
SOLID Principles
How to Keep Building Better

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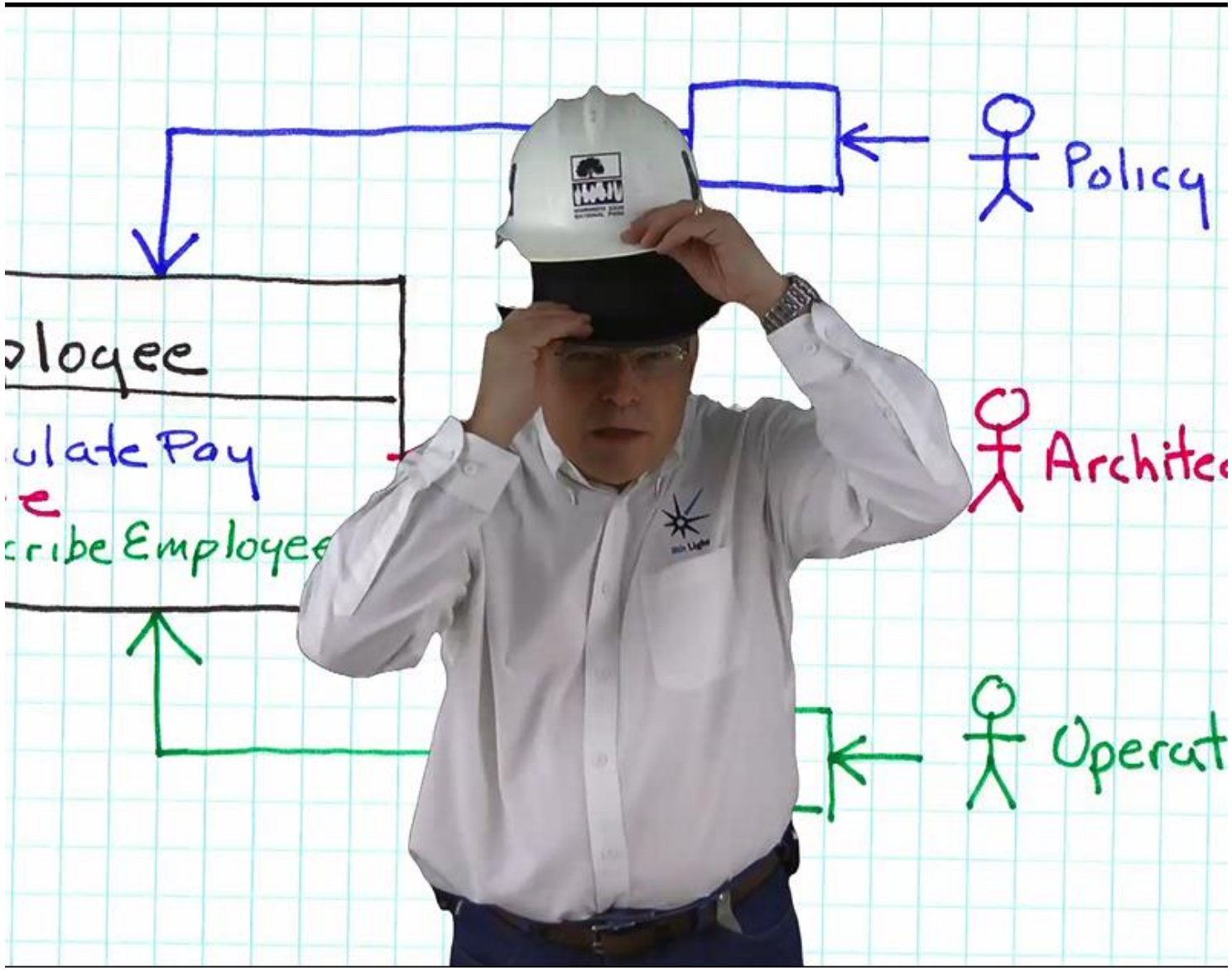
Design Principles and Design Patterns

Single Responsibility Principle

A class must have only one reason to change and only one responsibility.

