions.ts

      ViewUser.tsx

    table

      index.ts

      columns.ts

      TableUsers.tsx

References

- https://www.educative.io/blog/solid-principles-oop-c-sharp
- https://thedavidmasters.com/2018/10/27/solid-design-principles/
- https://imgflip.com/memegenerator

Question?
Thank you for your attention

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