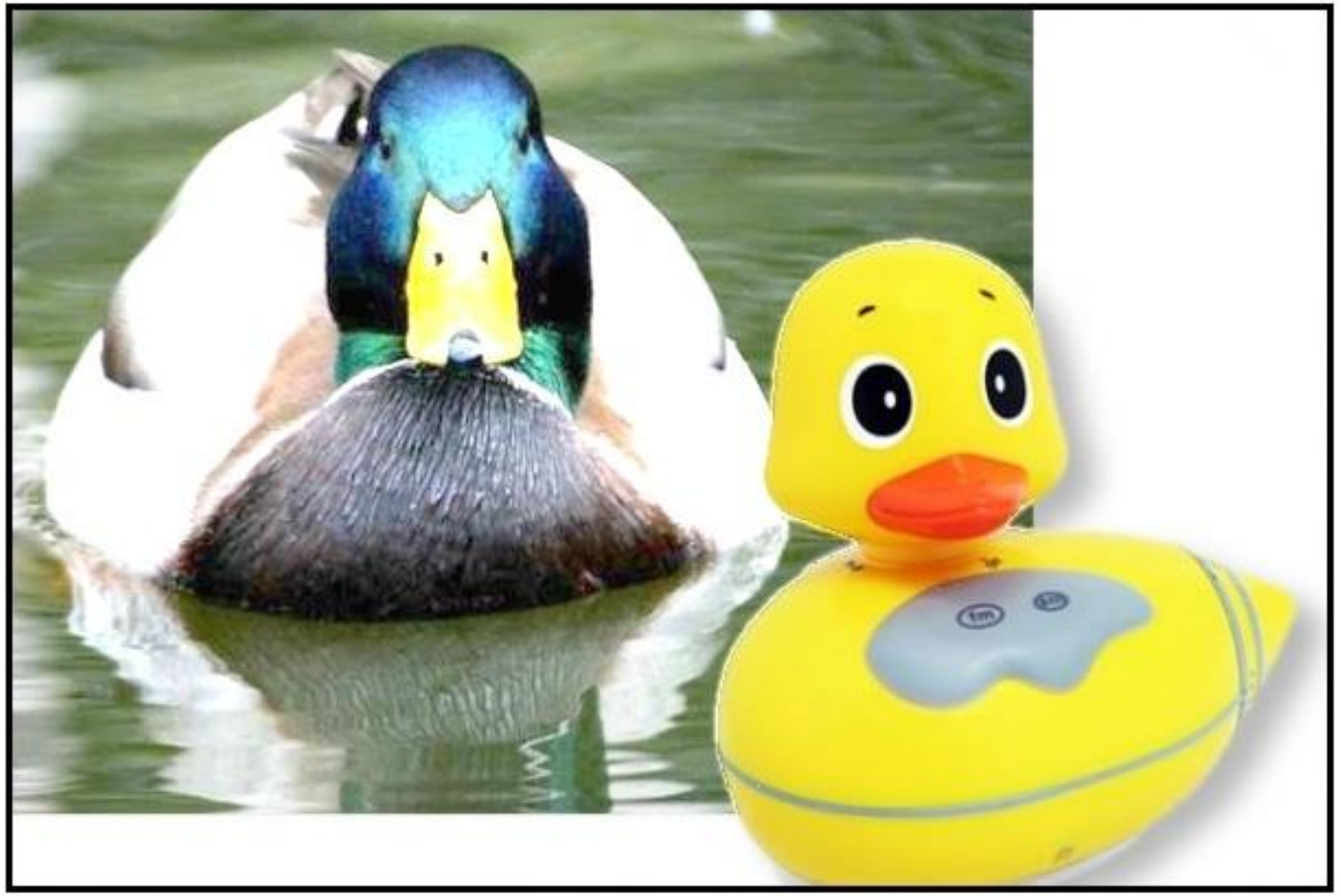


The Open Closed Principle

A module should be open for extension but closed for modification.

Liskov Substitution Principle

Subclasses should be substitutable for their base classes.

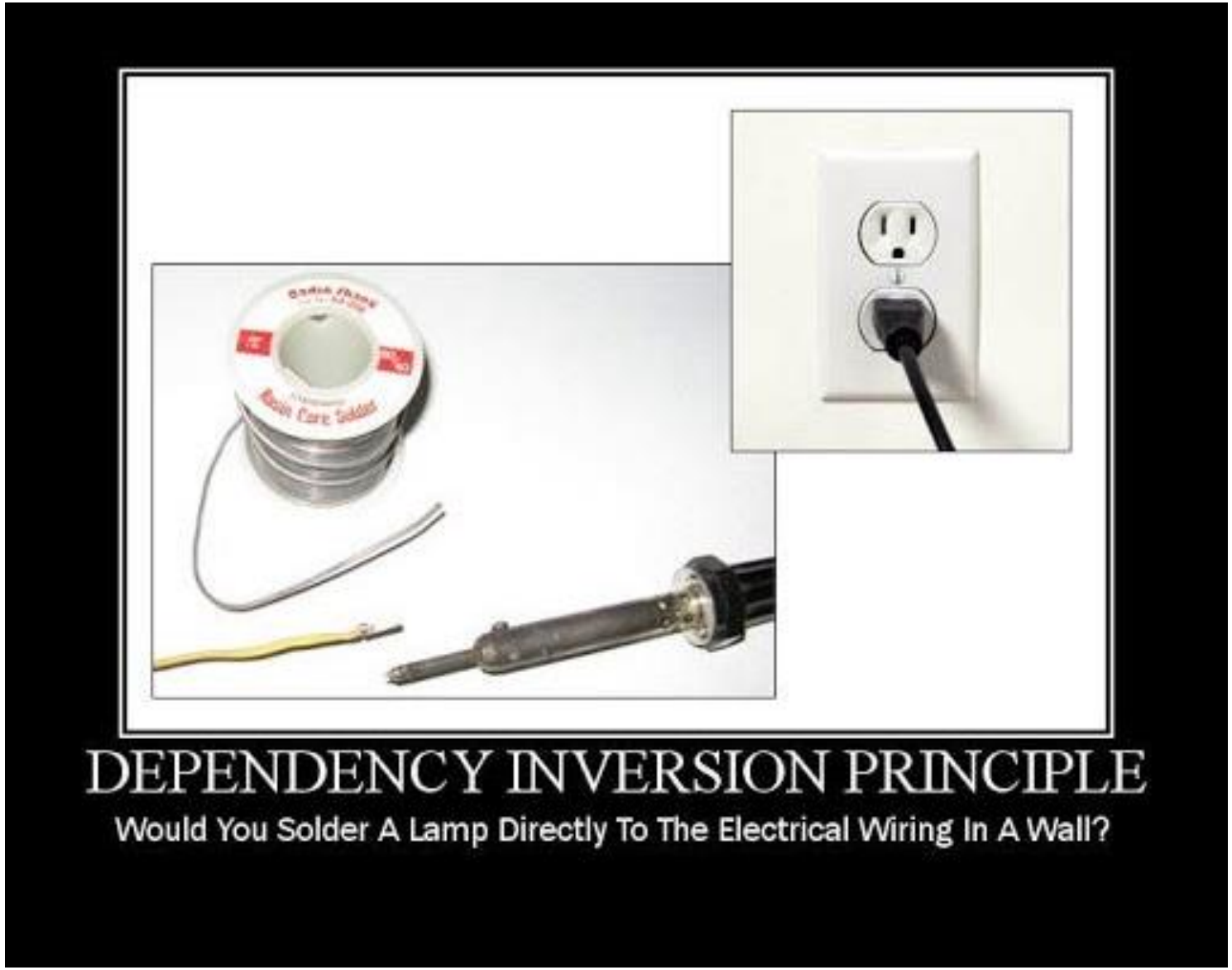


Interface Segregation Principle

Many client specific interfaces are better than one general purpose interface.

Dependency Inversion Principle

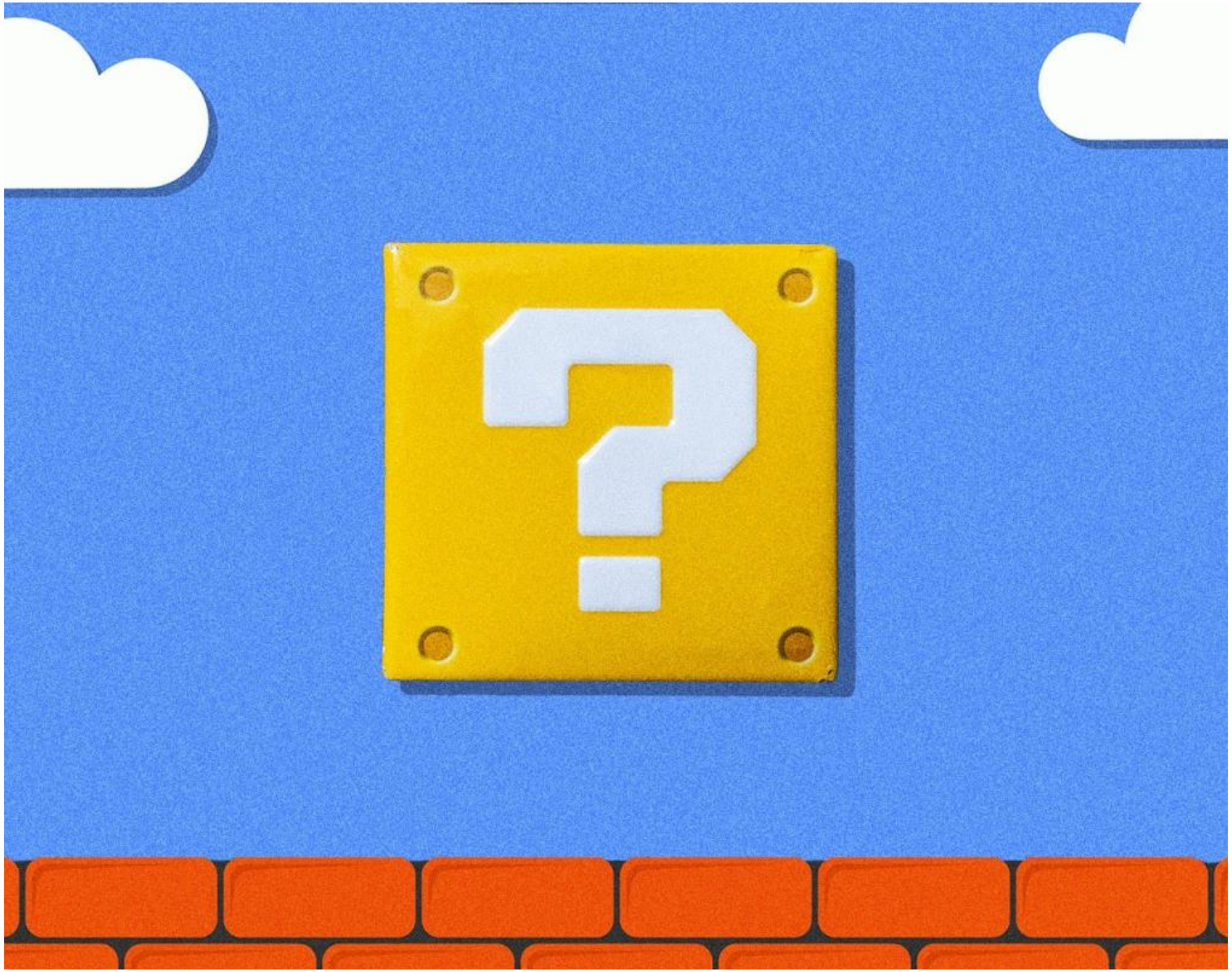
Depend upon Abstractions. Do not depend upon concretions.



Why?

Simple, keep your code maintainable!

Any Questions?



Thank You

References

- Design Principles and Design Patterns – Robert C. Martin
- Data Abstraction and Hierarchy – Barbara Liskov

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